



ASCA® Obedience Judge's Worksheet: OPEN IV

(for judge's use only; not to be distributed or shown to exhibitors)

JUMP HT. _____

DATE _____ CDX OR ODX _____

DOG NO. _____

SHOW _____ BREED OR AUSSIE COLOR _____

Exercise	Non Qualifying (NQ)	Qualifying		Maximum Points	Points Lost	Net Score
		Substantial	Minor			
Retrieve Over High Jump	Fails to go out on first command or signal <input type="checkbox"/> Fails to retrieve..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Extra command or signal..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Fails to jump going or returning..... <input type="checkbox"/> Climbs jump..... <input type="checkbox"/>	Slow: Going..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/> Doesn't go directly to dumbbell..... <input type="checkbox"/> Touches jump..... <input type="checkbox"/> No sit..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Pause, hesitation, or reluctance at jump..... <input type="checkbox"/>	Returning..... <input type="checkbox"/> Dropping..... <input type="checkbox"/> Poor delivery..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Poor finish..... <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"/> Anticipated command..... <input type="checkbox"/> Extra command or signal..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/>	Slow: Going..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/> Doesn't go directly to dumbbell..... <input type="checkbox"/> No sit..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/>	Returning..... <input type="checkbox"/> Dropping..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Handler error.... <input type="checkbox"/>	20		
Broad Jump	Anticipated command..... <input type="checkbox"/> Extra command or signal..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Fails to jump full distance..... <input type="checkbox"/>	Touches jump..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Pause, hesitation, or reluctance at jump..... <input type="checkbox"/>	Poor return..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Handler error.... <input type="checkbox"/>	20		
Drop on Recall	Did not come on first command or signal <input type="checkbox"/> Anticipated command <input type="checkbox"/> Extra command or signal to stay..... <input type="checkbox"/> Moved from position <input type="checkbox"/> Sat out of reach <input type="checkbox"/> Fails to drop <input type="checkbox"/>	Stood or lay down..... <input type="checkbox"/> Slow response <input type="checkbox"/> Touched handler..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Failure to come directly to handler..... <input type="checkbox"/> Failure to come at a brisk trot or gallop..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	Slow Drop <input type="checkbox"/> Poor Sit..... <input type="checkbox"/> Sat between feet <input type="checkbox"/> Poor finish <input type="checkbox"/>	30		
Heel Free And Figure 8	Unmanageable <input type="checkbox"/> Unqualified heeling <input type="checkbox"/> Handler continually adapts pace to dog <input type="checkbox"/>	Heeling <input type="checkbox"/> No change of pace Fast <input type="checkbox"/> Slow <input type="checkbox"/> <input type="checkbox"/> Forging <input type="checkbox"/> Crowding Handler <input type="checkbox"/> Fig. 8 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lagging <input type="checkbox"/> Sniffing <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Extra Command to Heel <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Heeling Wide <input type="checkbox"/> Turns <input type="checkbox"/> Abouts <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> No sits Poor Sits <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Handler Error <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		40		
See the Open ODX Worksheet for scoring DOE 1 and DOE 2						
Command Disc. (down, stand, sit) or DOE 1	Did not change position..... <input type="checkbox"/> Moves significantly from where left..... <input type="checkbox"/> Repeatedly whines or barks..... <input type="checkbox"/> Changes position without being asked before handler returns..... <input type="checkbox"/>	Changed position after handler returns to heel position..... <input type="checkbox"/> Minor move before handler returns..... <input type="checkbox"/> Minor whine or bark..... <input type="checkbox"/> Forced into position..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>		30		
Stand, Stay, Get Leash or DOE 2	Did not remain in place..... <input type="checkbox"/> Moves significantly from where left..... <input type="checkbox"/> Repeatedly whines or barks..... <input type="checkbox"/> Sat or down before handler returns..... <input type="checkbox"/>	Sat or down after handler returns to heel position..... <input type="checkbox"/> Minor move before handler returns..... <input type="checkbox"/> Minor whine or bark..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>		30		
MAXIMUM POINTS				200		
MISCELLANEOUS PENALTIES				→		
TOTAL NET SCORE					→	

