



ASCA® Obedience Judge's Worksheet: Versatility – Order V

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

Jump Height _____

Date _____ Show _____

Breed/Aussie Color _____

Exercise	Non Qualifying		Qualifying		Maximum Points	Points Lost	Net Score	
			Substantial	Minor				
Directed Jumping	HIGH JUMP Does not: Leave on order... <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"/> .. Does not go at least 10' beyond jumps		BAR JUMP Does not: Leave on order <input type="checkbox"/> Stop on command... <input type="checkbox"/> Jump as directed <input type="checkbox"/> Knocking bar <input type="checkbox"/> .. Anticipated command <input type="checkbox"/> .. Does not go at least 10' beyond jumps		<input type="checkbox"/> Holding signals <input type="checkbox"/> <input type="checkbox"/> Slow response to directions <input type="checkbox"/> <input type="checkbox"/> Slightly off direction <input type="checkbox"/> <input type="checkbox"/> Not back far enough <input type="checkbox"/> <input type="checkbox"/> Anticipated... <input type="checkbox"/> 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"/> <input type="checkbox"/> No sit in front Touched handler <input type="checkbox"/> <input type="checkbox"/> Anticipate finish Sat between feet <input type="checkbox"/> <input type="checkbox"/> No finish Poor sits <input type="checkbox"/> <input type="checkbox"/> Poor finishes <input type="checkbox"/> <input type="checkbox"/> Handler error <input type="checkbox"/>		40	
Retrieve Over High	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"/> Returning..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/> Dropping..... <input type="checkbox"/> Doesn't go directly to dumbbell..... <input type="checkbox"/> Touches jump..... <input type="checkbox"/> Poor delivery.. <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"/> Pause, hesitation, or reluctance at jump..... <input type="checkbox"/>		30			
Recall	Fails to come on first command or signal <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Moved from position..... <input type="checkbox"/> Extra command or signal..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Leaving handler..... <input type="checkbox"/>		<input type="checkbox"/> Extra command given before the handler leaves <input type="checkbox"/> Touched Handler <input type="checkbox"/> Stood up or lay down <input type="checkbox"/> Sat between feet <input type="checkbox"/> Slow response <input type="checkbox"/> Hands not at sides <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"/> Extra command to finish		20			
Scent Article #1	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"/> Slow Going & Returning <input type="checkbox"/> <input type="checkbox"/> Doesn't work continuously <input type="checkbox"/> <input type="checkbox"/> Dropping articles on return <input type="checkbox"/> Mouthing <input type="checkbox"/> <input type="checkbox"/> Dropping an article Touched handler .. <input type="checkbox"/> <input type="checkbox"/> Slow response Sat between feet ... <input type="checkbox"/> <input type="checkbox"/> No sit in front Poor sit <input type="checkbox"/> <input type="checkbox"/> Poor finish <input type="checkbox"/>	20			
Scent Article #2		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"/> 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"/> Slow Going & Returning <input type="checkbox"/> <input type="checkbox"/> Doesn't work continuously <input type="checkbox"/> <input type="checkbox"/> Dropping articles on return <input type="checkbox"/> Mouthing <input type="checkbox"/> <input type="checkbox"/> Dropping an article Touched handler .. <input type="checkbox"/> <input type="checkbox"/> Slow response Sat between feet ... <input type="checkbox"/> <input type="checkbox"/> No sit in front Poor sit <input type="checkbox"/> <input type="checkbox"/> Poor finish <input type="checkbox"/>	20			
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			
Signal Exercise	Handler adapting self to dog pace <input type="checkbox"/> Unmanageable <input type="checkbox"/> Unqualified heeling <input type="checkbox"/>		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"/>		<input type="checkbox"/> Forging <input type="checkbox"/> Crowding Handler <input type="checkbox"/> Lagging <input type="checkbox"/> Sniffing <input type="checkbox"/> No change of pace <input type="checkbox"/> Fast <input type="checkbox"/> Slow <input type="checkbox"/> Heeling wide - on turns - abouts <input type="checkbox"/> Extra command to heel <input type="checkbox"/> <input type="checkbox"/> Holding signals Slow response to signal to <input type="checkbox"/> Stand... Down... Sit. Come. Touching handler... <input type="checkbox"/> Walk Forward Sat between feet <input type="checkbox"/> No sit front/finish Poor sits..... <input type="checkbox"/> Anticipate finish Poor finish..... <input type="checkbox"/> Handler error		40	
MAXIMUM POINTS					200			
Explanation of penalty					MISCELLANEOUS PENALTY ----->			
					TOTAL NET SCORE ----->			