



# OBEDIENCE TRIAL SCORE BREAKDOWN

NAME: \_\_\_\_\_

DOG # \_\_\_\_\_

DATE: \_\_\_\_\_

BREED: \_\_\_\_\_

JUDGE: \_\_\_\_\_

**Graduate Open**  
**A B (Circle One)**

HEIGHT AT WITHERS: \_\_\_\_\_

EXERCISE	MAXIMUM POINT DEDUCTION	QUALIFYING	MAX POINTS	POINTS LOST	NET SCORE
<b>SIGNAL EXERCISES</b>	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"/> Anticipated..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Handler adapting self to dog's pace..... <input type="checkbox"/> Unmanageable..... <input type="checkbox"/> Unqualified heeling..... <input type="checkbox"/>	Forging..... <input type="checkbox"/> Crowding..... <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 – on turns – abouts..... <input type="checkbox"/> Extra command to heel..... <input type="checkbox"/> Holding signals..... <input type="checkbox"/> Slow response to signal to: Stand-Down-Sit-Come-Touch handler..... <input type="checkbox"/> Walk 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"/> Handler error..... <input type="checkbox"/>	<b>40</b>		
<b>SCENT DISCRIMINATION</b>	Anticipated..... <input type="checkbox"/> Extra command..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Does not retrieve..... <input type="checkbox"/> Wrong article..... <input type="checkbox"/>	Not going directly to articles..... <input type="checkbox"/> Slow going and returning..... <input type="checkbox"/> Doesn't work continuously..... <input type="checkbox"/> Dropping article on return..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> No sit in front ..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/>	<b>40</b>		
<b>MOVING STAND AND EXAM</b>	Sat out of reach..... <input type="checkbox"/> Displays fear or resentment..... <input type="checkbox"/> Sitting..... <input type="checkbox"/> Lying down..... <input type="checkbox"/> Growling..... <input type="checkbox"/> Repeated whining or barking..... <input type="checkbox"/> <b>Failure to:</b> 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"/> Crowding..... <input type="checkbox"/> Lagging..... <input type="checkbox"/> Heeling wide..... <input type="checkbox"/> Moves slightly on stand..... <input type="checkbox"/> Fails to return briskly..... <input type="checkbox"/> Sits in front..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/>	<b>40</b>		
<b>GO OUT</b>	Does not leave on order..... <input type="checkbox"/> Does not stop on command..... <input type="checkbox"/> Does not go at least 10' beyond jumps..... <input type="checkbox"/> Second command to sit..... <input type="checkbox"/>	Slightly off direction..... <input type="checkbox"/> Anticipated: Turn..... <input type="checkbox"/> Stop..... <input type="checkbox"/> Sit..... <input type="checkbox"/> Not back far enough..... <input type="checkbox"/> Does not sit on command..... <input type="checkbox"/>	<b>40</b>		
<b>DIRECTED JUMPING</b>	Did not come on first command or signal..... <input type="checkbox"/> Extra command or signal..... <input type="checkbox"/> Moved from position..... <input type="checkbox"/> Fails to jump..... <input type="checkbox"/> Climbing jump..... <input type="checkbox"/> Knocking bar off..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/>	Holding signals..... <input type="checkbox"/> Slow response to direction..... <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"/>	<b>40</b>		
<b>MAXIMUM POINTS</b>			<b>200</b>		
<b>LESS PENALTY FOR UNUSUAL BEHAVIOR:</b> Strong Correcting/Disciplining..... <input type="checkbox"/> Fouling Ring..... <input type="checkbox"/> Excessive Barking..... <input type="checkbox"/> Leaving Ring.... <input type="checkbox"/> Rules Violation..... <input type="checkbox"/> Shows Fear..... <input type="checkbox"/> <b>15 Points for Each Penalty</b>					
<b>TOTAL NET SCORE</b>					

Note: For the safety of all, a dog that snaps, bites, or attempts to bite will be excused from the ring.