

# SAMPLE OBEDIENCE JUDGE'S WORKSHEET

(Guide for Judge's Use ONLY – May be modified, as desired.)

DATE: \_\_\_\_\_

CLASS: **OPEN A** DOG NO. \_\_\_\_\_

JUMPS: \_\_\_\_\_

SHOW: \_\_\_\_\_

(Note: If a dog receives a non-qualifying score for any exercise, (NQ) should be recorded in points-off column. Total score need not be given. NQ may be put in Total Score column.)

EXERCISE	NON-QUALIFYING (NQ)	QUALIFYING	Max. Points	Points Lost	NET SCORE
<b>HEEL FREE THEN FIGURE 8</b>	Unmanageable..... <input type="checkbox"/> Unqualified Heeling..... <input type="checkbox"/> Handler continually adapts pace to dog..... <input type="checkbox"/>	<b>Heeling</b>	<b>40</b>		
		No change of pace Fast..... <input type="checkbox"/> Slow..... <input type="checkbox"/> Improper heel position..... <input type="checkbox"/> Forging..... <input type="checkbox"/> Crowding handler..... <input type="checkbox"/> Lagging..... <input type="checkbox"/> Sniffing..... <input type="checkbox"/> Extra command to heel..... <input type="checkbox"/> Heeling wide..... <input type="checkbox"/> Turns..... <input type="checkbox"/> Abouts..... <input type="checkbox"/> No sits..... <input type="checkbox"/> Poor sits..... <input type="checkbox"/> Heel at brisk pace..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>			
<b>DROP ON RECALL</b>	Didn't 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"/> Failing to drop..... <input type="checkbox"/>	<b>Fig.8</b>	<b>30</b>		
		Stood or lay down..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Slow Drop..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor 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"/>			
<b>RETRIEVE ON FLAT</b>	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"/>	<b>Slow: Going.....<input type="checkbox"/> Returning.....<input type="checkbox"/></b>	<b>20</b>		
		Mouthing..... <input type="checkbox"/> Dropping..... <input type="checkbox"/> 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"/>			
<b>RETRIEVE OVER HIGH JUMP</b>	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"/> Jumps only one direction..... <input type="checkbox"/> Climbing jump..... <input type="checkbox"/>	<b>Slow: Going.....<input type="checkbox"/> Returning.....<input type="checkbox"/></b>	<b>30</b>		
		Mouthing..... <input type="checkbox"/> Dropping..... <input type="checkbox"/> 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"/>			
<b>BROAD JUMP</b>	Anticipated command..... <input type="checkbox"/> Refuses to jump on first command or signal..... <input type="checkbox"/> Does not jump full distance..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/>	<b>Hesitation, pause or reluctance to jump.....<input type="checkbox"/></b>	<b>20</b>		
		Touches jump..... <input type="checkbox"/> Poor return..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Touching handler..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>			
	<b>NQ</b>	<b>MAX SUB-TOTAL</b>	<b>140</b>		
<b>LONG SIT (3 MIN.)</b>	Did not remain in place..... <input type="checkbox"/> Goes to another dog..... <input type="checkbox"/> Repeated whines or barks..... <input type="checkbox"/> Stood or laid down before handler returns..... <input type="checkbox"/>	<b>Stood or laid down after handler returns to heel position.....<input type="checkbox"/></b>	<b>30</b>		
		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"/>			
<b>LONG DOWN (5 MIN.)</b>	Did not remain in place..... <input type="checkbox"/> Goes to another dog..... <input type="checkbox"/> Repeated whines or barks..... <input type="checkbox"/> Stood or sat before handler returns..... <input type="checkbox"/>	<b>Stood or Sat after handler returns to heel position.....<input type="checkbox"/></b>	<b>30</b>		
		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"/>			
<b>MAXIMUM POINTS</b>			<b>200</b>		
<b>MISCELLANEOUS PENALTY</b>			⇒		
<b>TOTAL NET SCORE</b>				⇒	

# SAMPLE OBEDIENCE TRIAL SCORE BREAKDOWN

(Guide for Judge's Use ONLY – May be modified, as desired.)

DATE: \_\_\_\_\_

CLASS: **PRE-NOVICE**

DOG NO. \_\_\_\_\_

SHOW: \_\_\_\_\_

BREED: \_\_\_\_\_

(Note: If a dog receives a non-qualifying score for any exercise, (NQ) should be recorded in points-off column. Total score need not be given. NQ may be put in Total Score column.) Dogs need not receive a qualifying score for ribbons or prizes.

