



ASCA® Obedience Judge's Worksheet: UTILITY I

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

JUMP HT. _____

DATE _____ A OR B _____ ARTICLE #s _____ DOG NO. _____

SHOW _____ BREED OR AUSSIE COLOR _____

EXERCISE		MAX POINTS	POINTS LOST	NET SCORE
SIGNALS		40		
SCENT DISCRIMINATION ARTICLE 1 circle one LEATHER METAL		30		
SCENT DISCRIMINATION ARTICLE 2 circle one LEATHER METAL		30		
DIRECTED RETRIEVE GLOVE # _____		30		
MOVING STAND & EXAM		30		
DIRECTED JUMPING		40		
		200		
	MISCELLANEOUS PENALTIES	→		
	TOTAL NET SCORE		→	



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UTILITY A OR B CLASS _____

DOG NO. _____

SHOW _____

BREED OR AUSSIE COLOR _____

Exercise	Non Qualifying (NQ)		Qualifying		Maximum Points	Points Lost	NET SCORE
			Substantial	Minor			
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"/> <input type="checkbox"/> Lagging <input type="checkbox"/> Sniffing <input type="checkbox"/> <input type="checkbox"/> No change of pace <input type="checkbox"/> Fast <input type="checkbox"/> Slow <input type="checkbox"/> <input type="checkbox"/> Heeling wide - on turns - abouts <input type="checkbox"/> <input type="checkbox"/> Extra command to heel <input type="checkbox"/> <input type="checkbox"/> Holding signals <input type="checkbox"/> Slow response to signal to <input type="checkbox"/> Stand... Down... Sit... Come. Touching handler <input type="checkbox"/> <input type="checkbox"/> Walk Forward Sat between feet <input type="checkbox"/> <input type="checkbox"/> No sit front/finish Poor sits <input type="checkbox"/> <input type="checkbox"/> Anticipate finish Poor finish <input type="checkbox"/> <input type="checkbox"/> Handler error <input type="checkbox"/>		40		
Scent Discrimination # _____ # _____	No go out on first command <input type="checkbox"/> L <input type="checkbox"/> M	No retrieve <input type="checkbox"/> L <input type="checkbox"/> M	LEATHER Anticipated <input type="checkbox"/> Extra Command <input type="checkbox"/> Sat out of reach <input type="checkbox"/>	L M <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"/> Handler error <input type="checkbox"/> No finish <input type="checkbox"/>	Leather 30		
		Wrong Article <input type="checkbox"/> L <input type="checkbox"/> M	METAL Anticipated <input type="checkbox"/> Extra Command <input type="checkbox"/> Sat out of reach <input type="checkbox"/>		Metal 30		
Directed Retrieve # _____	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 article <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"/> Slow response to command <input type="checkbox"/> <input type="checkbox"/> Mouthing <input type="checkbox"/> Playing <input type="checkbox"/> <input type="checkbox"/> Slow going & returning <input type="checkbox"/> <input type="checkbox"/> Dropping article Touching handler <input type="checkbox"/> <input type="checkbox"/> Poor delivery Sat between feet <input type="checkbox"/> <input type="checkbox"/> No sit in front Poor sit <input type="checkbox"/> <input type="checkbox"/> No finish Poor finish <input type="checkbox"/> <input type="checkbox"/> Turn in place <input type="checkbox"/> <input type="checkbox"/> Handler error <input type="checkbox"/>		30		
Moving Stand & Examination	<input type="checkbox"/> Sat out of reach <input type="checkbox"/> Displays fear/resentment <input type="checkbox"/> Sitting <input type="checkbox"/> Lying down <input type="checkbox"/> Growling or snapping <input type="checkbox"/> Repeated whining/barking	FAILURE TO: Heel <input type="checkbox"/> Stand & stay <input type="checkbox"/> Accept exam <input type="checkbox"/> Return to handler <input type="checkbox"/>	<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"/> Handler hesitates or pauses <input type="checkbox"/> <input type="checkbox"/> Fails to return briskly <input type="checkbox"/> <input type="checkbox"/> Poor sit <input type="checkbox"/> <input type="checkbox"/> Return to heel position <input type="checkbox"/> <input type="checkbox"/> Slow response <input type="checkbox"/> <input type="checkbox"/> Handler error <input type="checkbox"/> <input type="checkbox"/> Poor finish <input type="checkbox"/>		30		
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"/> <input type="checkbox"/> ... Anticipated command <input type="checkbox"/> <input type="checkbox"/> ... Does not go at least 10' beyond jumps <input type="checkbox"/>	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"/>	<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"/> Handler error Poor finishes <input type="checkbox"/>		40		
MAXIMUM POINTS					200		
MISCELLANEOUS PENALTY					→		
Explanation of Penalty							→
TOTAL NET SCORE							



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Scent Discrimination # _____ # _____	No go out on first command <input type="checkbox"/> L <input type="checkbox"/> M	No retrieve <input type="checkbox"/> L <input type="checkbox"/> M	LEATHER Anticipated <input type="checkbox"/> Extra Command <input type="checkbox"/> Sat out of reach <input type="checkbox"/>	L M <input type="checkbox"/> Handler turn in place <input type="checkbox"/> Doesn't go directly to article <input type="checkbox"/> Slow Going & Returning <input type="checkbox"/> Doesn't work continuously <input type="checkbox"/> Dropping articles on return Mouthing <input type="checkbox"/> Dropping an article <input type="checkbox"/> Slow response <input type="checkbox"/> No sit in front <input type="checkbox"/> Handler error	L M <input type="checkbox"/> Touched handler <input type="checkbox"/> Sat between feet <input type="checkbox"/> Poor sit <input type="checkbox"/> Poor finish <input type="checkbox"/> No finish	Leather 30	
		Wrong Article <input type="checkbox"/> L <input type="checkbox"/> M	METAL Anticipated <input type="checkbox"/> Extra Command <input type="checkbox"/> Sat out of reach <input type="checkbox"/>	<input type="checkbox"/> Touched handler <input type="checkbox"/> Sat between feet <input type="checkbox"/> Poor sit <input type="checkbox"/> Poor finish <input type="checkbox"/> No finish	Metal 30		
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MAXIMUM POINTS					200		
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