



ASCA® Obedience Judge's Worksheet: Versatility Order IV

(For judge's use only. Not to be distributed or shown to exhibitors) Dog number _____

Jump Height _____

Date _____ Show _____

Dog breed/Aussie Color _____

Exercise	Non Qualifying			Qualifying		Maximum Points	Points Lost	Net Score
				Substantial	Minor			
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"/> Poor return..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> Pause, hesitation, or reluctance at jump.... <input type="checkbox"/>		30		
Scent Discrimination #1 Scent Discrimination #2	No go out on first command <input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> W	No retrieve <input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> W	<input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> W Anticipated..... <input type="checkbox"/> Extra Command.... <input type="checkbox"/> Sat out of reach.. <input type="checkbox"/>	<input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> W <input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> W <input type="checkbox"/> Handler turn in place <input type="checkbox"/> Doesn't go directly to article..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow Going & Returning <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Doesn't work continuously <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dropping articles on return <input type="checkbox"/> <input type="checkbox"/> Mouthing <input type="checkbox"/> <input type="checkbox"/>		20		
				Wrong Article <input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> W	<input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> W Anticipated..... <input type="checkbox"/> Extra Command.... <input type="checkbox"/> Sat out of reach.. <input type="checkbox"/>	<input type="checkbox"/> Dropping an article Touched handler ... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow response Sat between feet ... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> No sit in front Poor sit <input type="checkbox"/> <input type="checkbox"/> Poor finish <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Handler error <input type="checkbox"/> <input type="checkbox"/> No finish <input type="checkbox"/> <input type="checkbox"/>	20	
Figure 8 And Heel Free	Unmanageable <input type="checkbox"/> Unqualified heeling <input type="checkbox"/> Handler continually adapts pace to dog <input type="checkbox"/>			Heeling Fig. 8 <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"/> <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		
Directed Retrieve Glove #	Anticipated <input type="checkbox"/> Extra signal <input type="checkbox"/> Sat out of reach <input type="checkbox"/> DOES NOT: Go out on first command ... <input type="checkbox"/> Go directly to glove <input type="checkbox"/> Retrieve correct glove..... <input type="checkbox"/> Fails to retrieve <input type="checkbox"/>			<input type="checkbox"/> Doesn't go directly to article..... <input type="checkbox"/> <input type="checkbox"/> Touching dog sending <input type="checkbox"/> <input type="checkbox"/> Excessive motions <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow response to command <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mouthing <input type="checkbox"/> Playing <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow going & returning <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dropping article Touching handler <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Poor delivery Sat between feet <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> No sit in front Poor sit <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> No finish Poor finish <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Turn in place <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Handler error <input type="checkbox"/> <input type="checkbox"/>		30		
Moving Stand & Examination	<input type="checkbox"/> Sat out of reach FAILURE TO: <input type="checkbox"/> Displays fear/resentment Heel <input type="checkbox"/> <input type="checkbox"/> Sitting Stand & stay <input type="checkbox"/> <input type="checkbox"/> Lying down Accept exam <input type="checkbox"/> <input type="checkbox"/> Growling or snapping Return to handler . <input type="checkbox"/> <input type="checkbox"/> Repeated whining/barking			<input type="checkbox"/> Forging ... <input type="checkbox"/> Lagging ... <input type="checkbox"/> Wide <input type="checkbox"/> Moves slightly on stand <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Handler hesitates or pauses <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fails to return briskly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Poor sit <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Return to heel position <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow response <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Handler error <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Poor finish <input type="checkbox"/> <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"/> Returning..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/> Dropping..... <input type="checkbox"/> Doesn't go directly to dumbbell..... <input type="checkbox"/> No sit..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Touched handler <input type="checkbox"/> Handler error.. <input type="checkbox"/>		30		
MAXIMUM POINTS						200		
Explanation of penalties:						MISCELLANEOUS PENALTIES ---->		
NET TOTAL SCORE								--->