EXERCISE	NON-QUALIFYING (NQ)	QUALIFYING	Max. Points	Points Lost	NET SCORE
<b>HEEL ON LEASH</b>	Unmanageable..... <input type="checkbox"/>	<b>Heeling Fig. 8</b> Forging..... <input type="checkbox"/> Crowding handler..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lagging..... <input type="checkbox"/> Sniffing..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Extra command to heel..... <input type="checkbox"/> Heeling wide..... <input type="checkbox"/> Turns..... <input type="checkbox"/> Abouts..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> No sits..... <input type="checkbox"/> Poor sits..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sluggish pace..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> <input type="checkbox"/>	<b>45</b>		
	Unqualified Heeling..... <input type="checkbox"/> Handler continually adapts pace to dog..... <input type="checkbox"/> Constant tugging on leash or guiding..... <input type="checkbox"/>		<b>25</b>		
<b>FIGURE 8 ON LEASH</b>	Unmanageable..... <input type="checkbox"/> Unqualified Heeling..... <input type="checkbox"/> Handler continually adapts pace to dog..... <input type="checkbox"/>				
<b>STAND FOR EXAM ON LEASH</b>	Sits or lies down before or during examination..... <input type="checkbox"/> Growls or Snaps..... <input type="checkbox"/> Moves away before or during examination..... <input type="checkbox"/> Shows shyness or resentment..... <input type="checkbox"/>	Moves feet..... <input type="checkbox"/> Moving after examination..... <input type="checkbox"/> Sits as handler returns..... <input type="checkbox"/> Extra signal or command..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> Leash on floor..... <input type="checkbox"/> Tight leash..... <input type="checkbox"/>	<b>30</b>		
<b>RECALL ON LEASH</b>	Didn't come on first command or signal..... <input type="checkbox"/> Anticipated..... <input type="checkbox"/> Extra command or signal to stay..... <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..... <input type="checkbox"/> Failure to come at a brisk trot or gallop..... <input type="checkbox"/> Extra command to stay..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>	<b>40</b>		
	<b>NQ</b>	<b>MAX SUB-TOTAL</b>	<b>140</b>		
<b>SIT AND STAY (1 MIN.) ON LEASH</b>	Did not remain in place..... <input type="checkbox"/> Goes to another dog..... <input type="checkbox"/> Repeated whines or barks..... <input type="checkbox"/> Stood or laid down before handler returns..... <input type="checkbox"/>	Minor move before handler returns..... <input type="checkbox"/> Minor move after handler returns to heel position..... <input type="checkbox"/>	<b>30</b>		
<b>DOWN AND STAY (3 MIN.) ON LEASH</b>	Did not remain in place..... <input type="checkbox"/> Goes to another dog..... <input type="checkbox"/> Repeated whines or barks..... <input type="checkbox"/> Stood or sat before handler returns..... <input type="checkbox"/>	Minor move before handler returns..... <input type="checkbox"/> Minor move after handler returns to heel position..... <input type="checkbox"/>	<b>30</b>		
<b>MAXIMUM POINTS</b>			<b>200</b>		
<b>MISCELLANEOUS PENALTY</b>			⇒		
<b>TOTAL NET SCORE</b>				⇒	

# SAMPLE OBEDIENCE JUDGE'S WORKSHEET

(Guide for Judge's Use ONLY – May be modified, as desired.)

DATE: \_\_\_\_\_

## GRADUATE NOVICE CLASS

DOG NO. \_\_\_\_\_

SHOW: \_\_\_\_\_

BREED: \_\_\_\_\_

EXERCISE	MAXIMUM POINT DEDUCTION	MINOR TO SUBSTANTIAL POINT DEDUCTION	Max. Points	Points Lost	NET SCORE
<b>HEEL ON LEASH &amp; FIGURE EIGHT OFF LEASH</b>	Unmanageable..... <input type="checkbox"/> Unqualified Heeling..... <input type="checkbox"/> Handler continually adapts pace to dog..... <input type="checkbox"/>	<b>Heeling</b>	<b>40</b>		
		<b>Fig.8</b> No change of pace    Fast..... <input type="checkbox"/> Slow..... <input type="checkbox"/> <input type="checkbox"/> ..... <input type="checkbox"/> Improper heel position..... <input type="checkbox"/> Forging..... <input type="checkbox"/> Crowding handler..... <input type="checkbox"/> <input type="checkbox"/> ..... <input type="checkbox"/> Lagging..... <input type="checkbox"/> Sniffing..... <input type="checkbox"/> <input type="checkbox"/> ..... <input type="checkbox"/> Extra command to heel..... <input type="checkbox"/> Heeling wide..... <input type="checkbox"/> Turns..... <input type="checkbox"/> Abouts..... <input type="checkbox"/> <input type="checkbox"/> ..... <input type="checkbox"/> No sits..... <input type="checkbox"/> Poor sits..... <input type="checkbox"/> <input type="checkbox"/> ..... <input type="checkbox"/> Heel at brisk pace..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>			
<b>DROP ON RECALL</b>	Didn't 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"/> Failing to drop..... <input type="checkbox"/>	<b>Heeling</b>	<b>40</b>		
		<b>Fig.8</b> Stood or laid down..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Slow Drop..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor 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"/>			
<b>DUMBBELL RECALL</b>	Didn't come on first command or signal..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Extra command or signal to stay or take dumbbell..... <input type="checkbox"/> Moved from position..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/>	<b>Heeling</b>	<b>30</b>		
		<b>Fig.8</b> Stood or laid down..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor 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"/> Dropping dumbbell..... <input type="checkbox"/>			
<b>RECALL OVER HIGH JUMP</b>	Didn't come on first command or signal..... <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..... <input type="checkbox"/> Climbing jump..... <input type="checkbox"/>	<b>Heeling</b>	<b>30</b>		
		<b>Fig.8</b> Stood or laid down..... <input type="checkbox"/> No sit..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/> Touches jump..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Anticipated finish..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> Handler error..... <input type="checkbox"/> Hesitation to jump..... <input type="checkbox"/>			
<b>RECALL OVER BROAD JUMP</b>	Didn't come on first command or signal..... <input type="checkbox"/> Anticipated command..... <input type="checkbox"/> Extra command or signal..... <input type="checkbox"/> Sat out of reach..... <input type="checkbox"/> Does not jump full distance..... <input type="checkbox"/>	<b>Heeling</b>	<b>30</b>		
		<b>Fig.8</b> Stood or laid down..... <input type="checkbox"/> Slow response..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/> No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/> No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/> Failure to come directly to handler..... <input type="checkbox"/> Hesitation to jump..... <input type="checkbox"/> Handler error..... <input type="checkbox"/>			
<b>LONG DOWN (3 MIN.)</b> <small>Handler out of sight</small>	Did not remain in place..... <input type="checkbox"/> Goes to another dog..... <input type="checkbox"/> Repeated whines or barks..... <input type="checkbox"/> Stood or sat before handler returns..... <input type="checkbox"/>	<b>Heeling</b>	<b>30</b>		
		<b>Fig.8</b> Stood or sat 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"/>			
<b>MAXIMUM POINTS</b>			<b>200</b>		
<b>MISCELLANEOUS PENALTY</b>			⇒		
<b>TOTAL NET SCORE</b>				⇒	

# SAMPLE OBEDIENCE JUDGE'S WORKSHEET

(Guide for Judge's Use ONLY - May be modified, as desired.)

