



# CANINE

Handling and  
Show Guidelines



CANADA  
4-H Alberta

## The 4-H Motto

**“Learn To Do By Doing”**

## The 4-H Pledge

I pledge:

My **head** to clearer thinking,

My **heart** to greater loyalty,

My **hands** to larger service,

My **health** to better living,

For my club, my community,

my country, and my world.

Published by 4-H Alberta for the 4-H community.

For more information or to find other helpful resources,  
please visit the 4-H Alberta website at [www.4hab.com](http://www.4hab.com).

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# INTRODUCTION

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## Welcome to the Alberta 4-H Canine Project!

Congratulations! We are excited that you chose to become a member of the 4-H Canine project. We hope that you have a great time this year making new friends, taking part in 4-H activities, and learning more about the special bond between human and dog.

## To complete your project year in 4-H Canine, you must:

- Enroll in one of the projects available and work on the assessments required for that project. You are not required to finish a project in one year, nor are you required to finish a level in a year. Your yearly project qualifies so long as you have been working on the skills and knowledge for the project in which you have enrolled.
- Take part in at least 70% of club activities.
- Do a communication project.
- Complete a record book, and supplement record book for each additional project.
- Take part in your achievement day.
- Have a lot of FUN!!!!!!!!!!

## About the 4-H Canine Handling, Dog Show and Achievement Day Guidelines

The general purpose of this manual is to assist members and leaders in organizing a dog show or achievement day. This manual can be used by all Canine clubs within Alberta to provide consistency in skills learned throughout the province. This manual will provide individuals with:

- General Rules and Regulations.
- Criteria and Terminology for the Showmanship classes and Obedience Exercises.
- Scoring Sheets for Novice A, B and C.
- Game classes.
- Dog Show Planning Guide
- 4-H Canine Project Judges Reference Guide.
- Evaluation of the Event.

## Objectives of the Alberta 4-H Canine Project

### The club member will:

1. Gain knowledge in dog rearing, care and training through the experience of owning, caring for and maintaining records for his or her dog.
2. Develop skill, patience and understanding of the handling practices essential in working with dogs.
3. Gain knowledge and an appreciation for dogs and the role they play in the Canadian family and community.
4. Develop skills in leadership, communication, planning, assessment, decision-making, evaluation and time management.

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# GENERAL RULES AND REGULATIONS

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## Identification

*With regards to clothing worn by the 4-H member / dog handler:*

1. 4-H Club uniforms or other appropriate clothing should be worn in the show ring. (Acceptable standards should be presented to all participants prior to the event.)
2. A 4-H badge or a piece of clothing with a 4-H emblem on it may be worn in the show ring.
3. Members / dog handlers are prohibited from wearing all other badges, ribbon prizes, coats with kennel names or training schools, or any other form of identification used by an individual when exhibiting a dog in the show ring.

## Ownership

1. The 4-H member does not need to own the dog entered in the show.
2. It is required that the 4-H member has trained, groomed and cared for the dog being entered for show for the full project year to date. This rule may be waived up to the day prior to the show at the discretion of the project leader and in the event of illness, injury, or death of a dog or in the case of a whelping female.
3. Only one 4-H member in any class may handle a single dog; however another family member in a showmanship class may handle the same dog.

## Number of Entries

1. A 4-H member/dog handler can enter only one dog per class.
2. A 4-H member/dog handler may show a maximum of two dogs per show.

## Vaccinations

1. All dogs attending or competing in a 4-H sponsored event are required to be vaccinated.
2. Proof of vaccinations or Titres Test Certificate (see your veterinarian) must be available for presentation to the veterinarian or event committee on any day of the given event. (Photocopy of the original)
3. The following vaccinations are required to be current: or certified by Titres Test:
  - a. Rabies
  - b. Canine Parvovirus
  - c. Distemper
  - d. Hepatitis
  - e. Leptospirosis
  - f. Bordatella
  - g. Canine Parainfluenza
  - h. Others as designated by the veterinarian or event committee

## Disqualification/Ineligibility of a Dog

1. No dog belonging wholly or in part to the judge or residing in the same household as the judge may be entered at a 4-H show or trial where the judge is officiating, except in the case of extreme emergency.
2. No dog shall be eligible to compete if it is taped or bandaged in any way or if it has anything attached to it for medical corrective purposes. Exceptions may be made with written confirmation from a veterinarian that the dog is able to compete, upon approval of the judge and/or event committee.
3. The judge and/or event committee may excuse any dog attempting to attack any dog or person attending the event or in the show.
4. No dog shall be eligible to compete, or participate, with a physical condition, which is detrimental to the health of the dog.
5. **Any abuse of dogs on the grounds or in the ring by anyone will result in disqualification of the dog and its handler and no ribbon or participation points will be awarded.**

## Female Dogs in Season

Female dogs in season may be shown in showmanship at the project leader's discretion, but not in an obedience or agility competition. The dog should be the last dog to enter the show ring and separated from other dogs.

## Show Point System

In order to encourage all members to compete to the best of their individual ability it is suggested that each show use the following 4-H point system that will allow for all members / exhibitors, who finishes a class without disqualification, to receive a ribbon.

### For judging scores in 4-H Showmanship classes:

Ribbons	Point Range
Red	100 - 85
Blue	84.5 - 70
Participation	69.5 and below

### For judging scores in obedience classes:

Ribbons	Point Range
Red	200 - 170
Blue	169.5 - 140
White	139.5 and below

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# ASSESSMENT OF LEVELS FOR SHOWMANSHIP AND OBEDIENCE CLASSES:

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**Level 1**

New dog, new 4-Her, no experience with training or showing

**Level 2**

Either the dog or 4-Her has had previous training or show experience.

**Level 3**

Both dog and handler have previously earned any level 1 or 2 certificates or their equivalents from any showmanship or confirmation organization.

**Level 4**

If dog and handler achieve a score of 170 or higher in Level 3 with no less than 50% in any exercise.

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## CRITERIA FOR THE SHOWMANSHIP CLASS:

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See page 36 in Appendix for showmanship score sheet.

### Equipment Needed:

- Crate
- Matching show collar and lead (as inconspicuous as possible but appropriate for the size of the dog).
- Water and food from home

### 1. Fitting of the Dog – 30 points

The judge will evaluate each dog individually for grooming. The hair and coat should be clean, smooth, not scaly or matted and free from loose hair. The judge will bear in mind that longhaired dogs will be losing their coats during the summer. If it is apparent that the 4-Her has made an attempt to eliminate the loose hair, the judge will score the dog accordingly. The judge will check for parasites. If parasites are present, the dog's score should be penalized. Ears should be free of dirt, parasites and excessive hair. Eyes should be clean and free of matter. Toenails should be cut so as not to touch the floor. Teeth should be free from matter and free of staining, as appropriate for the age of the dog.

### 2. Showmanship of the Handler – 35 points

- a. Appearance of the handler – the 4-Her should present a well-groomed appearance. Club uniforms may be up to the show committee, and 4-Hers must comply with the regulations set by the show committee. All attire should be clean and look neat. Clothing should compliment but should contrast the colour of the dog. For example, black clothing worn next to a black dog will make it hard to see the dog's movement and shape.
- b. Grace and Ease of showing – this is evident in the manner the 4-Her moves his/her dog, moves around his/her dog and the method by which the dog is stacked. The turns should be smooth, and the gait of the dog should not be unduly impaired. The 4-Her should not step across the dog. The 4-Her should avoid getting between the dog and the judge. The 4-Her should be sure that the dog is stacked at any time it is not moving. This should be done quickly and discreetly. The 4-Her should display enthusiasm and enjoyment while in the ring and maintain regular eye contact with the judge.

- c. Avoids getting in awkward and unsightly positions – the 4-Her should remain his/her balance. When making a turn, the 4-Her should not have to step across the dog. The 4-Her will watch the judge in such a manner to know where the judge is, but not to the point of awkwardness. The 4-Her, when returning to the judge, should stop an appropriate distance away upon judge's request. When showing the dog the 4-Her should avoid reaching across the dog if it will interfere with the judge's view. The handler should exhibit good footwork and use verbal commands and/or subtle signals with hands or feet to assist the dog in maneuvering or posing.
- d. Easy and smooth movement – the handler should handle the lead smoothly and should not have to keep the dog "strung up" tightly. When passing the lead from one hand to the other, it should be done gracefully. When the handler finds it necessary to readjust the dog's coat or "stacking pose", this should be done so as not to appear as "diving at the dog". Strive for confidence!
- e. Sportsmanship – the handler should be penalized for crowding or interfering with another team or exhibiting any type of poor sportsmanship.
- f. Knowledge about dog's care, condition, and problems – the 4-Her should be able to respond to any question the judge asks about the dog's care, condition, or obvious problems and health.

