



# ASCA® Obedience Judge's Worksheet: OPEN

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

Dog Number \_\_\_\_\_

Jump Height \_\_\_\_\_

Open class: \_\_\_\_\_ (A or B)

Date: \_\_\_\_\_

Breed: \_\_\_\_\_

Show: \_\_\_\_\_

Exercise	Non Qualifying (NQ)	Qualifying		Maximum Points	Points Lost	Net Score
	Zero	Substantial	Minor			
Heel Free & Figure Eight	Unmanageable ..... <input type="checkbox"/> Unqualified heeling ..... <input type="checkbox"/> Handler continually adapts pace to dog ..... <input type="checkbox"/>	Heeling ..... <input type="checkbox"/> <span style="float:right">Fig. 8</span> <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"/>	<b>40</b>			
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"/> 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>30</b>			
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"/>	<b>20</b>			
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"/> 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"/>	<b>30</b>			
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"/>	<b>20</b>			
	<b>NQ</b>	<b>MAXIMUM POINT SUB-TOTAL</b>		<b>140</b>		
Long sit (3 min.)	Did not remain in place ..... <input type="checkbox"/> Goes to another dog ..... <input type="checkbox"/> Repeatedly whines or barks ..... <input type="checkbox"/> Stood or lay down before handler returns ..... <input type="checkbox"/>	Stood or lay 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"/> Forced into position ..... <input type="checkbox"/> Handler error ..... <input type="checkbox"/>	<b>30</b>			
Long down (5 minutes)	Did not remain in place ..... <input type="checkbox"/> Goes to another dog ..... <input type="checkbox"/> Repeatedly whines or barks ..... <input type="checkbox"/> Stood or sat before handler returns ..... <input type="checkbox"/>	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>30</b>			
		<b>MAXIMUM POINTS</b>		<b>200</b>		
		<b>MISCELLANEOUS PENALTY</b>		→		
		<b>TOTAL NET SCORE</b>			→	