DATE: \_\_\_\_\_

JUMPS: \_\_\_\_\_

SHOW: \_\_\_\_\_

## GRADUATE OPEN CLASS

DOG NO. \_\_\_\_\_

BREED: \_\_\_\_\_

ARTICLES NO. \_\_\_\_\_

EXERCISE	MAXIMUM POINT DEDUCTION	MINOR TO SUBSTANTIAL POINT DEDUCTION	Max. Points	Points Lost	NET SCORE
<b>SIGNAL EXERCISE</b>	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 _____ <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 - abouts _____ <input type="checkbox"/> Extra command to heel _____ <input type="checkbox"/> Holding signals _____ <input type="checkbox"/> Slow response to signal to: Stand - Down - Sit - Come - Touched handler _____ <input type="checkbox"/> Walk forward _____ <input type="checkbox"/> Sat between feet _____ <input type="checkbox"/> No sit front-finish _____ <input type="checkbox"/> Poor sits _____ <input type="checkbox"/> Anticipated finish _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>	<b>40</b>		
	<b>SCENT DISCRIMINATION</b>	Anticipated _____ <input type="checkbox"/> Extra command _____ <input type="checkbox"/> Sat out of reach _____ <input type="checkbox"/> Does not retrieve _____ <input type="checkbox"/> Wrong article _____ <input type="checkbox"/>	Handler turn in place _____ <input type="checkbox"/> Not going directly to articles _____ <input type="checkbox"/> Slow going and returning _____ <input type="checkbox"/> Doesn't work continuously _____ <input type="checkbox"/> Dropping article on return _____ <input type="checkbox"/> Touched handler _____ <input type="checkbox"/> Slow response _____ <input type="checkbox"/> Poor sit _____ <input type="checkbox"/> No sit in front _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/> No finish _____ <input type="checkbox"/> Mouthing _____ <input type="checkbox"/>	<b>30</b>	
<b>DIRECTED RETRIEVE</b>		Go directly to glove _____ <input type="checkbox"/> Retrieve right article _____ <input type="checkbox"/> Fails to retrieve _____ <input type="checkbox"/> Anticipated _____ <input type="checkbox"/> Extra signal _____ <input type="checkbox"/> Sat out of reach _____ <input type="checkbox"/>	Touching dog sending _____ <input type="checkbox"/> Excessive motions _____ <input type="checkbox"/> Slow response to command _____ <input type="checkbox"/> Mouthing _____ <input type="checkbox"/> Playing _____ <input type="checkbox"/> Slow going _____ <input type="checkbox"/> Slow returning _____ <input type="checkbox"/> Dropping article _____ <input type="checkbox"/> Touched handler _____ <input type="checkbox"/> Poor delivery _____ <input type="checkbox"/> Sat between feet _____ <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"/> Turn in place _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>	<b>30</b>	
	<b>MOVING STAND AND EXAM</b>	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"/> Crowding _____ <input type="checkbox"/> Lagging _____ <input type="checkbox"/> Heeling 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"/> Sits in front _____ <input type="checkbox"/> Slow response _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/>	<b>30</b>	
<b>GO OUT</b>		Does not leave on order _____ <input type="checkbox"/> Does not stop on command _____ <input type="checkbox"/> Does not go at least 10' beyond jumps _____ <input type="checkbox"/> Second command to sit _____ <input type="checkbox"/>	Slightly off direction _____ <input type="checkbox"/> Anticipated: Turn _____ <input type="checkbox"/> Stop _____ <input type="checkbox"/> Sit _____ <input type="checkbox"/> Not back far enough _____ <input type="checkbox"/> Does not sit on command _____ <input type="checkbox"/>	<b>30</b>	
	<b>DIRECTED JUMPING</b>	Did not come on first command or signal _____ <input type="checkbox"/> Extra command or signal _____ <input type="checkbox"/> Moved from position _____ <input type="checkbox"/> Fails to jump _____ <input type="checkbox"/> Climbing jump _____ <input type="checkbox"/> Knocking bar off _____ <input type="checkbox"/> Anticipated command _____ <input type="checkbox"/>	Holding signals _____ <input type="checkbox"/> Slow response to direction _____ <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"/>	<b>40</b>	
MAXIMUM POINTS			<b>200</b>		
MISCELLANEOUS PENALTY			⇒		
TOTAL NET SCORE			⇒	⇒	

# SAMPLE OBEDIENCE JUDGE'S WORKSHEET

(Guide for Judge's Use ONLY - May be modified, as desired.)

DATE: \_\_\_\_\_  
SHOW: \_\_\_\_\_

CLASS: **UTILITY A** DOG NO. \_\_\_\_\_

JUMPS: \_\_\_\_\_

BREED: \_\_\_\_\_

ARTICLES NO. \_\_\_\_\_

(Note: If a dog receives a non-qualifying score for any exercise, (NQ) should be recorded in points-off column. Total score need not be given. NQ may be put in Total Score column.)