### 3. Coordination Between Handler and Dog – 35 points

- a. Dog's reaction to handler – the 4-Her and dog should move as a team. The dog should not forge or lag. The show lead should not be taut as evidence of having to control the dog. The dog should not sit when coming to a halt. The dog should not exhibit aggressive behaviour toward the handler or the judge. When stacking the dog does not change position unless the 4-H member requires it to.
- b. General communication between dog and handler – This can be done on different levels. The 4-Her may verbally encourage the dog. The dog may watch the 4-Her closely. The dog should display an enthusiasm while being shown. Lead jerking or pulling while moving is penalized. During all phases of handling, the handler's concentration should be on the dog and not on the judge, but not to the extent that he/she is unaware of what is going on in the ring.
- c. Straight, smooth and even gait – The gait of both the 4-Her and the dog should be even and constant. The pace and stride of the 4-Her should be appropriate for the size of the dog.

- d. Works as a team – they should move together smoothly and effortlessly making smooth corners and turns. Again the handler should assist the dog by giving any necessary verbal commands and/or subtle signals with hands and feet to help the dog to maneuver smoothly.

It is up to the discretion of the individual show committees to determine if they would like to have the top competitors from each division come back to compete for overall showmanship honours.



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# TERMINOLOGY FOR THE OBEDIENCE CLASSES

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## Equipment Needed:

- Crate or K-pen
- 6 ft. leash
- Snap or buckle collar
- No food for baiting!!
- Water and food from home

## Heel Position

Heel position can be used whether the dog is sitting, standing, lying down, or moving at heel. Heel means the dog should be in a straight alignment and facing the same direction as the handler. The dog should be close to the handler's left leg without crowding. This permits the handler freedom of movement. The area from the dog's head to shoulder should be in line with the handler's left hip.

## Hands

In all exercises in which the dog is required to heel free, one of the following options should be used:

1. The handler's arms and hands shall move naturally at the handler's sides while in motion; OR
2. The right hand and arm must move naturally, while the left hand is to be held against and centered in the front of the body, in the area of the waist. The left forearm should be carried, as much as possible, against the body.

In either of the above situations the hands and arms may be adjusted during the "Fast" portion of an exercise to maintain balance.

There may be a deduction if the hands and arms are, in the opinion of the judge, being used as a second command or signal to the dog.

In all exercises in which the dog is required to come to or return to the handler and sit in front, the handler's arms and hands shall hang naturally at their sides while the dog is coming in and until the dog has sat in front. A deduction shall be made if a handler's hands and arms are used as a second command or signal during the exercise.

*In the event of a double command, during any given maneuver, the judge should score the dog at less than 50 percent of the total for that particular exercise.*

## Commands and Signals

A command is a verbal direction for the dog. A signal is a single gesture with one arm and hand only.

Both signal correction and a second command are forbidden and must be penalized.

The dog's name, when given immediately before a verbal command, shall not be considered as an additional command. The name shall not be used with any signal not given simultaneously with a verbal command.

The dog should not anticipate the handler's direction, but must wait for the appropriate commands and / or signals. Moving forward at the heel without any command or signal other than the natural forward movement of the handler's body is not considered anticipation.

Commands that are excessively loud may be penalized.

A deduction should be made if an additional command is made when no command or signal is permitted, or simultaneously with or following a permitted command or signal. The use of the dog's name with a permitted signal but without a permitted command will also result in a deduction.

## Praise

Praise and petting are allowed between and after exercises, but points may be deducted from the total score for a dog that is not under reasonable control while being praised. A handler is not permitted to carry or offer food in the ring.

## Misbehaviour

Any display of fear or nervousness by the dog, or any uncontrolled behaviour such as snapping, barking, or running away – whether it occurs during an exercise, between exercises, or before or after judging – must be penalized according to the seriousness of the misbehaviour. The judge may expel or excuse the dog from further competition in the class.

Any dog that relieves itself at any time while in the ring for judging will receive an automatic white ribbon. However, the dog may continue to be scored.

## Training and Disciplining in the Ring

The judge shall not permit any handler to train the dog by excessive verbal commands or by moving toward the dog to correct it in any way, nor to practice any exercise in the ring either before or after they are judged. A dog whose handler disciplines it in an inappropriate manner in the ring shall be excused and will not be further scored in that class.

If a dog has failed to complete an exercise, the judge may permit the 4-H member another attempt. However, the second attempt should not be treated as a successful attempt. The member may only receive a white or participation ribbon.

## Heel on Leash

The principal feature of the heel on leash exercise is a test the ability of the dog and handler to work as a team. Orders for the exercise are “forward”, “halt”, “right turn”, “left turn”, “about turn”, “slow”, “normal” and “fast”. The handler and dog will also perform the figure eight. The dog should remain in heel position. The orders may be given in any sequence and may be repeated as necessary, but the judge shall attempt to standardize the heeling pattern for all dogs in the class.

The leash may be held in either hand or in both hands, providing the hands are in a natural position. However, any tightening or jerking of the leash or any act, signal, or command which, in the judge’s opinion, gives the dog assistance, shall be penalized.

The handler shall enter the ring with the dog on a loose leash and stand with the dog sitting in the heel position. The judge shall ask if the handler is ready before giving the first order.

### Forward

Handler and dog walk briskly, in a natural manner, with the dog on a loose leash. The dog walks in heel position. The handler may command “Dog’s name, heel” on each command from the judge.

### Halt

The handler stops upon command from the judge and the dog sits straight and smartly in heel position. This should be done without a command to the dog.

### Right Turn

The handler and dog make a ninety-degree turn to the right upon command from the judge. This should be done squarely.

### Left Turn

The handler and dog make a ninety-degree turn to the left upon command from the judge. This should be done squarely.

### About Turn

The handler and dog make a one-hundred-eighty-degree turn, to the right, upon command from the judge.

**Slow**

The handler and dog walk noticeably slower than normal.

**Normal**

The handler and dog walk at a normal pace.

**Fast**

The handler and dog run, moving forward at a noticeably accelerated pace.

**Figure Eight**

The handler and dog walk in heel position between two stewards standing about eight feet apart. The handler may choose to go in either direction and should go twice around with at least one halt during and another halt at the end of the exercise. The judge gives the commands for “forward” and “halt”.

**Scoring for Heel on Leash and Figure Eight**

If a dog is unmanageable, or its handler constantly controls its performance by tugging the leash or adapts pace to that of the dog, a deduction is made.

Deductions shall be made for additional commands or signals to heel and for failure of dog and handler to noticeably accelerate speed forward during “fast” and noticeably decelerate speed forward during “slow”. Deductions are made for such things as lagging, heeling wide, forging, crowding, poor sits, handler failing to walk at a brisk pace, occasional guidance with leash, and other heeling imperfections.

In scoring this exercise the judge shall accompany the handler at a discreet distance so that he/she can observe any signals or commands given by the handler to the dog. The judge must do so without interfering with either dog or handler.

**Stand for Examination**

The handler stands the dog for the judge to examine. The judge will first give the order for examination. Then the handler will stand the dog and command and/or signal the dog to stay. The handler will walk six feet in front of the dog, turn and face the dog. The handler may choose the method for posing the dog, within a reasonable time limit, before giving the command and/or signal to stay.

The judge will approach the dog from the front and will touch its head, back and hindquarters only. The judge will then give the “back to your dog” command. The handler will then return to the dog and stand in heel position. The dog must remain in standing position without moving its feet until the judge says “Exercise finished”. The dog must show no shyness or resentment during this exercise.

## Scoring

Scoring for this exercise will not start until the handler has given the command and/or signal to stay, except for such things as rough treatment of the dog by its handler or active resistance by the dog to the handler's attempt to make it stand. Either of these shall be penalized.

A dog shall receive a deduction if it displays shyness or resentment, growls or snaps at any time, sits or lies down before or during the examination. If deductions are made for the reasons stated above, the dog shall not receive a qualifying score.

Minor or substantial deductions, depending on the circumstance, shall be made for a dog that moves its feet at any time or sits or moves away after the examination has been completed.

## Heel off Leash (applies to level 3 and above)

Executed in the same manner as Heel on Leash, except the dog is off leash. The left hand may be held against the front of the body centered at the waist or hang and move naturally at the handler's left side. The right hand should hang naturally at the right side of the handler's body.

