

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



Handler & Dog No. _____

Club or County _____

Date _____

Judge _____

UTILITY
dog's height at withers _____

article number _____

EXERCISE	EXTREME	MAJOR	SUBSTANTIAL	MINOR	Maximum	Points	NET
SIGNAL EXERCISE	Handler adapting pace to dog <input type="checkbox"/> Unmanageable <input type="checkbox"/> Unqualified heeling <input type="checkbox"/> Any audible command to: Stand <input type="checkbox"/> Stay <input type="checkbox"/> Drop <input type="checkbox"/> Sit <input type="checkbox"/> Come <input type="checkbox"/>	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"/> Leaving handler <input type="checkbox"/>	<input type="checkbox"/> .. Improper hand 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"/> .. No change of speed <input type="checkbox"/> Fast <input type="checkbox"/> Slow <input type="checkbox"/> <input type="checkbox"/> .. Heeling wide <input type="checkbox"/> Turns <input type="checkbox"/> Abouts <input type="checkbox"/> <input type="checkbox"/> .. Audible command during heeling or finish <input type="checkbox"/> <input type="checkbox"/> .. Holding signals <input type="checkbox"/> <input type="checkbox"/> .. Slow response to signals <input type="checkbox"/> <input type="checkbox"/> .. Extra command or signal to heel or finish <input type="checkbox"/> <input type="checkbox"/> .. Sat between feet Touching handler <input type="checkbox"/> <input type="checkbox"/> .. No sit Poor sits <input type="checkbox"/> <input type="checkbox"/> .. No finish Poor finish <input type="checkbox"/> <input type="checkbox"/> .. Handler error <input type="checkbox"/>	40			
	SCENT DISCRIMINATION	Wrong turn <input type="checkbox"/> L <input type="checkbox"/> M No Retrieve <input type="checkbox"/> L <input type="checkbox"/> M Wrong Article <input type="checkbox"/> L <input type="checkbox"/> M	LEATHER Anticipated <input type="checkbox"/> Extra command <input type="checkbox"/> Sat out of reach <input type="checkbox"/> METAL Anticipated <input type="checkbox"/> Extra command <input type="checkbox"/> Sat out of reach <input type="checkbox"/>	L M L M <input type="checkbox"/> <input type="checkbox"/> .. Handler not turning in place <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> .. Excessive motion by handler <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> .. Handler roughness in touching <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> .. Handler's arms not at side <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> .. Doesn't go directly to articles <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> .. Doesn't work continuously <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> .. Picks up wrong article then drops it <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> .. Dropping article on return <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> .. Touched handler <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> .. No sit Poor sit <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> .. No finish Poor finish <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> .. Handler error <input type="checkbox"/>	30	Leather	
DIRECTED RETRIEVE		Does not: Go out on command <input type="checkbox"/> Go directly to glove <input type="checkbox"/> Retrieve right article <input type="checkbox"/> Fails to retrieve <input type="checkbox"/>	Anticipated <input type="checkbox"/> Extra signal or command <input type="checkbox"/> Sat out of reach <input type="checkbox"/>	<input type="checkbox"/> .. Handler not turning in place <input type="checkbox"/> <input type="checkbox"/> .. Not facing designated glove <input type="checkbox"/> <input type="checkbox"/> .. Excessive signals or motion <input type="checkbox"/> <input type="checkbox"/> .. Touching dog, sending <input type="checkbox"/> <input type="checkbox"/> .. Handler's arms not at side <input type="checkbox"/> <input type="checkbox"/> .. Unnecessary mouthing or playing <input type="checkbox"/> <input type="checkbox"/> .. Dropping glove Touching handler <input type="checkbox"/> <input type="checkbox"/> .. Does not release Sat between feet <input type="checkbox"/> <input type="checkbox"/> .. No sit Poor sit <input type="checkbox"/> <input type="checkbox"/> .. No finish Poor finish <input type="checkbox"/> <input type="checkbox"/> .. Handler error <input type="checkbox"/>	30	Metal	
	MOVING STAND AND EXAM	Shows fear, resentment <input type="checkbox"/> Moves from position, left <input type="checkbox"/> Sits or lies down before called <input type="checkbox"/> Growling or snapping <input type="checkbox"/>	Failure to: Heel <input type="checkbox"/> Stand <input type="checkbox"/> Stay <input type="checkbox"/> Accept exam <input type="checkbox"/> Return <input type="checkbox"/> Extra command/signal <input type="checkbox"/> Moves during exam <input type="checkbox"/> Anticipation <input type="checkbox"/> Repeated bark/whine <input type="checkbox"/>	<input type="checkbox"/> .. Improper hand position <input type="checkbox"/> <input type="checkbox"/> .. Forging <input type="checkbox"/> Crowding <input type="checkbox"/> Lagging <input type="checkbox"/> <input type="checkbox"/> .. Handler hesitation, pause <input type="checkbox"/> <input type="checkbox"/> .. Slow response to stand command <input type="checkbox"/> <input type="checkbox"/> .. Repeatedly moving feet while in place <input type="checkbox"/> <input type="checkbox"/> .. Slight move <input type="checkbox"/> during <input type="checkbox"/> after exam <input type="checkbox"/> <input type="checkbox"/> .. Sits in front <input type="checkbox"/> <input type="checkbox"/> .. Sits crooked or improper heel position <input type="checkbox"/> <input type="checkbox"/> .. Handler error <input type="checkbox"/>	30		
DIRECTED JUMPING		Does not: <input type="checkbox"/> ... Leave on order <input type="checkbox"/> ... Go substantially in right direction <input type="checkbox"/> ... Stop on command <input type="checkbox"/> ... Jump as directed <input type="checkbox"/> ... Go at least 10' from jumps High Jump: <input type="checkbox"/> ... Uses jump as aid <input type="checkbox"/> ... Climbing jump Bar Jump <input type="checkbox"/> ... Knocking bar off	Extra command or signal to jump <input type="checkbox"/>	<input type="checkbox"/> .. Holding hand signals <input type="checkbox"/> <input type="checkbox"/> .. Slightly off direction <input type="checkbox"/> <input type="checkbox"/> .. Not going back in center far enough <input type="checkbox"/> <input type="checkbox"/> .. Anticipates <input type="checkbox"/> Turn <input type="checkbox"/> Stop <input type="checkbox"/> Sit <input type="checkbox"/> <input type="checkbox"/> .. Does not sit on command <input type="checkbox"/> <input type="checkbox"/> .. Slowness in going out <input type="checkbox"/> <input type="checkbox"/> .. Hesitation or reluctance in jumping <input type="checkbox"/> <input type="checkbox"/> .. Touching jump <input type="checkbox"/> <input type="checkbox"/> .. No sit Poor sit <input type="checkbox"/> <input type="checkbox"/> .. No finish Poor finish <input type="checkbox"/> <input type="checkbox"/> .. Touched handler <input type="checkbox"/> <input type="checkbox"/> .. Sat between feet <input type="checkbox"/> <input type="checkbox"/> .. Handler error <input type="checkbox"/>	40		
	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					Less penalty for unusual behavior		
EXPLANATION OF PENALTY					TOTAL NET SCORE		