EXERCISE	NON QUALIFYING (NQ)	QUALIFYING	Max. Points	Points Lost	NET SCORE				
<b>SIGNAL EXERCISE</b>	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 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 - abouts _____ <input type="checkbox"/> Extra command to heel _____ <input type="checkbox"/> Holding signals _____ <input type="checkbox"/> Slow response to signal to: Stand - Down - Sit - Come - Touching handler _____ <input type="checkbox"/> Walk forward _____ <input type="checkbox"/> Sat between feet _____ <input type="checkbox"/> No sit front-finish _____ <input type="checkbox"/> Poor sits _____ <input type="checkbox"/> Anticipated finish _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>	<b>40</b>						
<b>SENDING ARTICLE #1</b> <small>(sit or direct)</small>	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <b>1<sup>st</sup> Article</b>                              No go out _____ <input type="checkbox"/>                              1st command _____ <input type="checkbox"/>                              No retrieve _____ <input type="checkbox"/>                              Wrong article _____ <input type="checkbox"/> </td> <td style="width: 50%; border: none;"> <b>1<sup>st</sup> Article</b>                              Anticipated _____ <input type="checkbox"/>                              Extra command _____ <input type="checkbox"/>                              Sat out of reach _____ <input type="checkbox"/> </td> </tr> </table>	<b>1<sup>st</sup> Article</b> No go out _____ <input type="checkbox"/> 1st command _____ <input type="checkbox"/> No retrieve _____ <input type="checkbox"/> Wrong article _____ <input type="checkbox"/>	<b>1<sup>st</sup> Article</b> Anticipated _____ <input type="checkbox"/> Extra command _____ <input type="checkbox"/> Sat out of reach _____ <input type="checkbox"/>	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <b>1<sup>st</sup></b>                              Handler turn in place _____ <input type="checkbox"/>                              Directly to articles _____ <input type="checkbox"/>                              Slow Going and Returning _____ <input type="checkbox"/>                              Doesn't work continuously _____ <input type="checkbox"/> </td> <td style="width: 50%; border: none;"> <b>2<sup>nd</sup></b>                              Dropping article on return _____ <input type="checkbox"/>                              Mouthing _____ <input type="checkbox"/>                              Dropping article _____ <input type="checkbox"/>                              Touched handler _____ <input type="checkbox"/>                              Slow response _____ <input type="checkbox"/>                              No sit in front _____ <input type="checkbox"/> Poor sit _____ <input type="checkbox"/>                              Poor finish _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>                              No finish _____ <input type="checkbox"/> </td> </tr> </table>	<b>1<sup>st</sup></b> Handler turn in place _____ <input type="checkbox"/> Directly to articles _____ <input type="checkbox"/> Slow Going and Returning _____ <input type="checkbox"/> Doesn't work continuously _____ <input type="checkbox"/>	<b>2<sup>nd</sup></b> Dropping article on return _____ <input type="checkbox"/> Mouthing _____ <input type="checkbox"/> Dropping article _____ <input type="checkbox"/> Touched handler _____ <input type="checkbox"/> Slow response _____ <input type="checkbox"/> No sit in front _____ <input type="checkbox"/> Poor sit _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/> No finish _____ <input type="checkbox"/>	<b>30</b>		
<b>1<sup>st</sup> Article</b> No go out _____ <input type="checkbox"/> 1st command _____ <input type="checkbox"/> No retrieve _____ <input type="checkbox"/> Wrong article _____ <input type="checkbox"/>	<b>1<sup>st</sup> Article</b> Anticipated _____ <input type="checkbox"/> Extra command _____ <input type="checkbox"/> Sat out of reach _____ <input type="checkbox"/>								
<b>1<sup>st</sup></b> Handler turn in place _____ <input type="checkbox"/> Directly to articles _____ <input type="checkbox"/> Slow Going and Returning _____ <input type="checkbox"/> Doesn't work continuously _____ <input type="checkbox"/>	<b>2<sup>nd</sup></b> Dropping article on return _____ <input type="checkbox"/> Mouthing _____ <input type="checkbox"/> Dropping article _____ <input type="checkbox"/> Touched handler _____ <input type="checkbox"/> Slow response _____ <input type="checkbox"/> No sit in front _____ <input type="checkbox"/> Poor sit _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/> No finish _____ <input type="checkbox"/>								
<b>SENDING ARTICLE #2</b> <small>(sit or direct)</small>	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <b>2<sup>nd</sup> Article</b>                              No go out _____ <input type="checkbox"/>                              1st command _____ <input type="checkbox"/>                              No retrieve _____ <input type="checkbox"/>                              Wrong article _____ <input type="checkbox"/> </td> <td style="width: 50%; border: none;"> <b>2<sup>nd</sup> Article</b>                              Anticipated _____ <input type="checkbox"/>                              Extra command _____ <input type="checkbox"/>                              Sat out of reach _____ <input type="checkbox"/> </td> </tr> </table>	<b>2<sup>nd</sup> Article</b> No go out _____ <input type="checkbox"/> 1st command _____ <input type="checkbox"/> No retrieve _____ <input type="checkbox"/> Wrong article _____ <input type="checkbox"/>	<b>2<sup>nd</sup> Article</b> Anticipated _____ <input type="checkbox"/> Extra command _____ <input type="checkbox"/> Sat out of reach _____ <input type="checkbox"/>	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <b>1<sup>st</sup></b>                              Touching dog sending _____ <input type="checkbox"/> Excessive motions _____ <input type="checkbox"/>                              Slow response to command _____ <input type="checkbox"/>                              Mouthing _____ <input type="checkbox"/> Playing _____ <input type="checkbox"/>                              Slow going _____ <input type="checkbox"/> Slow returning _____ <input type="checkbox"/>                              Dropping article _____ <input type="checkbox"/> Touching handler _____ <input type="checkbox"/>                              Poor delivery _____ <input type="checkbox"/> Sat between feet _____ <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"/>                              Turn in place _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/> </td> <td