## Recall

Upon the judge's orders, the handler will command and/or signal the dog to wait. The handler will then walk to a designated spot in front of the dog, turn and face the dog. The handler's hand shall remain at the sides of the body. Upon command from the judge, the handler will call or signal the dog to come. The dog should come straight to the handler at a brisk pace and sit straight, centered in front of the handler, close enough for the handler to touch the dog's head without moving feet or stretching forward. The dog should not touch the handler or sit between the handler's feet. Upon command from the judge, the handler shall command the dog to go to heel position. The method by which the dog goes to heel position is optional.

**Level 1:** On 6ft. lead

**Level 2:** Handler at close proximity but hands off

**Level 3 and above:** off leash

## Scoring

A dog must receive a deduction and a non-qualifying score for the following:

- Requiring an additional command or signal to stay
- Failure to come on first command or signal
- Moving from place where left before being called or signaled
- Stopping prior to reaching the handler

Deductions shall be made for a slow response to come, varying with the extent of the slowness; failure of the dog to come at a satisfactory pace; standing or lying down instead of waiting in the sit position; failure to sit in front; failure to finish or sit at heel; or for extra command or signal to sit or finish.

Minor to substantial deductions shall be made depending on the specific circumstances in each case for failure to come directly to the handler.

Minor deductions shall be made for slow or poor sits or finishes which are not prompt or smart, for touching the handler on coming in or when finished, or sitting between the handler's feet.

### **Long Sit (Sit Stay)**

The handler leaves the dog for the designated time. All the competing dogs of one class do this exercise. If there is only one judge, all classes with the same time limits may be combined for the stays. There should be no more than six dogs in any one group or no less than three dogs.

The handlers sit their dogs and the judges shall order, "Leave your dog". The handlers command and/or signal their dogs to stay, immediately go to the designated place and face their dogs (or leave the ring for out-of-sight stays). The judge shall order "Return to your dog", at which time the handlers shall return to their dogs, walk around and in back of the dogs to heel position. The dogs must not move from the sitting position until the judge calls "Exercise finished".

### **Long Down (Down Stay)**

Executed in the same manner as the long sit, except that upon the judge's command the handlers shall down their dogs, without touching the dog or the collar. The judge will order the return of the handlers after the designated time. The dogs must remain in the down position until the judge calls "Exercise finished".

### **Drop on Recall (Level 4)**

The principal features of this exercise, in addition to those listed under the recall, are the dog's prompt response to the handler's command or signal to drop, and the dog's remaining in the down position until called or signaled to come. The dog will be judged on the promptness of its response to command or signal and not on its proximity to a designated point.

On order from the judge, the handler may command and/or signal the dog to stay in the sit position while the handler walks forward about 35 feet (approximately 10.5 meters) to the other end of the ring, where he/she turns and stands in a natural manner facing the dog. On the judge's order or signal, the handler shall command or signal to come, and the dog must start directly toward the handler.

On the judge's arm or hand signal or at a predetermined location, the handler shall give the command or signal to drop, and the dog must immediately drop to the down position, where it must remain until, on the judge's order or signal, the handler again gives command or signal to come. The dog then completes the exercise just as in the recall.

### **Scoring**

Deductions, varying with the extent, shall be made for delayed or slow response to the handler's command or signal to drop, delay or slowness to down, slow response to either of the recalls and any anticipation of command or signal. Recall penalties will apply.

## **Willing Retrieve from Hand (Level 4)**

The dog remains in heel position. Upon order from the judge, the handler will place a dumbbell approximately two inches in front of the dog and command the dog to take the dumbbell. The dog must willingly reach for and take the dumbbell. The dog shall hold the dumbbell for a minimum of four seconds and upon order by the judge, the handler shall ask the dog to release the dumbbell. The dog must willingly give the dumbbell on command to the handler.

## **Retrieve on Flat (Level 4)**

In this exercise the dog must retrieve a dumbbell by following a sequence of orders. The judge gives these orders to the handler who in turn relays them to the dog. The dog starts out in heel position.

The judge shall command:

### **1. Throw**

The handler gives the command and/or signal to stay using only the free hand, then throws the dumbbell and waits for the judge's next order.

### **2. Send Your Dog**

The handler gives the command or signal for the dog to retrieve the dumbbell.

### **3. Take it**

The handler gives the command and takes the dumbbell away. The dog must release the dumbbell willingly.

### **4. Finish**

The handler gives the command or signal to heel as in a recall.

The dumbbell, which must be approved by the judge, shall be made of one or more solid pieces of one of the heavy hardwoods, or of a rigid or semi-rigid, firm, nontoxic, non-wooden material, similar in size, shape, colour and weight to a wooden dumbbell. Dumbbells shall not be hollowed out. Metal dumbbells are not permitted. It may be unfinished, or coated with a clear finish, or painted white. It shall have no decorations or attachments but may bear an inconspicuous mark for identification. The size of the dumbbell shall be proportionate to the size of the dog. The judge shall require the dumbbell to be thrown again before the dog is sent if, in the judge's opinion, it is thrown less than 15 feet, or too far to one side, or too close to the ringside.

### **Scoring**

A dog must be scored a zero if it fails to go out on the first command or signal, goes to retrieve before the command or signal, fails to retrieve, or does not return with the dumbbell sufficiently close that the handler can easily take the dumbbell as describes above.

Substantial deductions, depending on the extent, shall be made for slowness in going out or returning or in picking up the dumbbell, for not going directly to the dumbbell, and for reluctance or refusal to release the dumbbell to the handler. All other applicable penalties listed under recall apply.

## Broad Jump

The dog shall jump twice the height of the high jump. In the broad jump the handler should stand with the dog in front of and within ten feet of the jump. The dog should be in heel position. When the judge orders, "Leave your dog", the handler will give the command and/or signal to stay to the dog and go to a position facing the right side of the jump. The handler should be about two feet from the jump and anywhere between the first and fourth boards. On order from the judge, the handler should give the command or signal to jump and the dog should clear the entire distance of the jump without touching and without further command or signal. While the dog is in mid-air, the handler should change position by executing a right angle turn. The dog should return to a sitting position immediately in front of the handler. On order from the judge, the handler will give the command to heel and the dog should finish as in a recall.

### Suggested Construction of Broad Jump

The broad jump should consist of four hurdles built to telescope for convenience. It should be made of boards about eight inches wide, the largest measuring about five feet long and six inches high at the highest point. All hurdles should be painted flat white.

The hurdles should be arranged in order of size and should be evenly spaced to cover a distance equal to twice the height of the high jump as set for a particular dog, with the low side of each hurdle and the lowest hurdle nearest the dog.



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## POSSIBLE GAMES FOR ACHIEVEMENT DAY FUN

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### Poster Pooches

Having a photo contest is a fun way to have members “show-off” their canine friends, and it is an excellent way for spectators to be introduced to them.

#### Materials needed:

- Poster board
- Felts/pens/pencil crayons etc.
- A special photo of their project animal
- Scissors
- Glue/Tape
- Creativity and other supplies they have available!!

#### Show Equipment:

Table or segregated area to place posters on (this could be located near a refreshment area so that people can view at their leisure at any time throughout the show.

#### Procedure:

Have the members each create a poster of their dog. There are two ways that this could be done, either present the “contest” to the member’s at a meeting prior to the show day so that posters can be made up at home. Or, you if you have long waits between classes and members have the opportunity for spare time, you can use this activity to keep members busy during lag times by setting up the area for them to come and work on the project at the show. In this case, all members just bring a photo with them and create the poster using the same supplies that are provided to everyone.

Posters can be grouped according to age of member, category of picture (artistic, scenic, funny etc.), or people’s choice and have the spectators put in a vote for their favourite. This can be done by simply placing a pail or can with a lid next to the area and they just write down their favourite. If you wish to control the number of times an individual can vote, simply hand out a special coloured slip of paper at the start of the day and each person can pick their top 3 by a specified time of the day so that the tally can be made to announce at a certain time in the program.



## Masquerade Mutts

Costume classes are always a fun way for members to express their creativity, and it provides everyone a chance to relax and have a bit of fun.

### Materials needed:

- Each member will be responsible for acquiring and dressing their project.
- Music to play while dogs are paraded or presented.

### Procedure:

Member's can be brought in all at once or individually depending on size of show and show committee decision.



## Hand-Me-Down Hound

Member and their dog are challenged to race against the clock & fashion! Set up either as an individual race or team relay race, the quickest individual or team to dress the dog with all the articles of clothing and cross the finish line, wins!

