



South Dakota 4-H Dog Obedience Class Graduate Open

Team Number	Final Score:	Exhibitor Name:	Circle Placing: Purple (180-200) Blue (160-179) Red (140-159) White (139 or less)	Dog's Name:			
				Breed:			
				Judge:			
Exercise & Command	<p>Signal Exercise Heeling pattern first, which ends with the commands: "stand your dog" "leave your dog" Signal the Handler for the following commands: Down Sit Come Finish Exercise Finished</p>	<p>Novice Heeling Pattern' Novice heeling pattern comes before signals, ending with a turn or about turn. After the "leave your dog" command, handler is to walk straight ahead to the other side of the ring and face the dog. The signal exercise is to be done with the dog and handler approximately 35' apart. The handler may use ONLY signals throughout the entire exercise.</p>	<p>Scent Discrimination (4 articles - 2 metal, 2 leather or 2 wood) Are you ready? Send your dog Take it Finish Exercise Finished</p>	<p>Directed Retrieve (2 gloves) (in corners of ring) One or Two Take it Finish Exercise Finished</p>	<p>Moving Stand and Exam Forward Stand your dog (handler may pause when giving the command and/or signal) Leave your dog (10') Call your dog to heel Exercise Finished</p>	<p>Go Out (team will stand in the center of the ring 10' behind and between jumps. Dog is sent out 10' past jumps) Send your dog Return your dog Exercise Finished</p>	<p>Directed Jumping Recall (team will stand in the center of the ring) Leave your dog Bar or high (jumps 18-20' apart) Finish Exercise Finished</p>
Minor (1-2 point error)	<ul style="list-style-type: none"> <input type="checkbox"/> Heeling wide including turns and about turns <input type="checkbox"/> Holding signals for down, sit or come <input type="checkbox"/> Slow response to signal, stand, down, sit or come <input type="checkbox"/> Poor sit <input type="checkbox"/> Touching handler <input type="checkbox"/> Poor finish or no finish <input type="checkbox"/> Hander error 	<ul style="list-style-type: none"> <input type="checkbox"/> Forging or crowding handler <input type="checkbox"/> Lagging or sniffing <input type="checkbox"/> No change of pace <input type="checkbox"/> Extra signal to heel or finish 	<ul style="list-style-type: none"> <input type="checkbox"/> Doesn't work continuously <input type="checkbox"/> Dropping article on return <input type="checkbox"/> Picked up wrong article or dropped article <input type="checkbox"/> No sit in front <input type="checkbox"/> Sat after turn <input type="checkbox"/> Mouthing <input type="checkbox"/> Touching handler <input type="checkbox"/> Slow response <input type="checkbox"/> Sat between feet <input type="checkbox"/> Handler error 	<ul style="list-style-type: none"> <input type="checkbox"/> Touching dog when sending <input type="checkbox"/> Slow response to commands <input type="checkbox"/> Dropping glove <input type="checkbox"/> Mouthing or playing <input type="checkbox"/> Poor delivery <input type="checkbox"/> No sit in front <input type="checkbox"/> Touching handler <input type="checkbox"/> Poor sit at finish <input type="checkbox"/> Handler error 	<ul style="list-style-type: none"> <input type="checkbox"/> Forging or lagging <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 or return to heel position <input type="checkbox"/> Slow response <input type="checkbox"/> No finish or poor finish <input type="checkbox"/> Handler error 	<ul style="list-style-type: none"> <input type="checkbox"/> Slightly off direction <input type="checkbox"/> Anticipates turn, stop, or sit <input type="checkbox"/> Doesn't sit on command <input type="checkbox"/> Handler error 	<ul style="list-style-type: none"> <input type="checkbox"/> Holding signals <input type="checkbox"/> Slow response to directions <input type="checkbox"/> Does not sit on command <input type="checkbox"/> Dog is hesitant or reluctant to jump <input type="checkbox"/> Anticipated turn, stop, or sit <input type="checkbox"/> No sit in front <input type="checkbox"/> Touches handler <input type="checkbox"/> Sits between feet <input type="checkbox"/> Poor sit <input type="checkbox"/> Anticipates finish <input type="checkbox"/> Poor finish or no finish <input type="checkbox"/> Handler error
