



# ASCA® Obedience Judge's Worksheet: UTILITY B II

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

JUMP HT. \_\_\_\_\_

DATE \_\_\_\_\_

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

SHOW \_\_\_\_\_

BREED OR AUSSIE COLOR \_\_\_\_\_

Exercise	Non Qualifying (NQ)		Qualifying		Maximum Points	Points Lost	NET SCORE
			Substantial	Minor			
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"/> <input type="checkbox"/> Handler turn in place <input type="checkbox"/> <input type="checkbox"/> Doesn't go directly to article..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow Going & Returning ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Doesn't work continuously ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dropping articles on return ..... <input type="checkbox"/> <input type="checkbox"/> Mouthing ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dropping an article Touched handler ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow response Sat between feet ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> No sit in front Poor sit ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Poor finish ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Handler error ..... <input type="checkbox"/> <input type="checkbox"/> No finish ..... <input type="checkbox"/> <input type="checkbox"/>	L M	Leather <b>30</b>	
		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 <b>30</b>		
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		
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"/> <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		
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"/> ..... Anticipated command ..... <input type="checkbox"/> <input type="checkbox"/> ... Does not go at least 10' beyond jumps ... <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 ..... <input type="checkbox"/> Poor finishes ..... <input type="checkbox"/>		40		
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"/> <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		
<b>MAXIMUM POINTS</b>					<b>200</b>		
<b>MISCELLANEOUS PENALTY</b>					→		
Explanation of Penalty							→
<b>TOTAL NET SCORE</b>							



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JUMP HT. \_\_\_\_\_

DATE \_\_\_\_\_ ARTICLE #s \_\_\_\_\_

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

SHOW \_\_\_\_\_ BREED OR AUSSIE COLOR \_\_\_\_\_

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



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JUMP HT. \_\_\_\_\_

DATE \_\_\_\_\_

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

SHOW \_\_\_\_\_

BREED OR AUSSIE COLOR \_\_\_\_\_

Exercise	Non Qualifying (NQ)		Qualifying		Maximum Points	Points Lost	NET SCORE
			Substantial	Minor			
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"/> <input type="checkbox"/> Handler turn in place <input type="checkbox"/> <input type="checkbox"/> Doesn't go directly to article..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow Going & Returning ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Doesn't work continuously ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dropping articles on return ..... <input type="checkbox"/> <input type="checkbox"/> Mouthing ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dropping an article Touched handler ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow response Sat between feet ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> No sit in front Poor sit ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Handler error ..... <input type="checkbox"/> <input type="checkbox"/> Poor finish ..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> No finish ..... <input type="checkbox"/> <input type="checkbox"/>	L M	<b>Leather 30</b>	
		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"/>		<b>Metal 30</b>		
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"/>		<b>30</b>		
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"/> <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"/>		<b>40</b>		
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"/> ..... Anticipated command ..... <input type="checkbox"/> <input type="checkbox"/> ... Does not go at least 10' beyond jumps ... <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 ..... <input type="checkbox"/> Poor finishes ..... <input type="checkbox"/>		<b>40</b>		
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"/> <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"/>		<b>30</b>		
<b>MAXIMUM POINTS</b>					<b>200</b>		
<b>MISCELLANEOUS PENALTY</b>					→		
Explanation of Penalty							→
<b>TOTAL NET SCORE</b>							



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SCENT DIS-CRIMINATION ARTICLE 2 circle one LEATHER METAL		30		
MOVING STAND & EXAM		30		
SIGNALS		40		
DIRECTED JUMPING		40		
DIRECTED RETRIEVE GLOVE # _____		30		
		200		
	MISCELLANEOUS PENALTIES	→		
	TOTAL NET SCORE		→	