Obedience – Utility

Exercise & Total Points	Exercise Description	Exercise Scoring
SIGNAL EXERCISE (40)	Heeling in the Signal Exercise shall be done in the same manner as in Heel Free, except that throughout the entire exercise the handler shall use signals only and must not speak to the dog at any time. Orders are the same as in Heel on Leash and Figure 8, with the additions of “Stand your dog” and “Leave your dog.”	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
SCENT DISCRIMINATION (30-leather) (30-metal)	In this exercise the dog must select the handler’s article from among the other articles by scent alone, and promptly deliver the right article to the handler. This exercise is the selection of a leather and metal article.	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
DIRECTED RETRIEVE (30)	In this exercise the dog must stay until directed to retrieve, go directly to the designated glove, and retrieve it promptly. The handler will not face the gloves and then they will turn around and direct the dog to the correct glove.	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
MOVING STAND AND EXAM (30)	The dog must heel, stand and stay on command by the moving handler, accept the examination without shyness or resentment, and, on command, return to the handler.	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
DIRECTED JUMPING (40)	On command the dog goes away from the handler in the direction indicated, stops when commanded, jumps as directed and returns to the handler as in the Recall.	Minor – ½ to 2½ points deducted per occurrence Substantial – 3 to 5 points deducted per occurrence Major – 18 to 22 points deducted Extreme – 20 to 25 points deducted