style="width: 50%; border: none;"> <b>2<sup>nd</sup></b>                              Dropping article on return _____ <input type="checkbox"/>                              Mouthing _____ <input type="checkbox"/>                              Dropping article _____ <input type="checkbox"/>                              Touched handler _____ <input type="checkbox"/>                              Slow response _____ <input type="checkbox"/>                              No sit in front _____ <input type="checkbox"/> Poor sit _____ <input type="checkbox"/>                              Poor finish _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>                              No finish _____ <input type="checkbox"/> </td> </tr> </table>	<b>1<sup>st</sup></b> Touching dog sending _____ <input type="checkbox"/> Excessive motions _____ <input type="checkbox"/> Slow response to command _____ <input type="checkbox"/> Mouthing _____ <input type="checkbox"/> Playing _____ <input type="checkbox"/> Slow going _____ <input type="checkbox"/> Slow returning _____ <input type="checkbox"/> Dropping article _____ <input type="checkbox"/> Touching handler _____ <input type="checkbox"/> Poor delivery _____ <input type="checkbox"/> Sat between feet _____ <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"/> Turn in place _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>	<b>2<sup>nd</sup></b> Dropping article on return _____ <input type="checkbox"/> Mouthing _____ <input type="checkbox"/> Dropping article _____ <input type="checkbox"/> Touched handler _____ <input type="checkbox"/> Slow response _____ <input type="checkbox"/> No sit in front _____ <input type="checkbox"/> Poor sit _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/> No finish _____ <input type="checkbox"/>	<b>30</b>		
<b>2<sup>nd</sup> Article</b> No go out _____ <input type="checkbox"/> 1st command _____ <input type="checkbox"/> No retrieve _____ <input type="checkbox"/> Wrong article _____ <input type="checkbox"/>	<b>2<sup>nd</sup> Article</b> Anticipated _____ <input type="checkbox"/> Extra command _____ <input type="checkbox"/> Sat out of reach _____ <input type="checkbox"/>								
<b>1<sup>st</sup></b> Touching dog sending _____ <input type="checkbox"/> Excessive motions _____ <input type="checkbox"/> Slow response to command _____ <input type="checkbox"/> Mouthing _____ <input type="checkbox"/> Playing _____ <input type="checkbox"/> Slow going _____ <input type="checkbox"/> Slow returning _____ <input type="checkbox"/> Dropping article _____ <input type="checkbox"/> Touching handler _____ <input type="checkbox"/> Poor delivery _____ <input type="checkbox"/> Sat between feet _____ <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"/> Turn in place _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>	<b>2<sup>nd</sup></b> Dropping article on return _____ <input type="checkbox"/> Mouthing _____ <input type="checkbox"/> Dropping article _____ <input type="checkbox"/> Touched handler _____ <input type="checkbox"/> Slow response _____ <input type="checkbox"/> No sit in front _____ <input type="checkbox"/> Poor sit _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/> No finish _____ <input type="checkbox"/>								
<b>GLOVE NO. _____</b> <b>DIRECTED RETRIEVE</b>	<b>Does Not:</b> Go out on command _____ <input type="checkbox"/> Go directly to glove _____ <input type="checkbox"/> Retrieve right article _____ <input type="checkbox"/> Fails to retrieve _____ <input type="checkbox"/> Anticipated _____ <input type="checkbox"/> Extra signal _____ <input type="checkbox"/> Sat out of reach _____ <input type="checkbox"/>	Forging _____ <input type="checkbox"/> Excessive motions _____ <input type="checkbox"/> Slow response to command _____ <input type="checkbox"/> Mouthing _____ <input type="checkbox"/> Playing _____ <input type="checkbox"/> Slow going _____ <input type="checkbox"/> Slow returning _____ <input type="checkbox"/> Dropping article _____ <input type="checkbox"/> Touching handler _____ <input type="checkbox"/> Poor delivery _____ <input type="checkbox"/> Sat between feet _____ <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"/> Turn in place _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/>	<b>30</b>						
<b>MOVING STAND AND EXAM</b>	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"/> <b>Failure to:</b> 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"/> 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"/> Return to Heel position _____ <input type="checkbox"/> Slow response _____ <input type="checkbox"/> Handler error _____ <input type="checkbox"/> Poor finish _____ <input type="checkbox"/>	<b>30</b>						
<b>DIRECTED JUMPING</b>	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <b>HIGH JUMP</b>                              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"/>                              Knocking bar off _____ <input type="checkbox"/>                              Anticipated command _____ <input type="checkbox"/>                              Does not go at least 10' beyond jumps _____ <input type="checkbox"/>                              Second command to sit _____ <input type="checkbox"/> </td> <td style="width: 50%; border: none;"> <b>BAR JUMP</b>                              _____ <input type="checkbox"/>                              _____ <input type="checkbox"/>                              _____ <input type="checkbox"/>                              _____ <input type="checkbox"/>                              _____ <input type="checkbox"/>                              _____ <input type="checkbox"/>                              _____ <input type="checkbox"/>                              _____ <input type="checkbox"/> </td> </tr> </table>	<b>HIGH JUMP</b> 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"/> Knocking bar off _____ <input type="checkbox"/> Anticipated command _____ <input type="checkbox"/> Does not go at least 10' beyond jumps _____ <input type="checkbox"/> Second command to sit _____ <input type="checkbox"/>	<b>BAR JUMP</b> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <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"/>	<b>40</b>				
<b>HIGH JUMP</b> 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"/> Knocking bar off _____ <input type="checkbox"/> Anticipated command _____ <input type="checkbox"/> Does not go at least 10' beyond jumps _____ <input type="checkbox"/> Second command to sit _____ <input type="checkbox"/>	<b>BAR JUMP</b> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/>								
<b>MAXIMUM POINTS</b>			<b>200</b>						
<b>MISCELLANEOUS PENALTY</b>			⇒						
<b>TOTAL NET SCORE</b>			⇒	⇒					

