

**4-H Dog Project
Obedience Score Sheet ~ revised 2002**



Handler & Dog No. _____

Club or County _____

Date _____

Judge _____

OPEN

dog's height at withers _____

length of broad jump _____

EXERCISE	EXTREME	MAJOR	SUBSTANTIAL	MINOR	Maximum Points	Points Off	NET SCORE
HEEL FREE AND FIGURE EIGHT	Unmanageable <input type="checkbox"/> Unqualified heeling <input type="checkbox"/>	Handler continually adapts pace to dog <input type="checkbox"/> Leaving handler <input type="checkbox"/>	Heeling Fig. 8 <input type="checkbox"/> .. Improper heel position <input type="checkbox"/> <input type="checkbox"/> .. Forging <input type="checkbox"/> Crowding handler <input type="checkbox"/> <input type="checkbox"/> .. Lagging <input type="checkbox"/> Sniffing <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"/> .. No change of pace <input type="checkbox"/> Fast <input type="checkbox"/> Slow <input type="checkbox"/> <input type="checkbox"/> .. No sit <input type="checkbox"/> Poor sits <input type="checkbox"/> <input type="checkbox"/> .. Lack of naturalness, smoothness <input type="checkbox"/> <input type="checkbox"/> .. Handler error <input type="checkbox"/>		40		
DROP ON RECALL	Does not come on first command or signal <input type="checkbox"/> Does not drop on first command or signal <input type="checkbox"/>	Extra command or signal to stay after handler leaves <input type="checkbox"/> Moved from place, left <input type="checkbox"/> Anticipated: Recall <input type="checkbox"/> Drop <input type="checkbox"/> Come in <input type="checkbox"/> Sat out of reach <input type="checkbox"/>	<input type="checkbox"/> .. Stood or lay down <input type="checkbox"/> <input type="checkbox"/> .. Extra command or signal before leaving <input type="checkbox"/> <input type="checkbox"/> .. Slow response <input type="checkbox"/> <input type="checkbox"/> .. Slow return <input type="checkbox"/> <input type="checkbox"/> .. Slow drop <input type="checkbox"/> <input type="checkbox"/> .. No sit in front <input type="checkbox"/> <input type="checkbox"/> .. No finish <input type="checkbox"/> <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"/>	Goes before command or signal <input type="checkbox"/> Does not go directly to dumbbell <input type="checkbox"/> Extra signal or command <input type="checkbox"/>	<input type="checkbox"/> .. Slow <input type="checkbox"/> Going <input type="checkbox"/> Returning <input type="checkbox"/> Pick up <input type="checkbox"/> <input type="checkbox"/> .. Mouthing or playing <input type="checkbox"/> <input type="checkbox"/> .. Dropping dumbbell <input type="checkbox"/> <input type="checkbox"/> .. Does not release <input type="checkbox"/> <input type="checkbox"/> .. No sit <input type="checkbox"/> <input type="checkbox"/> .. No finish <input type="checkbox"/> <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 jump going and returning <input type="checkbox"/> Fails to retrieve <input type="checkbox"/> Climbing jump <input type="checkbox"/>	Goes before command or signal <input type="checkbox"/> Jumps only one direction <input type="checkbox"/> Extra command or signal to retrieve <input type="checkbox"/> Extra command or signal to jump <input type="checkbox"/>	<input type="checkbox"/> .. Slow <input type="checkbox"/> Going <input type="checkbox"/> Returning <input type="checkbox"/> Pick up <input type="checkbox"/> <input type="checkbox"/> .. Mouthing or playing <input type="checkbox"/> <input type="checkbox"/> .. Dropping dumbbell <input type="checkbox"/> <input type="checkbox"/> .. Does not release <input type="checkbox"/> <input type="checkbox"/> .. Touching jump <input type="checkbox"/> <input type="checkbox"/> .. No sit <input type="checkbox"/> <input type="checkbox"/> .. No finish <input type="checkbox"/> <input type="checkbox"/> .. Handler error <input type="checkbox"/>		30		
BROAD JUMP	Refuses to jump on first command or signal <input type="checkbox"/> Walks over any part <input type="checkbox"/>	Goes before command or signal <input type="checkbox"/> Does not clear jump <input type="checkbox"/> Sat out of reach <input type="checkbox"/>	<input type="checkbox"/> .. Slow response <input type="checkbox"/> <input type="checkbox"/> .. Minor jump touch <input type="checkbox"/> <input type="checkbox"/> .. Poor return <input type="checkbox"/> <input type="checkbox"/> .. No sit <input type="checkbox"/> <input type="checkbox"/> .. No finish <input type="checkbox"/> <input type="checkbox"/> .. Handler error <input type="checkbox"/>		20		
MAXIMUM SUB-TOTAL					140		
LONG SIT (3 minutes) out of sight	Did not remain in place <input type="checkbox"/> Goes to another dog <input type="checkbox"/>	Stood or lay down before handler returns <input type="checkbox"/> Repeated whines or barks <input type="checkbox"/>	<input type="checkbox"/> .. Forced into position <input type="checkbox"/> <input type="checkbox"/> .. Minor move before handler returns <input type="checkbox"/> <input type="checkbox"/> .. Minor whine or bark <input type="checkbox"/> <input type="checkbox"/> .. Handler error <input type="checkbox"/>		30		
LONG DOWN (5 minutes) out of sight	Did not remain in place <input type="checkbox"/> Goes to another dog <input type="checkbox"/>	Stood or sat before handler returns <input type="checkbox"/> Repeated whines or barks <input type="checkbox"/>	<input type="checkbox"/> .. Forced into position <input type="checkbox"/> <input type="checkbox"/> .. Minor move before handler returns <input type="checkbox"/> <input type="checkbox"/> .. Minor whine or bark <input type="checkbox"/> <input type="checkbox"/> .. Handler error <input type="checkbox"/>		30		
Total points before any penalty MAXIMUM POINTS=200							
<input type="checkbox"/> Disciplining <input type="checkbox"/> Shows fear <input type="checkbox"/> Fouling ring <input type="checkbox"/> Leaving ring <input type="checkbox"/> Disqualified <input type="checkbox"/> Excused <input type="checkbox"/> No 6 ft leash <input type="checkbox"/> Less penalty for unusual behavior							
EXPLANATION OF PENALTY					TOTAL NET SCORE		



