

**EXHIBITORS WILL CHOOSE
THREE OUT OF SIX
EXERCISES**

**MASSACHUSETTS 4-H DOG OBEDIENCE
PROGRAM UTILITY SCORE SHEET A B**



SHOW _____ JUDGE _____ EXHIBITOR NUMBER _____
DATE _____ BREED _____ JUMPS _____ ARTICLE NO. _____

EXERCISE	NON QUALIFYING (NQ)		QUALIFYING	Max. Points	Points Lost	NET SCORE				
SIGNAL EXERCISE Forward, Halt, Right Turn, Left Turn, About Turn, Slow, Normal, Fast, Stand your dog, Leave your dog, Down, Sit, Come, Finish, Exercise Finished	Audible command or 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 handler <input type="checkbox"/> Lagging <input type="checkbox"/> Sniffing <input type="checkbox"/> No change of pace Fast <input type="checkbox"/> Slow <input type="checkbox"/> Heeling wide – on turns <input type="checkbox"/> Abouts <input type="checkbox"/> Extra command to heel <input type="checkbox"/> Holding signals <input type="checkbox"/> Slow response to signal to: Stand..... <input type="checkbox"/> Down..... <input type="checkbox"/> Sit..... <input type="checkbox"/> Come..... <input type="checkbox"/> Touching handler..... <input type="checkbox"/> Walked forward <input type="checkbox"/> Sat between feet.... <input type="checkbox"/> No sit front/finish <input type="checkbox"/> Poor sits <input type="checkbox"/> Poor finish <input type="checkbox"/> Anticipated finish.... <input type="checkbox"/> Handler error <input type="checkbox"/>	40						
SD #1 (sit or direct)	1 st Article No go out 1st command.. <input type="checkbox"/> No retrieve <input type="checkbox"/> Wrong article .. <input type="checkbox"/>	1 st Article Anticipated <input type="checkbox"/> Extra command.. <input type="checkbox"/> Sat out of reach.. <input type="checkbox"/>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">1st</td> <td style="width: 50%; text-align: center;">2nd</td> </tr> <tr> <td> Handler turn in place<input type="checkbox"/> Talking after judge takes article<input type="checkbox"/> Directly to articles.....<input type="checkbox"/> Slow Going and Returning<input type="checkbox"/> Doesn't work continuously<input type="checkbox"/> Extra command/signal to stay<input type="checkbox"/> Mouthing<input type="checkbox"/> Dropping article<input type="checkbox"/> Dog changes position/moves<input type="checkbox"/> Petting dog while scenting<input type="checkbox"/> No sit in front<input type="checkbox"/> Poor sit<input type="checkbox"/> </td> <td> Poor sit<input type="checkbox"/> Poor finish<input type="checkbox"/> Handler error ...<input type="checkbox"/> No finish<input type="checkbox"/> </td> </tr> </table>	1 st	2 nd	Handler turn in place <input type="checkbox"/> Talking after judge takes article <input type="checkbox"/> Directly to articles..... <input type="checkbox"/> Slow Going and Returning <input type="checkbox"/> Doesn't work continuously <input type="checkbox"/> Extra command/signal to stay <input type="checkbox"/> Mouthing <input type="checkbox"/> Dropping article <input type="checkbox"/> Dog changes position/moves <input type="checkbox"/> Petting dog while scenting <input type="checkbox"/> No sit in front <input type="checkbox"/> Poor sit <input type="checkbox"/>	Poor sit <input type="checkbox"/> Poor finish <input type="checkbox"/> Handler error ... <input type="checkbox"/> No finish <input type="checkbox"/>	30		
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SD #2 (sit or direct)	2 nd Article No go out 1st command.. <input type="checkbox"/> No retrieve <input type="checkbox"/> Wrong article .. <input type="checkbox"/>	2 nd Article Anticipated <input type="checkbox"/> Extra command.. <input type="checkbox"/> Sat out of reach.. <input type="checkbox"/>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">1st</td> <td style="width: 50%; text-align: center;">2nd</td> </tr> <tr> <td> Touching dog<input type="checkbox"/> Excessive motions<input type="checkbox"/> Command/direction not given simultaneously<input type="checkbox"/> Mouthing<input type="checkbox"/> Playing<input type="checkbox"/> Slow going<input type="checkbox"/> Slow going/ returning ...<input type="checkbox"/> Mouthing/dropping ...