Name of Club: \_\_\_\_\_

Month/Day/Year \_\_\_\_\_

(Event #): \_\_\_\_\_

Judge: \_\_\_\_\_

**BEGINNER NOVICE CLASS** \_\_\_\_\_ (Indicate A or B)

MAXIMUM TOTAL SCORE - 200 Points

ENTER POINTS OFF FOR EACH EXERCISE UNDER APPROPRIATE ARMBAND NUMBER

<b>Dog Number</b>								
Heel on Leash (40 Points)								
Figure Eight (40 Points)								
Sit for Exam (40 Points)								
Sit Stay (40 Points)								
Recall (40 Points)								
Miscellaneous Penalties								
Maximum Score (200)	200	200	200	200	200	200	200	200
<b>POINTS OFF (Subtract)</b>	-	-	-	-	-	-	-	-
Total Score								
<b>FINAL QUALIFYING SCORE</b>								

First Place    Second Place    Third Place    Fourth Place

WINNERS: \_\_\_\_\_

SCORE: \_\_\_\_\_

Time Started: \_\_\_\_\_ Time Finished: \_\_\_\_\_

(PLEASE USE BALL POINT PEN)

Name of Club: \_\_\_\_\_

\_\_\_\_\_  
Month/Day/Year

(Event #): \_\_\_\_\_

Judge: \_\_\_\_\_

**NOVICE CLASS** \_\_\_\_\_ (Indicate A or B)

MAXIMUM TOTAL SCORE - 200 Points

ENTER **POINTS OFF** FOR EACH EXERCISE UNDER APPROPRIATE ARMBAND NUMBER

<b>Dog Number</b>								
Heel on Leash (40 Points)								
Stand for Exam (30 Points)								
Heel Free (40 Points)								
Recall (30 Points)								
<b>Subtotal of Points Off</b>								
Long Sit (30 Points)								
Long Down (30 Points)								
Miscellaneous Penalties								
Maximum Score (200)	200	200	200	200	200	200	200	200
<b>POINTS OFF (Subtract)</b>	-	-	-	-	-	-	-	-
Total Score								
<b>FINAL QUALIFYING SCORE</b>								

First Place      Second Place      Third Place      Fourth Place

WINNERS: \_\_\_\_\_

SCORE: \_\_\_\_\_

Time Started: \_\_\_\_\_ Time Finished: \_\_\_\_\_

(PLEASE USE BALL POINT PEN)

Name of Club: \_\_\_\_\_

Month/Day/Year

(Event #): \_\_\_\_\_

Judge: \_\_\_\_\_

**OPEN A CLASS**

MAXIMUM TOTAL SCORE – 200 Points

ENTER POINTS OFF FOR EACH EXERCISE UNDER APPROPRIATE ARMBAND NUMBER

Dog Number								
Heel Off Leash (40 Points)								
Drop On Recall (30 Points)								
Retrieve On Flat (20 Points)								
Retrieve Over High Jump (30 Points)								
Broad Jump (20 Points)								
<b>Subtotal of Points Off</b>								
Long Sit (30 Points)								
Long Down (30 Points)								
Miscellaneous Penalties								
Maximum Score (200)	200	200	200	200	200	200	200	200
<b>POINTS OFF (Subtract)</b>	-	-	-	-	-	-	-	-
Total Score								
<b>FINAL QUALIFYING SCORE</b>								

First Place   Second Place   Third Place   Fourth Place

WINNERS: \_\_\_\_\_

SCORE: \_\_\_\_\_

Time Started: \_\_\_\_\_      Time Finished: \_\_\_\_\_

( PLEASE USE BALL POINT PEN )





██████████ 4-H Dog Program - Showmanship Group Scorecard

Class _____ Lot _____																	
Show Name _____																	
Judge's Name _____																	
Date _____																	
<b>Part I: Appearance (40 points)</b>		<b>Max Score</b>															<b>Max Score</b>
<b>Dog</b>																	
Overall appearance: clean, well-brushed		10															10
Feet and toenails properly trimmed		5															5
Ears clean and properly trimmed		5															5
Teeth clean		5															5
<b>Handler</b>																	
Properly dressed and groomed		5															5
Equipment: uses proper leash and collar		5															5
Courteous to judge and fellow exhibitors		5															5
<b>Part II: Handling (55 points)</b>																	
<b>Individual Judging</b>																	
Individual exam and showing bite		10															10
Individual gaiting		5															5
Ring patterns		5															5
<b>Group Judging</b>																	
Group gaiting		5															5
Line spacing and ring etiquette		5															5
Presentation in line-up		5															5
<b>General Handling</b>																	
Stacking		10															10
Overall presentation, timing, poise		10															10
<b>Part III: Knowledge (5 points)</b>																	
Parts/anatomy		1															1
Breed history and standard		1															1
Care and health		1															1
AKC general knowledge		1															1
4-H		1															1
<b>Total Score</b>		<b>100</b>															<b>100</b>

Comments: \_\_\_\_\_

4-H Dog Program  
Showmanship Scorecard

Class \_\_\_\_\_ Lot \_\_\_\_\_ Date \_\_\_\_\_

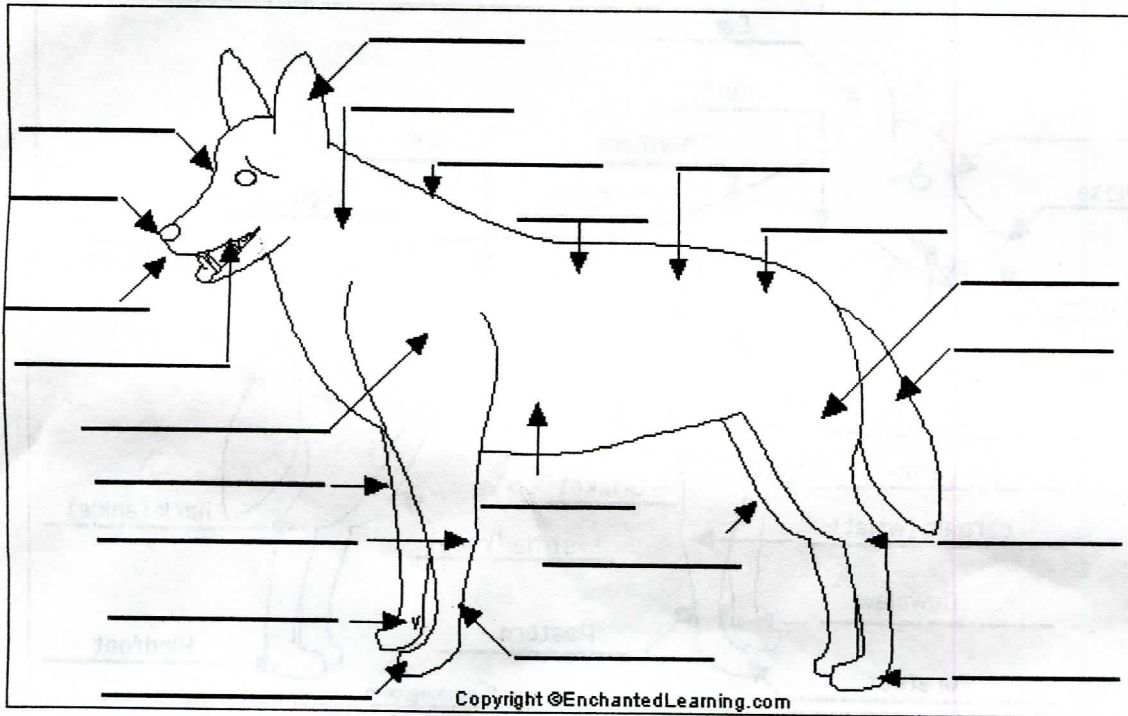
Show Name \_\_\_\_\_ Exhibitor No. \_\_\_\_\_

