

NAME: _____

DATE: _____

JUDGE: _____

OBEDIENCE TRIAL SCORE BREAKDOWN

DOG # _____

Graduate Novice

BREED: _____

A B (Circle One)

EXERCISE	SERIOUS FAULT	QUALIFYING	MAX POINTS	POINTS LOST	NET SCORE
HEEL ON LEASH & FIGURE 8 OFF LEASH	Unmanageable..... <input type="checkbox"/> Unqualified Heeling..... <input type="checkbox"/> Handler continually adapts pace to dog..... <input type="checkbox"/>	HEELING FIGURE 8	40		
		Improper heel position..... <input type="checkbox"/> Extra command to heel..... <input type="checkbox"/> Heel at brisk pace..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> No change of pace..... <input type="checkbox"/> Fast..... <input type="checkbox"/> Slow..... <input type="checkbox"/> Forging..... <input type="checkbox"/> Crowding handler..... <input type="checkbox"/> Lagging..... <input type="checkbox"/> Sniffing..... <input type="checkbox"/> Heeling wide..... <input type="checkbox"/> Turns..... <input type="checkbox"/> Abouts..... <input type="checkbox"/> No sits..... <input type="checkbox"/> Poor sits..... <input type="checkbox"/>			
DROP ON RECALL	Didn't come on first command or signal..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Extra command or signal to stay..... <input type="checkbox"/> Moved from position..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Failing to drop..... <input type="checkbox"/>	Stood or laid down..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Slow drop..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Failure to come directly to handler..... <input type="checkbox"/> Failure to come at a brisk trot or gallop..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	40		
		Stood or laid down..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Slow drop..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Failure to come directly to handler..... <input type="checkbox"/> Failure to come at a brisk trot or gallop..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> Dropping dumbbell..... <input type="checkbox"/>			
DUMBBELL RECALL	Didn't come on first command or signal..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Extra command or signal to stay or take dumbbell..... <input type="checkbox"/> Moved from position..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/>	Stood or laid down..... <input type="checkbox"/> No sit..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> Hesitation to jump..... <input type="checkbox"/>	30		
		Stood or laid down..... <input type="checkbox"/> No sit..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Touches jump..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> Hesitation to jump..... <input type="checkbox"/>			
DUMBBELL RECALL OVER HIGH JUMP	Didn't come on first command or signal..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Extra command or signal to stay or take dumbbell..... <input type="checkbox"/> Moved from position..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Fails to jump..... <input type="checkbox"/> Climbing jump..... <input type="checkbox"/>	Stood or laid down..... <input type="checkbox"/> Touched Handler..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Failure to come directly to handler..... <input type="checkbox"/> Hesitation to jump..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	30		
		Stood or laid down..... <input type="checkbox"/> Touched Handler..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Failure to come directly to handler..... <input type="checkbox"/> Hesitation to jump..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>			
RECALL OVER BROAD JUMP	Didn't come on first command or signal..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Extra command or signal to stay..... <input type="checkbox"/> Moved from position..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Did not jump full distance..... <input type="checkbox"/>	Stood or sat down after handler returns to heel position..... <input type="checkbox"/> Minor move before handler returns..... <input type="checkbox"/> Minor whine or bark..... <input type="checkbox"/> Forced into position..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	30		
		Stood or sat down after handler returns to heel position..... <input type="checkbox"/> Minor move before handler returns..... <input type="checkbox"/> Minor whine or bark..... <input type="checkbox"/> Forced into position..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>			
MAXIMUM POINTS			200		
MISCELLANEOUS PENALTY					
TOTAL NET SCORE					