



NAME: _____
DATE: _____
JUDGE: _____

OBEDIENCE TRIAL
SCORE BREAKDOWN
OPEN A OR B (CIRCLE ONE)

DOG: _____
BREED: _____
Heights at Withers: _____

EXERCISE	Maximum Point Deductions	QUALIFYING	MAX POINTS	POINTS LOST	NET SCORE
HEEL FREE THEN FIGURE 8 (OFF LEASH)	Unmanageable <input type="checkbox"/> Unqualified Heeling..... <input type="checkbox"/> Handler continually adapts pace to dog..... <input type="checkbox"/>	HEELING FIG. 8 No change of pace Fast..... <input type="checkbox"/> Slow <input type="checkbox"/> <input type="checkbox"/> Improper heel position..... <input type="checkbox"/> <input type="checkbox"/> Forging..... <input type="checkbox"/> Crowding handler..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lagging..... <input type="checkbox"/> Sniffing..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Extra command to heel..... <input type="checkbox"/> <input type="checkbox"/> Heeling wide... <input type="checkbox"/> Turns.. <input type="checkbox"/> Abouts..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> No Sits..... <input type="checkbox"/> Poor sits..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Heel at brisk pace..... <input type="checkbox"/> <input type="checkbox"/> Handler error..... <input type="checkbox"/> <input type="checkbox"/>	40		
COMMAND Discrimination STAND DOWN SIT	Did not remain in place..... <input type="checkbox"/> Did not remain in position before handler returns..... <input type="checkbox"/> Fails to change position on first command and/or signal..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	Walks forward/moves..... <input type="checkbox"/> Changed position after handler returns to heel position..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	30		
DROP ON RECALL	Didn't come on fist 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"/>	30		
RETRIEVE ON FLAT	Fails to go out on first command or signal..... <input type="checkbox"/> Fails to retrieve..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Extra command or signal..... <input type="checkbox"/> Sat out or reach..... <input type="checkbox"/>	Slow: Going..... <input type="checkbox"/> Returning..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/> Dropping..... <input type="checkbox"/> Directly to dumbbell..... <input type="checkbox"/> No sit..... <input type="checkbox"/> Poor Sit..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	20		
RETRIEVE OVER HIGH JUMP	Fails to go out on first command or signal..... <input type="checkbox"/> Fails to retrieve..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Extra command or signal..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Fails to jump going or returning..... <input type="checkbox"/> Jumps only one direction..... <input type="checkbox"/> Climbing jump..... <input type="checkbox"/>	Slow: Going..... <input type="checkbox"/> Returning..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/> Dropping..... <input type="checkbox"/> Directly to dumbbell..... <input type="checkbox"/> Touches jump..... <input type="checkbox"/> Poor delivery..... <input type="checkbox"/> No sit..... <input type="checkbox"/> Poor Sit..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> Pause hesitation or reluctance at jump..... <input type="checkbox"/>	30		
BROAD JUMP	Anticipated command..... <input type="checkbox"/> Refuses to jump on first command or signal..... <input type="checkbox"/> Does not jump full distance..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/>	Hesitation pause or reluctance to jump..... <input type="checkbox"/> Touches Jump..... <input type="checkbox"/> Poor return..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Poor Sit..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Touches handler..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	20		
SUB-TOTAL					
STAND STAY GET YOUR LEASH	Fails to stand on first command/signal..... <input type="checkbox"/> Moves a substantial distance away..... <input type="checkbox"/> Repeated whines or barks..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> Does not remain in position until handler returns to heel position..... <input type="checkbox"/>	Changed position after handler returns to heel position..... <input type="checkbox"/> Moves a short distance away..... <input type="checkbox"/> Moves feet repeatedly..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	30		
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			MISCELLANEOUS PENALTY		
TOTAL SCORE					