Judge Name \_\_\_\_\_

	Max. Score	Net Score
<b><u>PART I: Appearance (40 points possible)</u></b>		
<b>Dog</b>		
Overall appearance: clean, well-brushed, free of parasites	10	
Feet and toenails properly trimmed	5	
Ears clean and properly trimmed	5	
Teeth clean	5	
<b>Handler</b>		
Properly dressed and groomed	5	
Equipment: uses proper leash and collar	5	
Courteous to judge and fellow exhibitors	5	
<b><u>PART II: Handling (55 points possible)</u></b>		
<b>Individual Judging</b>		
Individual exam and showing bite	10	
Individual gaiting	5	
Ring patterns	5	
<b>Group Judging</b>		
Group gaiting	5	
Line spacing and ring etiquette	5	
Presentation in line-up	5	
<b>General Handling</b>		
Stacking	10	
Overall presentation, timing, poise	10	
<b><u>PART III: Knowledge (5 points possible)</u></b>		
Parts/Anatomy	1	
Breed history and standard	1	
Care and health	1	
AKC general knowledge	1	
4-H	1	
<b>TOTAL SCORE</b>	<b>100</b>	

Comments: \_\_\_\_\_

## Dog Parts Diagram



**back** - the part of the body between the loin and the withers.

**brisket** - the chest of the dog.

**carpals** - the wrist, the bones of the pastern joint.

**dewclaw** - the tiny, useless, fifth claw - located on the inner part of the leg above the other toes.

**ear** - the fleshy, often triangular appendages on the head associated with hearing.

**flews** - the hanging part of the dog's upper lips.

**forearms** - The parts of the forelegs between the elbow and the pastern.

**forefoot** - the front feet.

**hindfoot** - the back feet.

**hips** - the joints at the uppermost part of the hindlegs.

**hock** - the bones that form the ankle/heel of the dog.

**loin** - the parts of the body located on both sides of the backbone between the ribs and the hips.

**muzzle** - the front parts of the jaws.

**nose** - the tip of the muzzle.

**pastern** - the part of the leg below the carpals (wrist) of the front leg or below the hock of the hind leg.

**ruff** - the long, thick hair that grows around the neck.

**shoulder** - the joint at the uppermost part of the forelegs.

**stifle** - the dog's knee, located on the hind leg above the ankle.

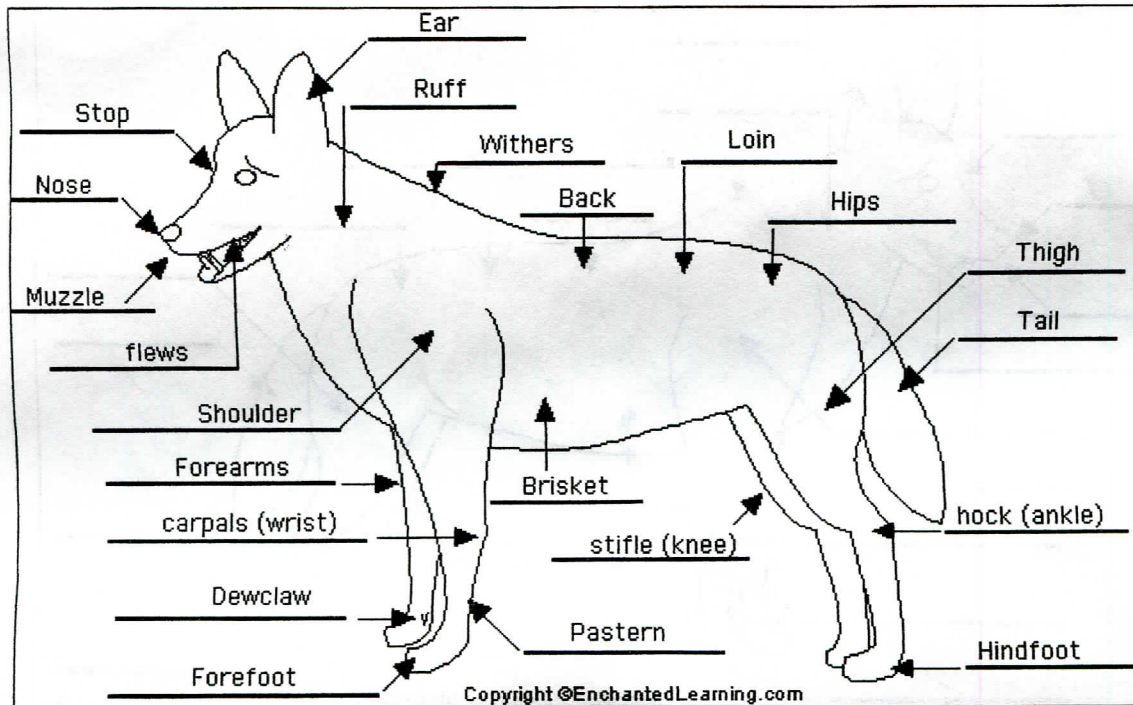
**stop** - the indented part of the skull between the eyes.