If you have a number of members wishing to compete set up in teams of 4-6 members and make it a relay race. (i.e. 25 members would be 5 teams of 5)

### Materials/Equipment needed:

- Dog willing to participate with a collar and leash on
- Handler to stay with the dog (parent or adult leader)
- Approximately five different articles of clothing/box or bag (it will require how ever many articles and bags/boxes as you have individuals or teams competing)
- Start line and finish line
- Start signal

### Procedure:

When the start signal is presented the race is on. Members must run approximately 20 – 30 feet to the dog and clothing, that should be placed in either a box or bag, and select an item to dress the dog in. If it is an individual race the member will stay and complete the dressing of all articles before returning across the finish line with the dog. If is a relay the member will run back to the next team mate and touch hands for the second runner to go and continue through until each member of the team has selected and dressed the dog. The last team member to dress the dog will be responsible for getting the dog across the finish line with the attire still on the dog.



## 40-Meter Dash

Another interactive race that can get the whole family and spectators all involved!

### Materials needed:

- Race sign up sheets
- Start and finish line
- Starter signal

### Procedure:

At the start of the show day have members enter their dog in the race under the category they think their dog will be best at achieving success. (Only one race per dog!) For example, fast race, slow race (without stopping completely), hurdle race etc. Before each race have an announcer introduce each dog, and have the audience or spectators stand for the dog that they believe will win the particular race they are entered in. Remember this is for fun and it would be great to have an announcer that can “pump up” the crowd.



## Ball Catch / Frisbee Toss

Here is a game for both the handler and dog to test their skills.

### Materials needed:

- A few balls or Frisbees
- A score sheet to keep tally

### Procedure:

Each dog gets 60 seconds to catch and retrieve as many balls or Frisbees as possible back to the handler.



## Bobbing for Balls

May be a refreshing game for a hot day.

### Materials needed:

- A number of balls (can be same or varying sizes)
- A score sheet to keep tally
- A child water pool
- Water

### Procedure:

Each dog is allowed 60 seconds to retrieve as many balls from a pool of water as they can.



## Best Trick

Whether it is set up as a competition or just to please the audience, a talent show to showcase each member's best "weird tricks" or talents is sure to be a crowd pleaser.

### Materials needed:

- Stage or ring
- Sign up sheet

### Procedure:

Provide member's with plenty of advanced notice for this one so that they can work with their dog. Each interested member can sign up their dog or themselves and their dog to perform an act in the talent show that will last a minimum of 30 seconds and a maximum of one and a half minutes.



## Dog Bowl

This is a great way to test the knowledge of the members in a fun environment.

### Materials needed:

- Questions for the Dog bowl
- Tables and chairs arranged for team situation
- Buzzers if possible
- Microphone if possible
- Place for audience seating

### Peopled needed for assistance:

- Announcer or MC to ask the questions
- Judges on hand to assess questionable answers
- Score keeper / poster

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# DOG SHOW PLANNING GUIDE

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## Create a calendar

In order to plan an organized event you will need a group of dedicated volunteers to pull together and work as a team to accomplish all that needs to be done ahead of time. Once you have the group of people that will make up the show committee, schedule times for the following meetings:

### Three to Nine months prior:

1. Elect a show chairman, vice-chairman, secretary and treasurer that will work with the club treasurer, if it is not the same person.
2. Use the prepared checklist to assist you in assigning tasks to various people on the committee.
3. Decide on an event calendar for the day.
4. Discuss the show budget, sponsorship, how money will be handled. You can use the example budget to help you design one of your own.
5. Decide on awards and assign someone to take care of ribbon orders.
6. Discuss finding a suitable judge for a 4-H event. This means an individual that is not only knowledgeable, but also works well with youth and will teach the members as the day progresses. Our 4-H motto is "learn to do by doing" so someone that can help less confident members as well as experienced is a real bonus.
7. Discuss equipment and supplies. Don't forget to work supplies into your show budget.
8. Discuss food and beverage arrangements if you want to have any.
9. **Ensure 4-H members read and understand the rules and score sheets for the upcoming show, and are trained and equipped with the proper handling equipment.**

### One or two month's prior:

1. Verify judges and date.
2. Review the checklist and see that all areas are being looked after. Get a report from all areas for clarification.
3. Discuss any last minute changes that may be occurring.

### Two weeks prior the Chairman can contact everyone and ask:

1. Any problems?
2. Any last minute things that need to be assigned to other individuals?

**Night prior to the show (or morning of):**

1. Everyone help to set up area that was previously assigned to them.
2. Get all final details and instructions.
3. Be sure to assign someone to greeting judges, stewards, announcer, honoured guests, and all other officials.

**One to two weeks after the show**

1. Have all members of the various committees meet to evaluate the program.
2. Reviews of each job should be written up to help familiarize next year's organization committee so as not to reinvent the wheel each year.

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## DEVELOPING A DOG SHOW BUDGET

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This is simply a guideline that you can start from to create a budget that reflects the needs of our club or particular show.

### 1. Printing of the Program

This can be done as inexpensively as a photocopied single sheet or can be quite elaborate like a profile book of the club members depending on the wants of those involved.

Things to consider:

- a) Will this be a throw away item when the day is over?
- b) Do you have someone that can compile the information for you?
- c) Do you want photographs in the program?
- d) Are you interested in getting sponsorship to help subsidize the cost? If so, what are the sponsors getting for their invested dollar?
- e) What sort of binding will you use if the program is more than a single sheet?

### 2. Rent for the Facility

Most communities have a facility that they will rent out or even donate the use of for 4-H programs. This can be a substantial cost for a suitable facility. It is essential to have a good working relationship with the facility manager in order to avoid confusion.

### 3. Advertising

This can be done through a number of different medias depending on the organizers of the event.

- a) Posters – can be an inexpensive reminder to the public of the event.
- b) Newspapers – some offer community news section where they may include it for free or minimal cost.
- c) Radio – contact the local stations and talk to a sale consultant to find out their best rate for youth organized events.

### 4. Judges Wages & Estimated Expenses

Ask the judge at the time of arrangement what their per day fee is for judging. For out of town judges a room or accommodation should be booked and paid for through the show budget. Organizers may wish to have sponsorship cover the cost of the room if possible. Judges should also be reimbursed their travel expenses, meals, and an inconvenience fee, which is commonly referred to as an honorarium.

## 5. Ribbons & Awards

You will need to do a little guessing on the amount of ribbons to order. It is best to consider not placing a date on the ribbons so that extras can be used in subsequent years. Once again sponsorship can be a major part of the awards.

## 6. Postage

Postage will be necessary for pre-show arrangements such as confirming invited guests, judges, stewards etc. Postage will also be necessary for follow-up bill payments, thank you cards, results etc.

## 7. Office Supplies

There may be special items that need to be purchased to keep the “show office” equipped and running smoothly.

## 8. Insurance

More than likely this will already be covered in the rental and through 4-H however it is important that you consider this and contact the appropriate authorities to ensure this has been covered.

## 9. Livestock

Livestock may be needed if it is a stock dog show.

# DOG SHOW PLANNING CHECKLIST

## Show committee members are:

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## Elected Positions:

Chair \_\_\_\_\_ Vice-Chair \_\_\_\_\_  
 Secretary \_\_\_\_\_ Treasurer \_\_\_\_\_  
 Others \_\_\_\_\_

Sub-Committee	Who is in charge?
Rings / Equipment	
Awards / Sponsorship / Announcer	
Entries / Registration	
Ring Stewards / Runners	
Finding a judge	
Suggestions??	
Publicity / Catalogue / Photographer	
Food / Beverages	
Set-up / Clean-up	
Other:	

Date and time allowed for show:

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Registration time: \_\_\_\_\_ Show location:

---

Number of entries expected: \_\_\_\_\_

Rainy day location: \_\_\_\_\_

Classes that will be offered: Obedience, Showmanship, Fun or game classes, etc.

*Be sure to check with the general leader to see how many members are competing in the various levels so that you can estimate a timeline for the day.*

Draw out the timeline in the space below:

start time

approximate end time



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# ROLES AND RESPONSIBILITIES OF OFFICERS & SUB-COMMITTEES

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## Show Chairman / Vice-Chairman

These people are responsible for ensuring that the sub-committees and volunteers all know what they are accountable for, and for chairing the meetings. The Show Chairman should be the person that oversees the show, by double-checking on details as necessary. It is important however, that the vice-chairman be delegated responsibilities as well, for they are the person in position to replace the current Chairman when term or duty concludes, and this position holds a great opportunity for training.

