



ASCA® Obedience Judge's Worksheet: Versatility - Order III

(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			
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		
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"/> Slow response to command <input type="checkbox"/> <input type="checkbox"/> Mouthing <input type="checkbox"/> Playing <input type="checkbox"/> <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		
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		
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		
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"/>		30		
Directed Jumping	HIGH JUMP BAR JUMP Does not: Does not: Leave on order.. <input type="checkbox"/> Leave on order <input type="checkbox"/> Stop on command. <input type="checkbox"/> Stop on command... <input type="checkbox"/> Jump as directed <input type="checkbox"/> Jump as directed <input type="checkbox"/> Climbing jump <input type="checkbox"/> Knocking bar <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"/> 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		
MAXIMUM POINTS					200		
Explanation of penalties:					MISCELLANEOUS PENALTIES ---->		
					NET TOTAL SCORE --->		