Obedience – Open

Exercise & Total Points	Exercise Description	Exercise Scoring
HEEL FREE AND FIGURE EIGHT (40)	Heel off leash: Ability of handler and dog to follow judge's commands of forward, halt, right turn, left turn, about turn, normal, slow, and fast. Figure 8: Handler may choose either direction and should go twice around with at least one halt during and another halt at the end of the exercise.	Minor – ½ to 2½ points deducted per occurrence Substantial – 3 to 5 points deducted per occurrence Major – 18 to 22 points deducted Extreme – 30 to 35 points deducted
DROP ON RECALL (30)	Executed as in the Novice class, except that upon signal or order of the judge, the handler shall drop the dog at a point approximately midway from where the dog was left. The dog may be dropped with either a command or a signal. The dog shall then be called to the handler and return to heel position upon order or signal from the judge.	Minor – ½ to 2½ points deducted per occurrence Substantial – 3 to 5 points deducted per occurrence Major – 13 to 17 points deducted Extreme – 20 to 25 points deducted
RETRIEVE ON FLAT (20)	The dog must retrieve a dumbbell by following a sequence of orders. The dog starts and ends in the heel position. The commands are “throw it, send your dog, take it, and finish.”	Minor – ½ to 2½ points deducted per occurrence Substantial – 3 to 5 points deducted per occurrence Major – 8 to 12 points deducted Extreme – 10 to 15 points deducted
RETRIEVE OVER HIGH JUMP (30)	This exercise is executed in the same manner as the Retrieve on Flat, except the dog must jump the high jump both going and coming. The high jump should be the same height as the dog at the withers.	Minor – ½ to 2½ points deducted per occurrence Substantial – 3 to 5 points deducted per occurrence Major – 13 to 17 points deducted Extreme – 20 to 25 points deducted
BROAD JUMP (20)	The dog shall jump twice their height. On order from the judge, the handler should give the command or signal to jump and the dog should clear the entire distance of the jump without touching. The dog should return to a sitting position in front of the handler and then return to heel position as commanded.	Minor – ½ to 2½ points deducted per occurrence Substantial – 3 to 5 points deducted per occurrence Major – 8 to 12 points deducted Extreme – 10 to 15 points deducted
LONG SIT (3 MINUTES) out of sight (30)	The dog is placed in a sitting position for three minutes off leash, with the handler out of sight, without moving until the handler returns to heel position.	Minor – ½ to 2½ points deducted per occurrence Substantial – 3 to 5 points deducted per occurrence Major – 13 to 17 points deducted Extreme – 20 to 25 points deducted
LONG DOWN (5 MINUTES) out of sight (30)	The dog is placed in a down position for five minutes off leash, with the handler out of sight, without moving until the handler returns to heel position.	Minor – ½ to 2½ points deducted per occurrence Substantial – 3 to 5 points deducted per occurrence Major – 13 to 17 points deducted Extreme – 20 to 25 points deducted