

TEAM #

# OBEDIENCE

JUDGE #

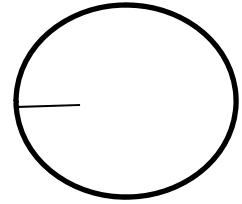
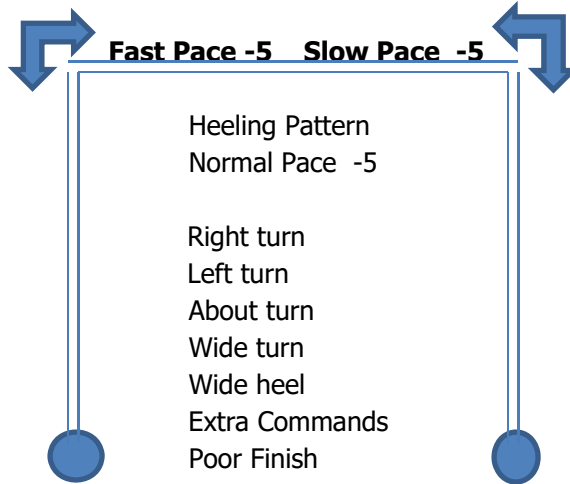
## HEELING

### MAJOR 2 – 40 POINTS

Unmanageable  
Handler adapts to dog  
Other – explain

### MINOR 1/2 - 2 POINTS

Forging  
Crowding  
Lagging  
Handler error  
No Finish -5  
Other – explain



Maximum Points

**40**

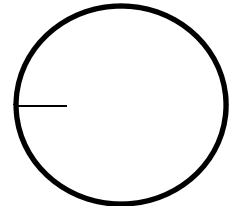
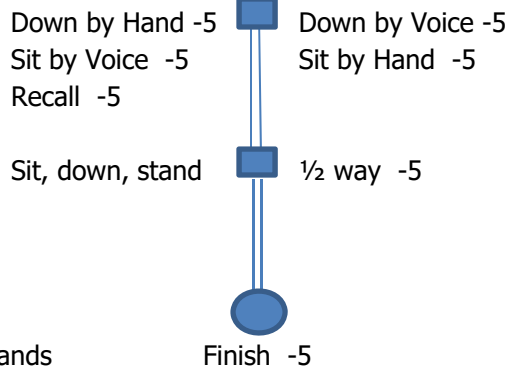
## DISTANCE CONTROL

### MAJOR 2 – 40 POINTS

Failed sit commands  
Failed down commands  
Failed recall commands  
Failed 1/2 way command  
No finish  
Unmanageable  
Other – explain

### MINOR 1/2 - 2 POINTS

Fail to stay – creeps  
Handler error  
Poor sit, down  
Extra Commands  
Finish incorrect  
Other – explain



Maximum Points

**40**

## WALKING CONTROL

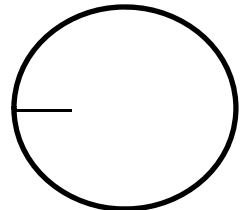
### MAJOR 2 – 40 POINTS

Failed down command  
Failed stand command  
Failed sit command  
Failed pick ups  
No finish  
Unmanageable  
Other – explain

### MINOR 1/2 - 2 POINTS

Poor sit, stand  
Extra commands  
Finish incorrect  
Other – explain

Down by voice -5  
Sit by voice -5  
Stand by voice -5  
Finish -5  
Pick up -2  
Pick up -2  
Pick up -2  
Pass by -2



Maximum Points

**40**

SUBTOTALS:

Heeling Phase \_\_\_\_\_ + Distance Phase \_\_\_\_\_ + Walking Phase \_\_\_\_\_

Relieving in area -10

(Taken only once)

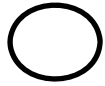
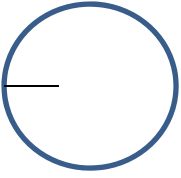
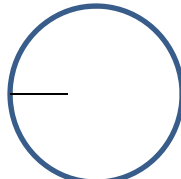
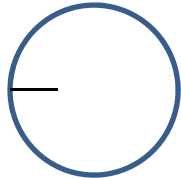
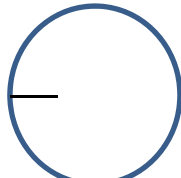
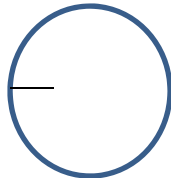
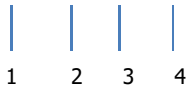


