

NAME: _____

DATE: _____

JUDGE: _____

OBEDIENCE TRIAL SCORE BREAKDOWN UTILITY A CLASS

DOG # _____

BREED: _____

HEIGHT AT WITHERS: _____

EXERCISE	SERIOUS FAULT	QUALIFYING	MAX POINTS	POINTS LOST	NET SCORE		
SIGNAL EXERCISES	Handler continually adapting to dog's pace..... <input type="checkbox"/> Unmanageable..... <input type="checkbox"/> Unqualified heeling..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Audible command or failure on first signal to: Stand..... <input type="checkbox"/> Stay..... <input type="checkbox"/> Drop..... <input type="checkbox"/> Sit..... <input type="checkbox"/> Come..... <input type="checkbox"/>	Forging..... <input type="checkbox"/> Crowding handler..... <input type="checkbox"/> Lagging..... <input type="checkbox"/> Sniffing..... <input type="checkbox"/> No change of pace..... <input type="checkbox"/> Fast..... <input type="checkbox"/> Slow..... <input type="checkbox"/> Heeling wide..... <input type="checkbox"/> Turns..... <input type="checkbox"/> Abouts..... <input type="checkbox"/> Extra command to heel..... <input type="checkbox"/> Holding signals..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> Slow response to: Stand-Down-Sit-Come..... <input type="checkbox"/> Touch handler..... <input type="checkbox"/> Walked forward..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> No sit front-finish..... <input type="checkbox"/> Poor sits..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/>	40				
SCENT DISCRIMINATION		<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; text-align: center;">L</td> <td style="width: 50%; text-align: center;">M</td> </tr> </table>	L	M	LEATHER 30		
		L	M				
<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; text-align: center;">L</td> <td style="width: 50%; text-align: center;">M</td> </tr> </table>	L	M	METAL 30				
L	M						
DIRECTED RETRIEVE GLOVE # _____	Does Not: Go out on command..... <input type="checkbox"/> Go directly to glove..... <input type="checkbox"/> Retrieve correct article..... <input type="checkbox"/> Fails to retrieve..... <input type="checkbox"/> Anticipated..... <input type="checkbox"/> Extra signal..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/>	Slow response to command..... <input type="checkbox"/> Touching dog sending... <input type="checkbox"/> Excessive motions..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/> Playing..... <input type="checkbox"/> Slow going..... <input type="checkbox"/> Slow returning..... <input type="checkbox"/> Dropping article..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Poor delivery..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Turn in place..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	30				
MOVING STAND AND EXAM	Sat out of reach..... <input type="checkbox"/> Displays fear or resentment..... <input type="checkbox"/> Sitting..... <input type="checkbox"/> Lying down..... <input type="checkbox"/> Growling or snapping..... <input type="checkbox"/> Repeated whining or barking..... <input type="checkbox"/> Failure to: Heel..... <input type="checkbox"/> Stand and stay..... <input type="checkbox"/> Accept examination..... <input type="checkbox"/> Return to handler..... <input type="checkbox"/>	Forging..... <input type="checkbox"/> Lagging..... <input type="checkbox"/> Wide..... <input type="checkbox"/> Moves slightly on stand..... <input type="checkbox"/> Handler hesitates or pauses..... <input type="checkbox"/> Fails to return briskly..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Return to heel position..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	30				
DIRECTED JUMPING	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; text-align: center;">HIGH JUMP</td> <td style="width: 50%; text-align: center;">BAR JUMP</td> </tr> </table>	HIGH JUMP	BAR JUMP	Holding signals..... <input type="checkbox"/> Slow response to direction..... <input type="checkbox"/> Slightly off direction..... <input type="checkbox"/> Not back far enough..... <input type="checkbox"/> Anticipated: Turn..... <input type="checkbox"/> Stop..... <input type="checkbox"/> Sit..... <input type="checkbox"/> Does not sit on command..... <input type="checkbox"/> Hesitation or reluctance to jump..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> Poor sits..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finishes..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	40		
HIGH JUMP	BAR JUMP						
MAXIMUM POINTS			200				
LESS PENALTY FOR UNUSUAL BEHAVIOR: Strong Correcting/Disciplining..... <input type="checkbox"/> Fouling Ring..... <input type="checkbox"/> Barking..... <input type="checkbox"/> Leaving Ring..... <input type="checkbox"/> Rules Violation..... <input type="checkbox"/> Shows Fear..... <input type="checkbox"/>			10 Points for each penalty				
TOTAL SCORE							