## Show Secretary

The show secretary receives all entries for the show, and keeps the judge informed of the number of dogs in each class. The secretary is responsible for assigning numbers, registering handlers, and helping total scores. In general, the secretary keeps the show running smoothly. The secretary is responsible for a copy of all records of the show, reporting results, and making results available to the public through media etc. Depending on the show it may be beneficial to have a show secretary assistant.

### Supplies needed:

- Clipboard, stopwatch, calculators, chalk/dry erase, blank paper, pens / pencils, yardstick, clean up supplies, and hand wipes/disinfectant for the ring.
- Score sheets for all exhibitors. Have extra sheets on hand in a file.
- Arm bands or pin on numbers (you can get pin on numbers through 4-H with your club supply order).
- Copy of the Alberta 4-H Canine Handling, Dog Show and Achievement Day Guidelines. If rules have been adapted or added for your particular show it should be amended in an official guideline book, and each of the individuals authorizing the changes should sign and date in that section to validate in case of disputes.
- Poster board and markers
- Computer and printer if desired

## Show Treasurer

While this individual will be responsible for working closely with the show secretary, they will be responsible for collecting entry fees if applicable, or any other fees associated with the show. They will also need to establish the working copy of the budget for the show based on committee meeting decisions. This person will have to pay all bills connected with the show and it is a good idea for this individual to be the head of the sponsorship sub-committee if you choose to have one.

## Announcer

The announcer is responsible for calling classes. Each class should be called twice before it starts. The announcer will also announce winners in coordination with the steward(s), and judge(s). The announcer should describe the classes as they are going on but NOT during an individual exercise when it might disrupt the concentration of the dog or handler. Before each exercise the announcer should explain to the audience what the next exercise is and give a short description of it. Example: "This exercise is the stand for examination. The handler will stand the dog and step away from it. The dog must stand perfectly still while the judge examines and moves around it, and until the handler returns." Care must be taken to time these announcements correctly. DO NOT announce during the exercise as the dog may not hear the command, or the handler may not hear the judge's instruction. Never comment or critique an individual's performance in the show ring over the PA system.

## Sub-Committees

### Ring / Equipment Committee

#### *Supplies*

- Ring barriers (could be anything from stakes and rope to fencing material)
- Ensuring the surface of the ring. Jumping classes will require matting of some type, such as rubber mats, old carpet etc.
- Judge's table for each ring and three chairs for each ring
- Table and chairs for registration
- Table or area for refreshments and other activities may be required
- Table / display for awards
- Jumps for advance classes, if being used.
- Duct tape
- P.A. System for announcements

#### *Set-up*

- Completed well in advance of the show starting
- Each ring should be 35' x 50'.
- Set up judges table and chairs for each ring
- Set up registration table and awards table

### Awards/Sponsorship

#### *Responsibilities*

- Order Ribbons – this will take a little guesswork if you are using the point system of allocating ribbons. It may be best not to date the ribbons so they can be used another year. Be sure to count all classes you are planning to have and order your ribbons at least two months prior to the show.

- Depending on the show committee's decision you may want to find sponsorship for the show. If you are planning on finding donations, be sure to start well in advance of the show. Discuss if you want to award prizes as well as ribbons. Things such as grooming tools, pet supplies, gift certificates, books, etc all make great prizes.
- Remember the fun classes when determining prizes or awards. Do you wish to present winners with anything?
- Record the winners in the order in which the awards will be presented and organize the awards for easy presentation. Remember to **RECOGNIZE** your **DONORS!**
- Appoint or arrange to have an announcer for the event, you may wish to familiarize the announcer with the duties listed under responsibilities in this manual.
- Send thank you cards or notes to all donors. Your club or organizers may wish to have these cards or notes done up ahead of time and presented to the winner of each award. The member will then be responsible to sign it and return to the organizer, or send it on directly to the sponsor or donator.

### **Entries/Registration**

- One person on this sub-committee should be responsible for pre-registration, entries and fees.
- Show information should include the following information:
  - Name, date, location of the show (alternate rainy day location if needed)
  - Name, address, fax and phone of the person receiving the entries
  - Name of judge(s)
  - List of classes and descriptions
  - Expected schedule of classes (tentative)
  - Rules of the show (entry fees if there are any)
- Entry forms should include:
  - Name, age, address and phone number of the exhibitor
  - Name of the dog
  - Classes entered
  - Gender of the dog
  - Size of the dog
  - Age
  - Level currently training at
- Collect entry fees if there is any.
- Record proof of vaccination and dates, as well as other information that may be

required. Ask for photocopies, not originals, of these documents.

- Assign identification number such as armband or card numbers and distribute the armbands or number cards.
- Compile and distribute class lists to the ring.
- It is a good idea to create a master list of all exhibitors for each class that will include information such as name of exhibitor, identification number, club, dog name, breed if applicable, vaccination check-off, classes entered and any other important information being collected.

## **Stewards for Obedience and Showmanship Classes**

- One steward should be selected as the chief or head steward. Either this person, or the show committee, may be responsible for arranging to have at least two other stewards for the obedience classes and at least one other for the showmanship class. Stewards cannot be parents or family members of exhibitors unless absolutely necessary.
- Stewards may assist the show secretary in checking in contestants on arrival.
- Stewards are provided for assistance, but may act only on the judge's instructions. Stewards shall not give information or instructions to the owners except as specifically instructed by the judge, and then only by making it clear the instructions are those of the judge.
- If necessary, training or briefing session should be held with stewards.
- Stewards will be responsible for having the next dog in the competition ready at ringside so not to keep the judge waiting.
- It may be necessary to have stewards act as posts during the figure eight exercise. Remember posts must stand still and silent.
- Line up dogs for long sits and downs about two dogs before the end of the class.
- Take the leash from the exhibitor in appropriate classes.
- Set the jumps before the exhibitor enters the ring if jumps are being used.
- Lead handlers out of the area for out of sight stays in the appropriate classes.
- Assist the judges in adding the score sheets, if requested, and in recording results. Stewards should be advised that the results are confidential and may not be shown to anyone without the judge's permission. Score sheets should be left face down on the table and removed when the stewards leave their ring.

## **Finding a judge**

- Selection of a new judge each year is recommended.
- Judges in 4-H Dog shows should be familiar with the Alberta 4-H Rules & Regulations. Judges should not display impartiality for purebred over non-purebreds or one breed over another.
- Judges should be strongly encouraged to offer all exhibitors positive feedback, as most members will have worked very hard to get to the achievement day or show.

- Classes offered and a copy of the rules should be sent to the judge several weeks prior to the show. You may wish to provide the Alberta 4-H Judges Reference Guide. Be sure to also include what time you expect them to arrive, and enclose a map to the show site.
- Judges should not be familiar with the contestants. Judges who are familiar with the contestants should inform the committee and only under urgent circumstances judge those classes.
- It is the responsibility of the judge selection committee to agree on any fee or expenses to be paid to the judge.
- On show day members of this committee will be responsible for greeting the judge, arranging for breaks, lunch, beverages and dispersing payment of fees.

## Publicity/Catalogue

- Create a press release for local papers, radio stations, and community news or event calendar on local television stations, hang posters in neighbourhood stores, and pass out flyers.
- Send show results and photos to the local paper, and talk to your Regional Specialist about anywhere else that you can post results.
- Catalogue should include a list of all exhibitors by class with assigned identification number, name, and club if not a club achievement. You may also wish to write a paragraph about the judge or judges for the day.
- Having an individual designated to be photographer for the day to help create a memory book for the club history, or photos that could be used for tradeshow publicity or even new project year recruitment.
- May wish to consider selling advertising in show catalogue to help support costs.

## Food / Beverage

This committee is responsible for the sale of food, beverages, and candy and possibly treats for the dogs.

- Arranging the purchase of goods to be sold, or arranging a vendor to sell.
- Signage for the concession.
- Contact the flyer or catalogue sub-committee to have them post the times it will be open.

## Set Up and Clean Up

While this committee may be the same as the ring and equipment committee, it is important to have plenty of volunteers or a plan in action for the clean up of the event as often after the show or event peoples energy is deflated compared to before, and clean up can be a huge job.

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## JUDGE'S REFERENCE GUIDE

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Congratulations, as a judge you have been provided the opportunity and responsibility of encouraging and promoting the purpose and objectives of the Alberta 4-H Canine Project. The objectives of this project are:

1. Gain knowledge in dog rearing, care and training through the experience of owning, caring for and maintaining records for his or her dog.
2. Develop skill, patience and understanding of the handling practices essential in working with dogs.
3. Gain knowledge and an appreciation for dogs and the role they play in the Canadian family and community.
4. Develop skills in leadership, communication, planning, assessment, decision-making, evaluation and time management.