Total Possible Score 120

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Total Score:

TEAM #	<b>AGILITY</b>		JUDGE #
<b>HURDLES</b> <b>MAJOR 5-20 POINTS</b> Other – explain <b>MINOR 1/2 - 5 POINTS</b> Failed command each hurdle Handler error Passed 2 <sup>nd</sup> hurdle option #1 Passed 4 <sup>th</sup> hurdle option #2 Poor Finish			Maximum Points <b>20</b>  Sub Total 1 _____
<b>CATWALK</b> <b>MAJOR 5-10 POINTS</b> Failed climb command -10 Recall <b>MINOR 1/2 - 5 POINTS</b> Failed stand command Unsteady on climb or catwalk Extra Commands Handler error			Maximum Points <b>10</b>  Sub Total 2 _____
<b>BROAD JUMP</b> <b>MAJOR 5-10 POINTS</b> Failed Command to jump Pushed off board Other – explain <b>MINOR - 1/2 to 5 POINTS</b> Touched board Handler Error Pre-stimulating dog to obstacle			Maximum Points <b>10</b>  Sub Total 3 _____
<b>A-FRAME</b> <b>MAJOR 5-10 POINTS</b> Handler touched dog Failed Command to scale - 10 Minimum score if dog scales 5 points			Maximum Points <b>10</b>  Sub Total 4 _____
<b>CRAWL</b> <b>MAJOR 5-10 POINTS</b> Failed Command to crawl -10 Other – explain			Maximum Points <b>10</b>  Sub Total 5 _____
<b>TOTAL OF ALL ABOVE</b> -10 points for relieving in area- (only once)			Relieve in area _____  <b>TOTAL</b> _____



**Finish 2 Points**  
 Minimum Score  
 2 each jump (8)

Pre-stimulating dog to obstacle  
 Option #2 no sit or down  
 Dog pushed off hurdle  
 Other - explain

Touched hurdle  
**Finish 2 points**

Touch dog -10  
 Other -explain  
  
 Poor Finish  
**Finish 1 point**  
 Minimum score if dog completes climb 5 points  
 Pre-stimulating dog to obstacle  
 Stand -2  
 Other – Explain

Failure to jump  
 10 points  
 Minimum score if dog clears jump 5 points  
  
**Finish 1 point**  
 Poor finish  
 Extra Commands  
 Other – Explain

**MINOR 1/2 - 5 POINTS**  
 Pre-Simulating dog to obstacle  
 Extra Commands  
 Handler error  
 Other – explain  
**Finish 1 point**

**MINOR 1/2 - 5 POINTS**  
 Handler Error  
 Pre-Stimulating dog to obstacle  
 Extra commands  
 Other – explain  
 Minimum score if dog completes crawl 5 points  
**Finish 1 point**

**TOTAL OF ALL ABOVE** -10 points for relieving in area-  
 (only once)

Total possible score: 60 Points

Relieve in area \_\_\_\_\_

**TOTAL** \_\_\_\_\_

TEAM #

# Evidence Search

JUDGE #

3 MINUTE EXERCISE

Handler must declare type of indication prior to starting test

PASSIVE

RETRIEVE

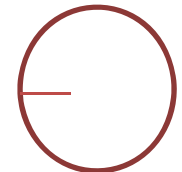
Time used: \_\_\_Minutes \_\_\_Seconds

## ARTICLE #1 \_\_\_\_\_ (Each article worth 34 points to include work and handler points)

### Major (5-10 points)

- Retrieve or indication
- Stability of indication or delivery to hand
- Poor work
- Leaves area – disinterested
- Other – explain

Total Deductions for Article #1 →



### Minor ( 1/2 - 5 points)

- |                     |                     |                          |
|---------------------|---------------------|--------------------------|
| Incomplete retrieve | Dog touched article | Indication unstable      |
| Delivery            | Handler error       | Dog too far from article |
| Extra Commands      | Excessive Praise    | Indication commanded     |
| Indication slow     | Other - explain     |                          |