**tail** - the hind-most part of the backbone, set on the rump.

**thigh** - the upper part of the hind leg.

**withers** - the top of the shoulders, just behind the neck.

## Dog Parts Diagram



**back** - the part of the body between the loin and the withers.

**brisket** - the chest of the dog.

**carpals** - the wrist, the bones of the pastern joint.

**dewclaw** - the tiny, useless, fifth claw - located on the inner part of the leg above the other toes.

**ear** - the fleshy, often triangular appendages on the head associated with hearing.

**flews** - the hanging part of the dog's upper lips.

**forearms** - The parts of the forelegs between the elbow and the pastern.

**forefoot** - the front feet.

**hindfoot** - the back feet.

**hips** - the joints at the uppermost part of the hindlegs.

**hock** - the bones that form the ankle/heel of the dog.

**loin** - the parts of the body located on both sides of the backbone between the ribs and the hips.

**muzzle** - the front parts of the jaws.

**nose** - the tip of the muzzle.

**pastern** - the part of the leg below the carpals (wrist) of the front leg or below the hock of the hind leg.

**ruff** - the long, thick hair that grows around the neck.

**shoulder** - the joint at the uppermost part of the forelegs.

**stifle** - the dog's knee, located on the hind leg above the ankle.

**stop** - the indented part of the skull between the eyes.

**tail** - the hind-most part of the backbone, set on the rump.

**thigh** - the upper part of the hind leg.

**withers** - the top of the shoulders, just behind the neck.

## Judge's Guidelines

Place score on front

<b>Part I: Dog Appearance</b>	
<b>Dog*</b>	
Overall appearance: clean, well-brushed, free of parasites	Coat and skin appears to be in good condition as can be determined from appearance and handler comments. Dog has been thoroughly brushed, bathed, and free of mats and parasites. Judges are encouraged to ask questions about member's participation in grooming.
Feet and toenails properly trimmed	Nail length is not as important as tips having been trimmed and/or filed. Feet are trimmed in correct manner for breed, though an attempt is more important than finesse. Consider the age of the exhibitor.
Ears clean and properly trimmed.	Clean, free of mites, odor, and dirt build-up. Okay if the handler states that the dog is being treated. Ears are trimmed in correct manner for breed, an attempt is more important than finesse.
Teeth clean	Tarter build-up should be penalized. Missing, broken, yellowed, or misaligned teeth shall not be considered.
<b>Handler</b>	
Properly dressed and groomed	Handler's outfit follows 4-H dress code, and is neat and business-like without detracting from dog. Hair is kept out of face. Shoes are appropriate for the breed's gaiting speed.
Equipment: uses proper leash and collar	The leash and collar allow handler to control dog, collar is unobtrusive to the picture of the dog, and leash appears comfortable and easy for handler to hold. Style of the leash and collar do not matter as long as the above requirements are met.
Courteous to judge and fellow exhibitors	The use of bait and toys is quiet and proper. Handler picks up anything they drop, and does not talk to other exhibitors except when necessary. Is polite to the judge, stewards, and other exhibitors.
<b>Part II: Handling</b>	
<b>Individual Judging</b>	
Individual exam and showing bite	Judge all components of the exam: profile, presentation of head, front, rear, timing, and control at all times. Members are to show the dog's bite, teeth, <i>or</i> mouth at the judge's request. Handler has knowledge of whether the dog is stacked on the table or on the ground. Dogs that are too large for the child to lift onto the table may be shown on the ground. If on the table, the dog is properly lifted. Handler keeps hands and head out of judge's way, and repositions feet the judge moves as needed. In case of a shy dog, see bottom of sheet.*
Individual gaiting	Shows proper gait presentation and speed for front, rear, and side movement.
Ring patterns	Does pattern as requested. Lines up with judge when moving toward or away from them. Moves in a straight line. Does not block judge's view more than is necessary. Uses courtesy turns appropriately. Presents dog at the end of the pattern.
<b>Group Judging</b>	
Group gaiting	Does not crowd others. Gaits dog at proper speed for their breed. Judge should be on the inside of the circle. Handler will keep dog on their left side (the inside of the circle) with no hand changes.
Line spacing and ring etiquette	Does not crowd other handlers or disturb other dogs. Does not interfere with other handlers stacking space in line. Refrains from blocking the area where individual patterns are being judged. Does not give the dog harsh or excessively loud commands, or treat dog with undue severity.
Presentation in line-up	Handler attempts to "sell" their dog to the judge with an economy of movement, positioning their dog and themselves to their best advantage. Exhibitor shows proper front, head, profile, and rear presentation for breed.
<b>General Handling</b>	
Stacking	Hand and/or free stacked as close to breed standard as conformation allows. Consistently stacks accurately, fixes feet that the dog moves, and makes best effort to keep dog stacked even if it is not cooperating. Positions feet and presents in a quiet, efficient, way that does not detract from the dog.
Overall presentation, timing, poise	Demonstrates confidence in handling ability, ties all aspects of their time in the ring together neatly and seamlessly. Handler anticipates and is prepared for the judges movements. Handler knows when to relax and when to have dog stacked. "Relax" does not mean that the dog can lie down or the handler can talk to others. Does not distract the judge while other dogs are being evaluated.
<b>Part III: Knowledge</b>	
Ask appropriate questions for each category designated on the front according to age and experience level. Check with the superintendent with questions beforehand.	

- This is a class judged on the handlers' abilities - conformation is not to be considered.
- All exhibitors perform the same skills in every group of a class.
- Only as many dogs should be in the ring as space safely allows. Classes may be divided into smaller groups.
- BDJ (Between dog and judge) rule: Brief blocking movements are allowed in order to enhance a smooth, accurate, and efficient presentation of the dog. Courtesy turns are allowed for the purposes of lining up the dog, calming or controlling the dog, and working the dog into proper gaiting speed.
- \*In the case of a dog that is too shy or reserved for examination, the handler may personally show the required parts (teeth, ears, feet). If the judge can not place their hands on the dog for the individual exam and to check for mats and cleanliness, the handler is to receive a deduction.
- A dog may be asked to leave the ring if it is uncontrollable, aggressive to the judge or other participants and their dogs, or is distracting or disrupting with menacing behavior.