As the judge, you will have the authority to select and score the handlers and their projects as you see fit. You will have a responsibility to all competitors to maintain your standard of judging by:

- Remaining **impartial**. Do not make concessions for one competitor unless they are to be extended to all competitors.
- Be **friendly** and courteous while remaining unprejudiced and confident in your decisions.
- Provide each competitor **equal** time and opportunity.
- “Learn to do by doing” is the 4-H motto, therefore be willing to **share information** and showing tips with competitors **after** all competitors have gone.
- Work not to intimidate, but be **professional** in the ring.
  - Know the regulations and guidelines as provided by the Alberta 4-H Canine Project.
  - Review the information sent to you by the judge selection committee to ensure that you understand all that is being requested of you.
  - Score all competitors realistically and fairly according to the regulations.
  - Score every dog and handler against the theoretically “perfect performance” rather than other participants.
  - Keep your voice at an appropriate volume, neither too loud nor too soft.
  - Dress appropriately for the show.

### Helpful tips for first time judges:

1. Wear comfortable shoes as you may be on your feet for an extended amount of time.
2. Go light on cologne or perfumes.
3. Arrive at the show location at least 30 minutes prior to the scheduled judging.

4. Check over the ring to be sure that all equipment needs have been met, if not find out where the equipment is located.
5. Meet the ring stewards and learn their names, as these people deserve to be acknowledged for their assistance to you.
6. Retrieve your judging supplies from the show secretary or recorder of class information.

## **Judge's Responsibilities**

1. A judge who is aware of any assistance, interference, or attempts to control the dog from outside the ring must act promptly to stop such double handling or interference, and shall penalize the dog substantially. If, in the judge's opinion, the circumstances warrant, the dog shall be given a score of zero for the exercise during which the aid was received or the dog shall be disqualified and no ribbon awarded.
2. The judge shall not disclose any score until the entire class has been judged. Score sheets shall be passed out to exhibitors when awards are presented.
3. The judge is not required to explain his or her scoring and need not enter into any discussion with any exhibitor who appears to be dissatisfied. Any interested person who thinks that there may have been an arithmetical error or an error in identifying a dog may report the facts to one of the stewards or the show committee so it may be checked.
4. The judge's orders and signals must be given to the handlers in a clear and understandable manner, but in such a way that the work of the dog is not disturbed. Before starting each exercise the judge shall say "Are you ready?" At the end of each exercise the judge shall say, "Exercise finished." Each dog must be worked and judged separately except for the group exercises, The judging of an exercise begins when the judge gives the first order and not before.

## **Scoring and Determining Penalty Points**

### **Standard of Perfection**

The judge must carry a mental picture of the theoretically perfect performance in each exercise and score each dog and handler against this visualized standard, which shall combine the utmost in willingness, gentleness, enjoyment and precision on the part of the dog, and naturalness, gentleness and smoothness on the part of the handler. Lack of willingness or enjoyment on the part of the dog must be penalized. A lack of precision in the dog's performance, roughness in handling, or authoritative commands by the handler must also be penalized.

### **Ties**

In the case of a tie for Grand Champion or Reserve Grand Champion in any class, performing the entire heeling exercise again shall test each pending dog again individually. The heeling exercise shall be performed on leash for those classes without off-leash heeling. If the class has an off-leash heeling pattern, the off-leash heeling pattern shall be used to break the tie. If, after this exercise, a tie still exists, the

judge shall pick an exercise from the class in which the dog was shown. The original score shall not change.

### Re-judging

If a dog has failed in a particular part of an exercise, it shall not ordinarily be re-judged or given a second chance, but if, in the judge's opinion, the dog's performance was prejudiced by peculiar and unusual conditions, the judge may re-judge the dog on the entire exercise. Should the judge find it necessary to re-judge a dog(s) from the group exercise, the dog(s) shall be re-judged immediately following the group or as soon afterwards as possible. Should only one dog be re-judged, that dog must do the exercise alone.

### Show Point System

In order to encourage all members to compete to the best of their individual ability it is suggested that each show use the following point system that will allow for all members / exhibitors, who finishes a class without disqualification, to receive a ribbon.

#### For judging scores in obedience classes:

Ribbons	Point Range
RED	200 – 170
BLUE	169.5 – 140
WHITE	139.5 and below

#### For judging scores in Showmanship classes:

Ribbons	Point Range
RED	100 – 85
BLUE	84.5 – 70
PARTICIPATION	69.5 and below

It is up to the discretion of the individual show committees to determine if they would like to have the top competitors from each division come back to compete for overall showmanship honours.

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## EVALUATING YOUR EVENT

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So much time goes into planning, organizing and implementing special events that often once they are over everyone just breaths a sigh of relief and waits for the next year to roll around. All too often we overlook the excellent opportunity we have to evaluate the event and determine areas that should stay for next year and what can be modified to make the next event that much better.

### Evaluation Forms

If the committee wishes to use evaluation forms to help get an idea from either members or parents it is a good idea to make them simple. Instead of leaving a lot of space to write comments, use a method that has the evaluator rank an element from 1 – 5, or excellent to poor. This will allow you to ask specific questions and get direct feedback and participants are more likely to fill out an evaluation if it only takes a few minutes of their time as opposed to them having to sit and write down a lot of comments.

#### Example:

*(1 – Strongly dissatisfied 2 – slightly dissatisfied 3 – average 4 - agree 5 – strongly agree)*

Did you feel that you received adequate information prior to the event? 1 2 3 4 5

You can either direct these comment sheets to the 4-H members themselves, or their parents that attended the event with them as parents generally will have a good idea of how the event was perceived by their child or children.

Read through the evaluations and make a summary to determine what seemed to work well and what can be improved on for the next event.

### Committee Reviews

Have each committee coordinator write a review of his/her job, what challenges if any, were experienced and how were they overcome. Other suggested ideas and changes should also be mentioned. This should be handed into the show (event) secretary or chairman as soon after the event as possible to put into the event resource for next year.

### Evaluation Meeting

It is important to have a meeting shortly after the event in order to hash out the cons and pros of the event, always end the meeting with a lot of positive feedback and congratulate everyone for the hard work. This is a good time to distribute thank-you notes or gifts if you did not already do so.

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## APPENDIX

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# Obedience Transition Class: Level 1

MEMBER ID: \_\_\_\_\_ FINAL SCORE: \_\_\_\_\_

CIRCLE PLACING: Red (85% of standard) Blue (70-84.5% of standard) White (69.5% and below of standard)

4-Her's Name \_\_\_\_\_ Dog's Name \_\_\_\_\_ Breed \_\_\_\_\_

Show Location \_\_\_\_\_ Date of Show \_\_\_\_\_ Judge \_\_\_\_\_

EXERCISE	NON QUALIFYING	QUALIFYING	NON QUALIFYING	QUALIFYING
<b>HEEL ON LEASH</b>	Unmanageable <input type="checkbox"/>	Forging <input type="checkbox"/>		
	Unqualified heeling <input type="checkbox"/>	Lagging <input type="checkbox"/>		
	Handler controlling leash or adapting to dog <input type="checkbox"/>	Crowding <input type="checkbox"/>		
		Sniffing <input type="checkbox"/>		
	More than 2 commands <input type="checkbox"/>	Heeling Wide <input type="checkbox"/>		
		Heeling Wrong Side <input type="checkbox"/>		
No sit on command <input type="checkbox"/>	Fast...Change of Pace...Slow <input type="checkbox"/>			
<b>CIRCLE LEFT AND CIRCLE RIGHT</b>	Failure to control dog <input type="checkbox"/>	Forging <input type="checkbox"/>		
	Adapting to dog's pace <input type="checkbox"/>	Lagging <input type="checkbox"/>		
		Crowding <input type="checkbox"/>		
	Constant tight leash <input type="checkbox"/>	Sniffing <input type="checkbox"/>		
	No sit on command <input type="checkbox"/>	Heeling Wide <input type="checkbox"/>		
More than 2 commands <input type="checkbox"/>	Heeling Wrong Side <input type="checkbox"/>			
<b>SIT FOR EXAMINATION</b>	Does not sit on command <input type="checkbox"/>	Command 1 <input type="checkbox"/> Command 2 <input type="checkbox"/>		
	Stands before/during examination <input type="checkbox"/>	Extra Command/Signal <input type="checkbox"/>		
	Growls Or Snap <input type="checkbox"/>	Moves Feet <input type="checkbox"/>		
<b>RECALL ON 6 FT LEASH</b>	Does not come on first command or signal <input type="checkbox"/>	Moves After Examination <input type="checkbox"/>		
	Anticipates <input type="checkbox"/>	Extra command/signal to stay before handler leaves <input type="checkbox"/>		
	Sits out of reach <input type="checkbox"/>	Stands/lies down after handler leaves <input type="checkbox"/>		
	Command at half way <input type="checkbox"/>	Command 1 (1/2 Way) <input type="checkbox"/>		
<b>LONG SIT (30 Seconds)</b>	Does not remain in place <input type="checkbox"/>	Command 2 (Sit) <input type="checkbox"/>		
	Disturbs another dog <input type="checkbox"/>	Touching Dog's Collar <input type="checkbox"/>		
	Stands or lays down <input type="checkbox"/>	Minor Moves: Before Handler Returns to Heel <input type="checkbox"/>		
	Extra command <input type="checkbox"/>	After Handler Returns To Heel <input type="checkbox"/>		
<b>RESULT</b>			<b>PERCENTAGE OF STANDARD MET</b>	
<p>Note: A dog which would have failed a principal feature of any exercise had the handler not given an extra command will be scored as having failed the exercise and is not to be confused with extra encouragement. The judge's decision is final.</p>				

