

Handler/Dog: _____

Judge/Date: _____

North American Dogsport Federation NADF I Scoresheet

Obedience (100 points):

Heeling on-leash _____ (20)

Attention -1 -2

Fast Heeling _____ (3)

Slow Heeling _____ (3)

Right Turn _____ (2)

About Turn _____ (2)

Gunfire _____ (4)

-1 -2

Left Turn _____ (2)

Heeling w/o leash _____ (20)

Attention -1 -2

Motion Exercise _____ (3)

Recall to Heel _____ (5)

Motion Exercise _____ (3)

Recall/Finish _____ (5)

Figure 8 _____ (5)

Halt _____ (2)

Down _____ (3)

Long Down _____ (5)

Resit _____ (3)

Retrieve _____ (5)

-1 -2 Delivery -1 -2

Food Refusal _____ (5)

Forge -1 -2 Lag -1 -2 Crowded -1 -2 Wide -1 -2

Forge -.5 Lag -.5 Crowded -.5 Wide -.5 Attention -.5

Forge -.5 Lag -.5 Crowded -.5 Wide -.5 Attention -.5

Crowded -.5 Wide -.5 Bump -.5

Crowded -.5 Wide -.5 Bump -.5

Attention -.5 Out of Position -1 -2 Attention -.5 Out of Position

Crowded -.5 Wide -.5 Bump -.5

Forge -1 -2 Lag -1 -2 Crowded -1 -2 Wide -1 -2

Slow -.5 -1 Shifting -.5 -1 -2

Slow -.5 -1 Out of Position -.5 -1 -1.5 -2

Slow -.5 -1 Shifting -.5 -1 -2

Slow -.5 -1 Out of Position -.5 -1 Crooked -.5

Forge -.5 Lag -.5 Crowded -.5 Wide -.5 Attention -.5

Slow -.5 -1 Out of Position -.5 -1

Slow -.5 -1 Crooked -.5

Shifting -.5 -1 -2 Leave position -5

Slow -.5 -1 Out of Position -.5 -1 Crooked -.5

Slow(out) -.5 -1 Slow(return) -.5 -1 Drop -1 -2 Chewing -.5

Shifting -.5 -1 -2 Eating -5

Total _____ of 100 P 75 VG 85 EX 90

Scenario 1: Fended Attack (50 points)

Send _____ (10)

Slow -.5 -1 -1.5 -2 -2.5 -3

Entry _____ (10)

Slowing/gathering -.5 -1 -1.5 -2 -2.5 -3 missed grip(w/contact) -5

Grip _____ (10)

Depth -1 -2 -2.5 -3 Chewy -.5 -1 release (times) -2.5 -5 -10

Release _____ (10)

Slow -1 -2 **command #2** -1 **command #3** -2

Guard/Return _____ (10)

Slow -1 -2 Out of Position -1 -2 Crooked -1 (**return**)
,Intensity -1 -2 Nipping -1 -2 (**guard**) **Rebite** -2 -5 -10

Total _____ of 50 P 37.5 VG 42.5 EX 45

Scenario 2: Flee Attack (50 points)

Send _____ (10)

Slow -.5 -1 -1.5 -2 -2.5 -3

Entry _____ (10)

Slowing/gathering -.5 -1 -1.5 -2 -2.5 -3 missed grip(w/contact) -5

Grip _____ (10)

Depth -1 -2 -2.5 -3 Chewy -.5 -1 release (times) -2.5 -5 -10

Release _____ (10)

Slow -1 -2 **command #2** -1 **command #3** -2

Guard/Return _____ (10)

Slow -1 -2 Out of Position -1 -2 Crooked -1 (**return**)
,Intensity -1 -2 Nipping -1 -2 (**guard**) **Rebite** -2 -5 -10

Total _____ of 50 P 37.5 VG 42.5 EX 45

Scenario 3: Frontal Attack (50 points)

Send _____ (10) Slow -.5 -1 -1.5 -2 -2.5 -3
Entry _____ (10) Slowing/gathering -.5 -1 -1.5 -2 -2.5 -3 missed grip(w/contact) -5
Grip _____ (10) **Depth** -1 -2 -2.5 -3 **Chewy** -.5 -1 release (times) -2.5 -5 -10
Release _____ (10) Slow -1 -2 **command #2** -1 **command #3** -2
Guard/Return _____ (10) Slow -1 -2 Out of Position -1 -2 Crooked -1 (**return**)
,Intensity -1 -2 Nipping -1 -2 (**guard**) **Rebite** -2 -5 -10
Total _____ of 50 **P 37.5** **VG 42.5** **EX 45**