Maximum Points

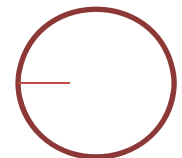
34

## ARTICLE #2 \_\_\_\_\_ (Each article worth 34 points to include work and handler points)

### Major (5-10 points)

- Retrieve or indication
- Stability of indication or delivery to hand
- Poor work
- Leaves area – disinterested
- Other – explain

Total Deductions for Article #2 →



### Minor ( 1/2 - 5 points)

- |                     |                     |                          |
|---------------------|---------------------|--------------------------|
| Incomplete retrieve | Dog touched article | Indication unstable      |
| Delivery            | Handler error       | Dog too far from article |
| Extra Commands      | Excessive Praise    | Indication commanded     |
| Indication slow     | Other - explain     |                          |

Maximum Points

34

TOTAL POSSIBLE SCORE: 70 POINTS

Judges notes or Diagram of Box:

FINISH

2 points



Total Deductions

Scorekeeper Entry only



Relieving in area -10 (only once)



**FINAL SCORE**

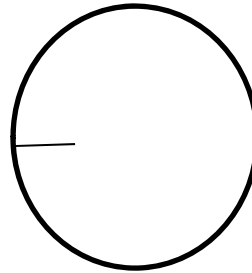
Team#

# Suspect Search

Judge#

Time limit 4 minutes with a 30 second warning

**TIME USED** \_\_\_\_\_ Minutes \_\_\_\_\_ Seconds



MAXIMUM SCORE

**110**

TOTAL SCORE

\_\_\_\_\_

**MAJOR 10- 110 Points**

Find  
Work  
Alert

No Find- Loss of 60  
Total of 35 points for work  
Finish 5 points

**MINOR 1/2 - 10 Points**

Alert 1/2 - 10 points  
Dog leaves area – disinterested  
Finish  
Handler Error  
Extra Commands  
Work  
Other – Explain

Alert can be physical or verbal but must be obvious to the judges

**Relieving in area -10** (Only once)

**us**

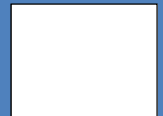


W  
A  
L  
K  
W  
A  
Y



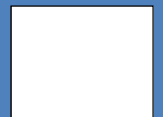
**BOX SUSPECT**

**HIDDEN IN:**



**BOX PICKED**

**BY HANDLER:**



## FALSE START

### MAJOR 1-15 POINTS

Fails to stay – breaks  
Decoy 1-3 Points

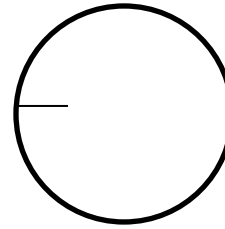
**Breaks – loss of 15 Points**  
Other – explain

### MINOR ½ - 1 POINT

Dog moves

Extra Commands

Other – explain



Maximum Points

**15**

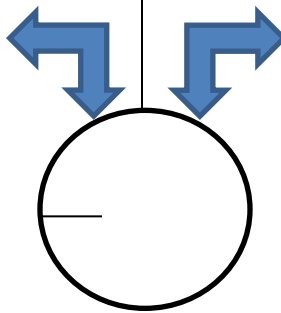
*HANDLER MUST DECLARE RECALL TYPE PRIOR TO STARTING*

## RUNNING RECALL

### MAJOR 5-50 POINTS

Dog anticipates recall  
Dog recalls past 60 yards  
Dog fails to pursue  
Handler leaves line  
Other – explain

MAX POINTS 50



MAX POINTS 25

## STANDING RECALL

### MAJOR 5-25 POINTS

Dog anticipates recall  
Dog recalls past 60 yards  
Dog fails to pursue  
Handler leaves line  
Other - explain