**Comments:**

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## Obedience Score Breakdown: Level 2

MEMBER ID: \_\_\_\_\_ FINAL SCORE: \_\_\_\_\_

CIRCLE PLACING: Red (200-170) Blue (169.5-140) White (139.5 and below)

4-Her's Name \_\_\_\_\_ Dog's Name \_\_\_\_\_ Breed \_\_\_\_\_

Show Location \_\_\_\_\_ Date of Show \_\_\_\_\_ Judge \_\_\_\_\_

EXERCISE	NON-QUALIFYING SCORE	QUALIFYING SCORE	MAX POINTS	POINTS OFF	SCORE
<b>HEEL ON LEASH &amp; FIGURE 8</b>	Unmanageable <input type="checkbox"/>	Heeling <span style="float: right;">Figure 8</span>	<b>40</b>		
	Unqualified heeling <input type="checkbox"/>	<input type="checkbox"/> Lag / Tight Lead <input type="checkbox"/>			
		<input type="checkbox"/> Wide <input type="checkbox"/>			
	Handler continually adapts pace to dog <input type="checkbox"/>	<input type="checkbox"/> Crowd <input type="checkbox"/>			
		<input type="checkbox"/> Forge <input type="checkbox"/>			
		<input type="checkbox"/> Sniffing <input type="checkbox"/>			
		<input type="checkbox"/> Poor Sit <input type="checkbox"/>			
		<input type="checkbox"/> No Sit <input type="checkbox"/>			
	<input type="checkbox"/> Extra Commands <input type="checkbox"/>				
	<input type="checkbox"/> Fast__No change of Pace__Slow <input type="checkbox"/>				
<b>STAND FOR EXAMINATION</b>	Sits Before or During examination <input type="checkbox"/>	Extra Command/Signal <input type="checkbox"/>	<b>30</b>		
	Growls or Snaps <input type="checkbox"/>	Moves Feet <input type="checkbox"/>			
	Shows Shyness or resentment <input type="checkbox"/>	Moves After Exam Completed <input type="checkbox"/>			
<b>KNOWLEDGE OF TRAINING AND HANDLING</b>		Ask handler 4 questions worth 10 points each on training and handling <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>40</b>		
<b>RECALL OFF LEASH</b>	Does not come on first command/signal <input type="checkbox"/>	Extra Command/Signal to Stay Before Handler Leaves <input type="checkbox"/>	<b>30</b>		
		Stands/Lies Down After handler Leaves <input type="checkbox"/>			
		Slow <input type="checkbox"/>			
		Extra Command/Signal to Finish <input type="checkbox"/>			
<b>SUB-TOTAL</b>			<b>140</b>		
<b>LONG SIT (1 MINUTE)</b>	Did not remain in place <input type="checkbox"/>	Touching Dog/Collar <input type="checkbox"/>	<b>30</b>		
	Disturbs another dog <input type="checkbox"/>	Minor Moves: Before Handler Returns to Heel <input type="checkbox"/>			
	Stands or Lies Down <input type="checkbox"/>	After Handler Returns to Heel <input type="checkbox"/>			
<b>LONG DOWN (3 MINUTES)</b>	Did not remain in place <input type="checkbox"/>	Touching Dog/Collar <input type="checkbox"/>	<b>30</b>		
	Disturbs another dog <input type="checkbox"/>	Minor Moves: Before Handler Returns to Heel <input type="checkbox"/>			
	Stands or Lies Down <input type="checkbox"/>	After Handler Returns to Heel <input type="checkbox"/>			
<b>TOTAL SCORE</b>			<b>200</b>		
<b>LESS PENALTY FOR BEHAVIOUR</b>	Disciplining <input type="checkbox"/> Training in Ring <input type="checkbox"/> Leaving Ring <input type="checkbox"/> Soiling Ring <input type="checkbox"/> Barking <input type="checkbox"/> Whining <input type="checkbox"/> Touching Collar <input type="checkbox"/> Adjusting Dog <input type="checkbox"/> Heeling on wrong Side <input type="checkbox"/> Handler Error <input type="checkbox"/> Other <input type="checkbox"/> Snapping <input type="checkbox"/>				
<b>COMMENTS:</b>				<b>FINAL SCORE</b>	



## Obedience Score Breakdown: Level 3

MEMBER ID: \_\_\_\_\_ FINAL SCORE: \_\_\_\_\_

CIRCLE PLACING: Red (200-170) Blue (169.5-140) White (139.5 and below)

4-Her's Name \_\_\_\_\_ Dog's Name \_\_\_\_\_ Breed \_\_\_\_\_

Show Location \_\_\_\_\_ Date of Show \_\_\_\_\_ Judge \_\_\_\_\_

EXERCISE	NON-QUALIFYING SCORE	QUALIFYING SCORE	MAX POINTS	POINTS OFF	SCORE
<b>HEEL ON LEASH &amp; FIGURE 8</b>	Unmanageable <input type="checkbox"/>	Heeling <span style="float: right;">Figure 8</span>	<b>40</b>		
		<input type="checkbox"/> Lag / Tight Lead <input type="checkbox"/>			
	Unqualified heeling <input type="checkbox"/>	<input type="checkbox"/> Wide <input type="checkbox"/>			
		<input type="checkbox"/> Crowd <input type="checkbox"/>			
	Handler continually adapts pace to dog <input type="checkbox"/>	<input type="checkbox"/> Forge <input type="checkbox"/>			
		<input type="checkbox"/> Sniffing <input type="checkbox"/>			
		<input type="checkbox"/> Poor Sit <input type="checkbox"/>			
		<input type="checkbox"/> No Sit <input type="checkbox"/>			
	<input type="checkbox"/> Extra Commands <input type="checkbox"/>				
	<input type="checkbox"/> Fast__No change of Pace__Slow <input type="checkbox"/>				
<b>STAND FOR EXAMINATION</b>	Sits Before or During examination <input type="checkbox"/>	Extra Command/Signal <input type="checkbox"/>	<b>30</b>		
	Growls or Snaps <input type="checkbox"/>	Moves Feet <input type="checkbox"/>			
	Shows Shyness or resentment <input type="checkbox"/>	Moves After Exam Completed <input type="checkbox"/>			
		Handler Error <input type="checkbox"/>			
<b>HEEL FREE</b>	Unmanageable <input type="checkbox"/>	Heeling <span style="float: right;">Figure 8</span>	<b>40</b>		
		<input type="checkbox"/> Lag <input type="checkbox"/>			
	Unqualified heeling <input type="checkbox"/>	<input type="checkbox"/> Wide <input type="checkbox"/>			
		<input type="checkbox"/> Crowd <input type="checkbox"/>			
	Handler continually adapts pace to dog <input type="checkbox"/>	<input type="checkbox"/> Forge <input type="checkbox"/>			
		<input type="checkbox"/> Sniffing <input type="checkbox"/>			
		<input type="checkbox"/> Poor Sit <input type="checkbox"/>			
		<input type="checkbox"/> No Sit <input type="checkbox"/>			
	<input type="checkbox"/> Extra Commands <input type="checkbox"/>				
	<input type="checkbox"/> Fast__No change of Pace__Slow <input type="checkbox"/>				
<b>RECALL OFF LEASH</b>	Does not come on first command/ signal <input type="checkbox"/>	Extra Command/Signal to Stay Before Handler Leaves <input type="checkbox"/>	<b>30</b>		
		Stands/Lies Down After handler Leaves <input type="checkbox"/>			
		Slow <input type="checkbox"/>			
		Extra Command/Signal to Finish <input type="checkbox"/>			
<b>SUB-TOTAL</b>			<b>140</b>		