<input type="checkbox"/> Delayed response<input type="checkbox"/> Poor delivery<input type="checkbox"/> Turn in place<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"/> Not going directly<input type="checkbox"/> Handler error<input type="checkbox"/> </td> <td> Poor sit<input type="checkbox"/> Poor finish<input type="checkbox"/> Handler error ...<input type="checkbox"/> No finish<input type="checkbox"/> </td> </tr> </table>	1 st	2 nd	Touching dog <input type="checkbox"/> Excessive motions <input type="checkbox"/> Command/direction not given simultaneously <input type="checkbox"/> Mouthing <input type="checkbox"/> Playing <input type="checkbox"/> Slow going <input type="checkbox"/> Slow going/ returning ... <input type="checkbox"/> Mouthing/dropping ... <input type="checkbox"/> Delayed response <input type="checkbox"/> Poor delivery <input type="checkbox"/> Turn in place <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"/> Not going directly <input type="checkbox"/> Handler error <input type="checkbox"/>	Poor sit <input type="checkbox"/> Poor finish <input type="checkbox"/> Handler error ... <input type="checkbox"/> No finish <input type="checkbox"/>	30		
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DIRECTED RETRIEVE GLOVE NO	Repositions dog <input type="checkbox"/> No retrieve command given <input type="checkbox"/> Dog anticipates <input type="checkbox"/> Retrieves wrong glove <input type="checkbox"/> Fails to retrieve on 1 st command <input type="checkbox"/> Sat out of reach <input type="checkbox"/>		Forging <input type="checkbox"/> Lagging <input type="checkbox"/> Crowding..... <input type="checkbox"/> Wide <input type="checkbox"/> Moves slightly on stand <input type="checkbox"/> Handler hesitates or pauses <input type="checkbox"/> Fails to return briskly <input type="checkbox"/> Poor sit <input type="checkbox"/> No Sit <input type="checkbox"/> Return to Heel position <input type="checkbox"/> Slow response <input type="checkbox"/> Poor finish <input type="checkbox"/> Handler error <input type="checkbox"/>	30						
MOVING STAND AND EXAM Forward, Stand your dog, Call your dog to heel, Exercise Finished	Sat out of reach <input type="checkbox"/> Displays fear or resentment <input type="checkbox"/> Sitting <input type="checkbox"/> Lying down <input type="checkbox"/> Growling or snapping <input type="checkbox"/> Repeated whining or barking <input type="checkbox"/> Failure to: 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"/> Lagging <input type="checkbox"/> Crowding..... <input type="checkbox"/> Wide <input type="checkbox"/> Moves slightly on stand <input type="checkbox"/> Handler hesitates or pauses <input type="checkbox"/> Fails to return briskly <input type="checkbox"/> Poor sit <input type="checkbox"/> No Sit <input type="checkbox"/> Return to Heel position <input type="checkbox"/> Slow response <input type="checkbox"/> Poor finish <input type="checkbox"/> Handler error <input type="checkbox"/>	30						
DIRECTED JUMPING Send your dog, Bar, High, Finish, Exercise Finished	HIGH JUMP BAR JUMP		Does Not: Leave on order <input type="checkbox"/> <input type="checkbox"/> Stop on command..... <input type="checkbox"/> <input type="checkbox"/> Jump as directed <input type="checkbox"/> <input type="checkbox"/> Climbing jump <input type="checkbox"/> <input type="checkbox"/> Knocking bar off <input type="checkbox"/> <input type="checkbox"/> Anticipated command <input type="checkbox"/> <input type="checkbox"/> Does not go at least 10' beyond jumps <input type="checkbox"/> <input type="checkbox"/> Second command to sit... <input type="checkbox"/> <input type="checkbox"/>	Holding signals <input type="checkbox"/> Slow response to directions <input type="checkbox"/> Slightly off direction <input type="checkbox"/> Not back far enough <input type="checkbox"/> Anticipated: Turn..... <input type="checkbox"/> Stop..... <input type="checkbox"/> Sit <input type="checkbox"/> Does not sit on command <input type="checkbox"/> Hesitation or reluctance to jump <input type="checkbox"/> No sit in front <input type="checkbox"/> Touched handler <input type="checkbox"/> Anticipate 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"/>	40					
MAXIMUM POINTS				200						
<input type="checkbox"/> Fouling Ring				MISCELLANEOUS PENALTY	<input type="checkbox"/>					
				TOTAL NET SCORE	<input type="checkbox"/>	<input type="checkbox"/>				