### Standing recall is an automatic deduction of 25 pts

**Minor** deductions running & standing ½ - 5 points

Extra commands

Early recall is a failure

Poor Finish

Contact with decoy is a failure

Other – Explain

Decoy ½ -10 No finish 5 points

MAX POINTS

RUNNING

**50**

MAX POINTS

STANDING

**25**

## APPREHENSION WITHOUT GUNFIRE

### MAJOR DEDUCTIONS 10-100 POINTS

Fails to bite - 100 points

Bite 10-50 points

Dog fails to leave line/pursuit- needs multiple commands 10-100

Major other – explain



**Physical removal -25**

Finish, call off & commands included

### MINOR DEDUCTIONS ½- 10 POINTS

Search of both arms, both legs & torso ½- 10

Bite ½ - 10 points

Decoy ½ - 10

Moves on stay ½ -10

Call off ½ -10

Incisor bite

Re-bites

Adjusts bite – moves

Commitment of dog

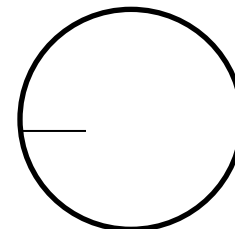
Slow release

Other - explain

Poor Finish

No Finish 5

Extra Commands



Maximum Points

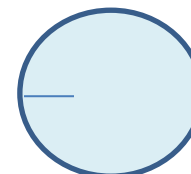
**100**

If K-9 breaks from handler prior to the nod of the head and contacts decoy, a deduction of -10 per occurrence will be taken. For each checked box below, scorekeeper will deduct 10 points:

1<sup>st</sup> Offense -10

2<sup>nd</sup> Offense -10

3<sup>rd</sup> Offense disqualification



Scorekeeper:  
Please deduct this amount from score.



If K-9 breaks from handler prior to the nod of the head and contacts decoy, a deduction of -10 per occurrence will be taken out of the 100 possible points in Apprehension phase. For each checked box, deduct 10 points. Maximum deduction of -20.

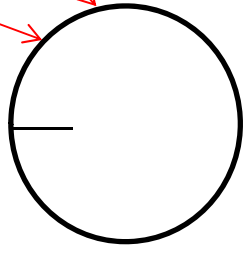
1<sup>st</sup> Offense -10     
 2<sup>nd</sup> Offense -10     
 3<sup>rd</sup> Offense disqualification

## APPREHENSION WITH GUNFIRE

### MAJOR DEDUCTIONS 10-100 POINTS

- Fail to bite - 100 points
- Bite 10-50 points
- Dog fails to leave line/pursuit – needs multiple commands 10-100 points
- Other - explain

PHYSICAL REMOVAL -25  
Finish, call off, commands included.



Maximum Points

# 100

### MINOR DEDUCTIONS 1/2 - 10 POINTS

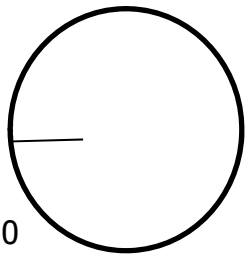
- |                          |                        |                     |
|--------------------------|------------------------|---------------------|
| Commitment of dog        | Decoy 1/2 to 10 points | Handler Error       |
| Bite 1/2 - 10 points     | Incisor bite           | Rebite Adjusts bite |
| Call off 1/2 - 10 points | Slow release           | Extra commands      |
| Poor Finish              | No Finish 5            |                     |
| Other - explain          |                        |                     |

## HANDLER PROTECTION

### MAJOR DEDUCTIONS 10-75 POINTS

- Dog fails to respond without command 10-75
- Fail to protect – no bite -75
- Dog contacts decoy during search -10
- Other – explain

PHYSICAL REMOVAL -10  
Finish, call off, commands included.



Maximum Points

# 75

### MINOR DEDUCTIONS 1/2 - 10 POINTS

- |                                   |                       |                     |
|-----------------------------------|-----------------------|---------------------|
| Commitment of dog                 | Decoy 1/2 to 5 points | Handler Error       |
| Bite 1/2 - 10 points              | Incisor bite          | Rebite Adjusts bite |
| Call off 1/2 - 10 points          | Slow release          | Extra Commands      |
| Poor Finish                       | No Finish 5           |                     |
| Search of both arms, legs & torso |                       | Other - explain     |

**Note: Physical removals:** If a team has two physical removals on the above two phases of apprehension, the straight attack score sheets for this competitor will need to be checked by the score keepers. A TOTAL OF THREE physical removals will result in NO CERTIFICATION regardless of total score. This does not include physical removals during the recall and false start. Three check marks below indicate a fail.