EXERCISE	NON-QUALIFYING SCORE	QUALIFYING SCORE	MAX POINTS	POINTS OFF	SCORE
<b>LONG SIT (1 MINUTE)</b>	Did not remain in place <input type="checkbox"/>	Touching Dog/Collar <input type="checkbox"/>	<b>30</b>		
	Disturbs another dog <input type="checkbox"/>	Minor Moves: Before Handler Returns to Heel <input type="checkbox"/>			
	Stands or Lies Down <input type="checkbox"/>	After Handler Returns to Heel <input type="checkbox"/>			
<b>LONG DOWN (3 MINUTES)</b>	Did not remain in place <input type="checkbox"/>	Touching Dog/Collar <input type="checkbox"/>	<b>30</b>		
	Disturbs another dog <input type="checkbox"/>	Minor Moves: Before Handler Returns to Heel <input type="checkbox"/>			
	Stands or Lies Down <input type="checkbox"/>	After Handler Returns to Heel <input type="checkbox"/>			
<b>TOTAL SCORE</b>			<b>200</b>		
<b>LESS PENALTY FOR BEHAVIOUR</b>	Disciplining <input type="checkbox"/> Training in Ring <input type="checkbox"/> Leaving Ring <input type="checkbox"/> Soiling Ring <input type="checkbox"/> Barking <input type="checkbox"/> Whining <input type="checkbox"/> Touching Collar <input type="checkbox"/> Adjusting Dog <input type="checkbox"/> Heeling on wrong Side <input type="checkbox"/> Handler Error <input type="checkbox"/> Other <input type="checkbox"/> Snapping <input type="checkbox"/>				
<b>COMMENTS:</b>				<b>FINAL SCORE</b>	

# Obedience Score Breakdown: Level 4

MEMBER ID: _____	FINAL SCORE: _____
CIRCLE PLACING: Red (200-170) Blue (169.5-140) White (139.5 and below)	

4-Her's Name \_\_\_\_\_ Dog's Name \_\_\_\_\_ Breed \_\_\_\_\_

Show Location \_\_\_\_\_ Date of Show \_\_\_\_\_ Judge \_\_\_\_\_

EXERCISE	NON-QUALIFYING SCORE	QUALIFYING SCORE	MAX PTS	PTS OFF	SCORE	
<b>HEEL FREE &amp; FIGURE 8</b>	Unmanageable <input type="checkbox"/>	Handler continually adapts pace to dog <input type="checkbox"/>	Heeling	Figure 8	<b>40</b>	
	Unqualified heeling <input type="checkbox"/>		<input type="checkbox"/> Wide <input type="checkbox"/>	<input type="checkbox"/>		
			<input type="checkbox"/> Wide <input type="checkbox"/>	<input type="checkbox"/>		
			<input type="checkbox"/> Wide <input type="checkbox"/>	<input type="checkbox"/>		
			<input type="checkbox"/> Wide <input type="checkbox"/>	<input type="checkbox"/>		
			<input type="checkbox"/> Wide <input type="checkbox"/>	<input type="checkbox"/>		
			<input type="checkbox"/> Wide <input type="checkbox"/>	<input type="checkbox"/>		
			<input type="checkbox"/> Wide <input type="checkbox"/>	<input type="checkbox"/>		
			<input type="checkbox"/> Wide <input type="checkbox"/>	<input type="checkbox"/>		
		<input type="checkbox"/> Fast__No change of Pace__Slow <input type="checkbox"/>	<input type="checkbox"/>			
<b>DROP ON RECALL</b>	Does not come on/ first command/signal <input type="checkbox"/>	Extra command or signal to stay after handler leaves <input type="checkbox"/>	Extra Command or Signal to stay before Handler leaves <input type="checkbox"/>	<b>30</b>		
	Does not drop on first command/signal <input type="checkbox"/>	Does not wait for recall <input type="checkbox"/>	Holds signal <input type="checkbox"/>			
	Does not come after drop <input type="checkbox"/>	Anticipates drop <input type="checkbox"/>	Slow recall <input type="checkbox"/>			No Sit in Front ___ No Finish ___ <input type="checkbox"/>
		Slow drop <input type="checkbox"/>	Poor Sit ___ Poor Finish ___ <input type="checkbox"/>			Handler Error <input type="checkbox"/>
		Anticipates come after drop <input type="checkbox"/>	Slow Drop <input type="checkbox"/>			
		Sits out of reach <input type="checkbox"/>				
<b>RETRIEVE ON FLAT</b>	Fails to go out on first command/signal <input type="checkbox"/>	Fails to receive <input type="checkbox"/>	Slow <input type="checkbox"/>	<b>25</b>		
	Goes before command/signal <input type="checkbox"/>	Sits out of reach <input type="checkbox"/>	Mouthing/Playing <input type="checkbox"/>			
			Dropping Dumbbell <input type="checkbox"/>			
			Poor Delivery <input type="checkbox"/>			
		Touching Jump <input type="checkbox"/>	No Sit in Front ___ No Finish ___ <input type="checkbox"/>			
		Poor Sit in Front ___ Finish ___ <input type="checkbox"/>				
<b>RETRIEVE OVER HIGH JUMP</b>	Fails to go out on first command/signal <input type="checkbox"/>	Jumps only one direction <input type="checkbox"/>	Slow <input type="checkbox"/>	<b>35</b>		
	Goes before command/signal <input type="checkbox"/>	Fails to retrieve <input type="checkbox"/>	Mouthing/Playing <input type="checkbox"/>			
	Fails to jump going and returning <input type="checkbox"/>	Climbs jump <input type="checkbox"/>	Dropping Dumbbell <input type="checkbox"/>			Touching Jump <input type="checkbox"/>
		Sits out of reach <input type="checkbox"/>	No Sit/Front ___ No Finish ___ <input type="checkbox"/>			Poor Sit in Front __ Poor Finish __ <input type="checkbox"/>
<b>BROAD JUMP</b>	Refuses to jump on first command/signal <input type="checkbox"/>	Does not clear jump <input type="checkbox"/>	Touches Jump <input type="checkbox"/>	<b>20</b>		
	Anticipates <input type="checkbox"/>	Sits out of reach <input type="checkbox"/>	No Sit in Front ___ No Finish <input type="checkbox"/>			
	Walks in/over jump <input type="checkbox"/>		Poor Sit __ Poor Finish __ <input type="checkbox"/>			
			Stands Too Close to Jump <input type="checkbox"/>			
			Poor Return <input type="checkbox"/>			
<b>SUB-TOTAL</b>				<b>150</b>		

EXERCISE	NON-QUALIFYING SCORE		QUALIFYING SCORE			MAX PTS	PTS OFF	SCORE
LONG SIT (3 MINUTE)	Does not remain in place <input type="checkbox"/>	Stands or lies down before handler returns <input type="checkbox"/>	Touching Dog/Collar <input type="checkbox"/>	<b>25</b>				
			Minor Moves: Before Handler Returns to Heel <input type="checkbox"/>					
	Disturbs another dog <input type="checkbox"/>	to heel position <input type="checkbox"/>	After Handler Returns to Heel <input type="checkbox"/>					
LONG DOWN (5 MINUTES)	Does not remain in place <input type="checkbox"/>	Stands or lies down before handler returns <input type="checkbox"/>	Touching Dog/Collar <input type="checkbox"/>	<b>25</b>				
			Minor Moves: Before Handler Returns to Heel <input type="checkbox"/>					
	Disturbs another dog <input type="checkbox"/>	to heel position <input type="checkbox"/>	After Handler Returns to Heel <input type="checkbox"/>					
<b>TOTAL SCORE</b>						<b>200</b>		
LESS PENALTY FOR BEHAVIOUR	Disciplining <input type="checkbox"/>	Training in Ring <input type="checkbox"/>	Leaving Ring <input type="checkbox"/>	Soiling Ring <input type="checkbox"/>	Barking <input type="checkbox"/>	Whining <input type="checkbox"/>		
	Touching Collar <input type="checkbox"/>	Adjusting Dog <input type="checkbox"/>	Heeling on wrong Side <input type="checkbox"/>	Handler Error <input type="checkbox"/>	Other <input type="checkbox"/>	Snapping <input type="checkbox"/>		
<b>COMMENTS:</b>						<b>FINAL SCORE</b>		