Substantial (3-10 point error)	<ul style="list-style-type: none"> <input type="checkbox"/> Any audible command Failure on first Anticipated signal to: command to: <input type="checkbox"/> Stand <input type="checkbox"/> Stand <input type="checkbox"/> Stay <input type="checkbox"/> Stay <input type="checkbox"/> Drop <input type="checkbox"/> Drop <input type="checkbox"/> Sit <input type="checkbox"/> Sit <input type="checkbox"/> Come <input type="checkbox"/> Come <input type="checkbox"/> Sat out of reach 	<ul style="list-style-type: none"> <input type="checkbox"/> Handler adapts pace to dog 	<ul style="list-style-type: none"> <input type="checkbox"/> Does not go out on first command <input type="checkbox"/> Wrong article <input type="checkbox"/> Extra command <input type="checkbox"/> Anticipated <input type="checkbox"/> Sat out of reach <input type="checkbox"/> Poor finish or no finish 	<ul style="list-style-type: none"> <input type="checkbox"/> Anticipated <input type="checkbox"/> Sat out of reach <input type="checkbox"/> Extra signal or command <input type="checkbox"/> No finish or poor finish 	<ul style="list-style-type: none"> <input type="checkbox"/> Repeated whining or barking <input type="checkbox"/> Failure to heel, stand and stay, accept exam, or return to handler <input type="checkbox"/> Extra command or signals <input type="checkbox"/> Dog moves during exam <input type="checkbox"/> Dog anticipates 	<ul style="list-style-type: none"> <input type="checkbox"/> Does not stop or sit on sit command <input type="checkbox"/> Does not go at least 10 feet beyond jumps <input type="checkbox"/> Second command to sit <input type="checkbox"/> Handler error 	<ul style="list-style-type: none"> <input type="checkbox"/> Dog climbs jump or knocks bar off <input type="checkbox"/> Does not go at least 10 feet beyond jumps <input type="checkbox"/> Dog anticipates command
Major (Up to 1/2 total points off)	<ul style="list-style-type: none"> <input type="checkbox"/> Unqualified heeling 	<ul style="list-style-type: none"> <input type="checkbox"/> Unqualified heeling 	<ul style="list-style-type: none"> <input type="checkbox"/> Unqualified heeling <input type="checkbox"/> No retrieve 	<ul style="list-style-type: none"> <input type="checkbox"/> Does not go out on first command <input type="checkbox"/> Does not retrieve correct glove <input type="checkbox"/> Fails to retrieve <input type="checkbox"/> Does not go directly to glove 	<ul style="list-style-type: none"> <input type="checkbox"/> Sitting or lying down 	<ul style="list-style-type: none"> <input type="checkbox"/> Does not leave on command 	<ul style="list-style-type: none"> <input type="checkbox"/> Dog does not leave on order or stop on command <input type="checkbox"/> Goes to wrong jump
Total Net Score			30	30	30	30	40
Max Points	20						
Additional Faults			<ul style="list-style-type: none"> <input type="checkbox"/> Growling or snapping (-10 pts) 	<ul style="list-style-type: none"> <input type="checkbox"/> Harsh disciplining, training in ring (-10 pts) 	<ul style="list-style-type: none"> <input type="checkbox"/> Improper behavior as determined by the judge (-10 pts) 	<ul style="list-style-type: none"> <input type="checkbox"/> Improper collar/leash (-10 pts) 	<ul style="list-style-type: none"> <input type="checkbox"/> Less Penalty _____
			<ul style="list-style-type: none"> <input type="checkbox"/> Food or treats (Excuse from class, no ribbon placing) 	<ul style="list-style-type: none"> <input type="checkbox"/> Bites/attacks another dog or person; Goes to another dog in group exercises (Excuse from class, no ribbon placing) 	<ul style="list-style-type: none"> <input type="checkbox"/> Displays severe or unmanageable misbehavior (Excuse from class, no ribbon placing) 	<ul style="list-style-type: none"> <input type="checkbox"/> Leaves the ring more than once. (Excuse from class, no ribbon placing) 	
				<ul style="list-style-type: none"> <input type="checkbox"/> Shows fear (minus 1 ribbon placing) 	<ul style="list-style-type: none"> <input type="checkbox"/> Leaves the ring (minus 1 ribbon placing) 	<ul style="list-style-type: none"> <input type="checkbox"/> Fouling (minus 1 ribbon placing) 	