NADF I “Surprise” Scoresheet

Scenario #1: Defense of Handler

Greeting/Decoy Focus _____ (10) Nipping -1 -2 **Lack of focus** -1 -2 **Barking** -2
Handler Defense _____ (10) Slow -.5 -1 -1.5 -2 -2.5 -3
Grip _____ (10) **Depth** -1 -2 -2.5 -3 **Chewy** -.5 -1 release (times) -2.5 -5 -10
Release _____ (10) Slow -1 -2 **command #2** -1 **command #3** -2
Guard/Return _____ (10) Slow -1 -2 Out of Position -1 -2 Crooked -1 (**return**)
,Intensity -1 -2 Nipping -1 -2 (**guard**) **Rebite** -2 -5 -10
Total _____ of 50 **P 37.5** **VG 42.5** **EX 45**

Scenario #2: Attack on Handler

Stay _____ (10) Shifting -.5 -1 -2 Leave position -10
Handler Defense _____ (10) Slow -.5 -1 -1.5 -2 -2.5 -3
Grip _____ (10) **Depth** -1 -2 -2.5 -3 **Chewy** -.5 -1 release (times) -2.5 -5 -10
Release _____ (10) Slow -1 -2 **command #2** -1 **command #3** -2
Guard/Transport _____ (10) Intensity -1 -2 Nipping -1 -2 (**guard**) **Rebite** -2 -5 -10
Intensity/focus -1 -2 Nipping -1 -2 (**transport**)
Total _____ of 50 **P 37.5** **VG 42.5** **EX 45**

Scenario #3: Directed Attack

Stay _____ (10) Shifting -.5 -1 -2 Leave position -10
Send _____ (10) Slow -.5 -1 -1.5 -2 -2.5 -3
Grip _____ (10) **Depth** -1 -2 -2.5 -3 **Chewy** -.5 -1 release (times) -2.5 -5 -10
Release _____ (10) Slow -1 -2 **command #2** -1 **command #3** -2
Guard/Return _____ (10) Slow -1 -2 Out of Position -1 -2 Crooked -1 (**return**)
,Intensity -1 -2 Nipping -1 -2 (**guard**) **Rebite** -2 -5 -10
Total _____ of 50 **P 37.5** **VG 42.5** **EX 45**

Scenario #4: Redirect Attack

Send _____ (10) Slow -.5 -1 -1.5 -2 -2.5 -3
Grip _____ (5) **Depth** -.5 -1 -1.5 -2 **Chewy** -.5 -1 release (times) -1 -2.5 -5
Release _____ (5) Slow -.5 -1 **command #2** -1 **command #3** -1
Return _____ (10) Slow -1 -2 -3
Grip _____ (5) **Depth** -.5 -1 -1.5 -2 **Chewy** -.5 -1 release (times) -1 -2.5 -5
Release _____ (5) Slow -.5 -1 **command #2** -1 **command #3** -2
Guard _____ (10) Intensity -1 -2 Nipping -1 -2 (**guard**) **Rebite** -2 -5 -10
Total _____ of 50 **P 37.5** **VG 42.5** **EX 45**

Scenario #5: Attack with Equipment Release

Send _____ (10) Slow -.5 -1 -1.5 -2 -2.5 -3
 Apprehension _____ (10) Slow release -.5 -1 -1.5 -2 -3 Attack speed -1 -2
 Grip _____ (10) **Depth** -1 -2 -2.5 -3 **Chewy** -.5 -1 release (times) -2.5 -5 -10
 Release _____ (10) Slow -1 -2 **command #2** -1 **command #3** -2
 Guard/Return _____ (10) Slow -1 -2 Out of Position -1 -2 Crooked -1 (**return**)
 ,Intensity -1 -2 Nipping -1 -2 (**guard**) **Rebite** -2 -5 -10

Total _____ of 50 P 37.5 VG 42.5 EX 45

Obedience _____ out of 100 points

Protection _____ out of 200 points

Total _____ out of 300 points Passing Very Good Excellent