

# 4-H OBEDIENCE TRIAL SCORE BREAKDOWN

Show \_\_\_\_\_

Dog No. \_\_\_\_\_

Date \_\_\_\_\_

Breed \_\_\_\_\_

Judge \_\_\_\_\_

**MICHIGAN STATE UNIVERSITY** | Extension

**UTILITY** \_\_\_\_\_ **(A or B)**



EXERCISE	MAX POINTS	ZERO	LESS THAN 50%	Qualifying (Over 50%) Substantial <span style="float: right;">Minor</span>	SCORE
<b>SIGNAL EXERCISE</b>	<b>40</b>	Unmanageable <input type="checkbox"/>  Unqualified heeling <input type="checkbox"/>	Any audible command <input type="checkbox"/> Handler adapting self to dog pace <input type="checkbox"/> Failure on first command 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"/>	<input type="checkbox"/> Forging <input type="checkbox"/> Crowding handler <span style="float: right;">L M</span> <input type="checkbox"/> Sniffing <input type="checkbox"/> Lagging <span style="float: right;"><input type="checkbox"/></span> <input type="checkbox"/> No change of pace <input type="checkbox"/> Fast <input type="checkbox"/> Slow <span style="float: right;"><input type="checkbox"/></span> <input type="checkbox"/> Heeling wide-turns-about <span style="float: right;"><input type="checkbox"/></span> <input type="checkbox"/> Extra signals to heel <input type="checkbox"/> Sit <span style="float: right;"><input type="checkbox"/></span> Slow response to: <input type="checkbox"/> Stand <input type="checkbox"/> Down <input type="checkbox"/> Sit <input type="checkbox"/> Come <span style="float: right;"><input type="checkbox"/></span> <input type="checkbox"/> No sit in front <input type="checkbox"/> Touching Handler <span style="float: right;"><input type="checkbox"/></span> <input type="checkbox"/> No finish <input type="checkbox"/> Poor finish <span style="float: right;"><input type="checkbox"/></span> <input type="checkbox"/> Sat between feet <span style="float: right;"><input type="checkbox"/></span> <input type="checkbox"/> Lack of Natural smoothness <span style="float: right;"><input type="checkbox"/></span>	
<b>SCENT DISCRIMINATION</b>	<b>Leather 40 Metal 30</b>	No go On 1st <input type="checkbox"/> No retrieve <input type="checkbox"/> Wrong article <input type="checkbox"/>  <input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> L <input type="checkbox"/> M	Anticipated <input type="checkbox"/>  Double command <input type="checkbox"/>  Sat out of reach Leather <input type="checkbox"/> Metal <input type="checkbox"/>	L M <input type="checkbox"/> Handler Roughness <input type="checkbox"/> Sat after turn <input type="checkbox"/> Doesn't work continuously <input type="checkbox"/> Drop article on return <input type="checkbox"/> Pickup then drop wrong article <input type="checkbox"/> Mouthing <input type="checkbox"/> Touching handler <input type="checkbox"/> Slow response <input type="checkbox"/> Sat between feet <input type="checkbox"/> No sit in front <input type="checkbox"/> Poor sit <input type="checkbox"/> No finish <input type="checkbox"/> Poor finish <input type="checkbox"/> Handler error	
<b>DIRECTED RETRIEVE</b>	<b>40</b>	Does not: Go out on command <input type="checkbox"/> Goes directly to glove <input type="checkbox"/> Retrieve right article <input type="checkbox"/>  Fails to retrieve <input type="checkbox"/>	Anticipated <input type="checkbox"/>  Sat out of reach <input type="checkbox"/>	<input type="checkbox"/> Touching dog sending <input type="checkbox"/> <input type="checkbox"/> Excessive signals <input type="checkbox"/> <input type="checkbox"/> Slow response to command <input type="checkbox"/> <input type="checkbox"/> Mouthing <input type="checkbox"/> Playing <input type="checkbox"/> <input type="checkbox"/> Dropping article <input type="checkbox"/> Touching handler <input type="checkbox"/> <input type="checkbox"/> Poor Delivery <input type="checkbox"/> Sat between feet <input type="checkbox"/> <input type="checkbox"/> No sit in front <input type="checkbox"/> Poor sit <input type="checkbox"/> <input type="checkbox"/> No finish <input type="checkbox"/> Poor finish <input type="checkbox"/> <input type="checkbox"/> Lack of natural smoothness <input type="checkbox"/>	
<b>MOVING STAND FOR EXAMINATION</b>	<b>30</b>	Failure to: Heel <input type="checkbox"/> Stand and stay <input type="checkbox"/> Accept examination <input type="checkbox"/> Return to handler <input type="checkbox"/>	Sat out of reach <input type="checkbox"/> Displays fear or resentment <input type="checkbox"/> Lying down <input type="checkbox"/> Growling or snapping <input type="checkbox"/> Repeated whining or barking <input type="checkbox"/>	<input type="checkbox"/> Forging <input type="checkbox"/> Lagging <input type="checkbox"/> Wide <input type="checkbox"/> <input type="checkbox"/> Moves slightly on stand <input type="checkbox"/> <input type="checkbox"/> Handler hesitates or pauses <input type="checkbox"/> <input type="checkbox"/> Fails to return swiftly <input type="checkbox"/> <input type="checkbox"/> Slow response <input type="checkbox"/> Poor sit <input type="checkbox"/> <input type="checkbox"/> Return to heel position <input type="checkbox"/> <input type="checkbox"/> Sat between feet <input type="checkbox"/> <input type="checkbox"/> Handler error <input type="checkbox"/> Poor Finish <input type="checkbox"/>	
<b>DIRECTED JUMPING (Dog's height at withers)</b>	<b>40</b>	HIGH JUMP Does not: 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"/> Climbing jump <input type="checkbox"/> Anticipated command <input type="checkbox"/>	BAR JUMP Does not: 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"/> Knocking bar off <input type="checkbox"/>	<input type="checkbox"/> Holding signals <input type="checkbox"/> Poor Finish <input type="checkbox"/> Slow response to directions <input type="checkbox"/> Slightly off direction <input type="checkbox"/> Does not sit on command <input type="checkbox"/> Not back for enough <input type="checkbox"/> Poor sit <input type="checkbox"/> No sit in front <input type="checkbox"/> Touched handler <input type="checkbox"/> Not back for enough <input type="checkbox"/> Sat between feet <input type="checkbox"/> Anticipated <input type="checkbox"/> Turn <input type="checkbox"/> Stop <input type="checkbox"/> Sit <input type="checkbox"/> Lack of natural smoothness	
<b>TOTAL SCORE</b>	<b>200</b>				
<b>Less Penalty for Uncontrolled Behavior</b>	<b>-30</b>	Disciplining <input type="checkbox"/> Fouling Ring <input type="checkbox"/> Leaving Ring <input type="checkbox"/> Physical Correction <input type="checkbox"/> Excessively Loud Commands <input type="checkbox"/> Other* <input type="checkbox"/>			
<b>COMMENTS*</b>					