

MISSOULA COUNTY 4H DOG PROGRAM

GRADUATE NOVICE

(all exercises are off-lead)

Individual Exercises

1) Heel Free

The orders for this exercise are FORWARD, RIGHT TURN, LEFT TURN, ABOUT TURN, FAST, SLOW, NORMAL AND HALT. The commands may be given in any sequence and repeated, but the judge will usually standardize the patter for everyone.

The dog will enter the ring on lead. The handler will place the dog in a HEEL position and give the lead to a ring steward. The dog will begin this exercise in the HEEL position. The judge will ask if the handler is ready and if so, will give the command "forward". A command *or* hand signal to heel is given by the handler and the handler will walk briskly and naturally with the dog in heel position. Left and right turns will be 90 degrees, about turns will always be to the right. At the HALT, the handler will stop and the dog will promptly sit at the HEEL position without a command or signal. After each HALT, the command or signal to HEEL may be given again. The judge will say "exercise finished" and the handler may release the dog.

2) Figure Eight

Two stewards will stand six feet apart and facing each other (the stewards will not touch, talk to or make eye contact with the dog). The judge will place the handler and dog in the starting position, facing the judge and halfway between the two stewards. The orders from the judge will be FORWARD and HALT. The handler will make two complete figure eights around the stewards, or "posts", and may go in either direction.

3) Stand for Exam

The orders for this exercise are STAND YOUR DOG, LEAVE YOUR DOG and RETURN TO YOUR DOG. The handler will take the dog to a spot designated by the judge. On the order from the judge to "Stand your dog", the handler will give the dog the command or hand signal to STAND. The handler has the option of placing the dog's feet in a stack position, or letting the dog stand naturally, there are not points taken away for either. Once the handler is satisfied that the dog is standing properly, the handler will give the command or hand signal to STAY, and will walk six feet in front of the dog, then turn and face the dog. (The dog may move or the handler may touch the dog *only* until the STAY command is given. Once the STAY command is given the dog must not move.) The judge will walk up to the dog and touch the dog on top of the head, on the withers and on the rump. The judge may apply light pressure to any of these points to see if the dog will stay. The dog may show interest in the judge and wag its tail but must not move its feet. A dog that shies away from or barks at the judge will be disqualified. Once the judge says "back to your dog", the handler will walk around the dog's LEFT side (handler's right) and move around to the HEEL position. The dog must remain standing until the judge says "exercise finished".

4) Drop on Recall

This exercise is the same as the recall in Novice, except that the dog must drop to a down position upon a command or hand signal from the handler. The judge's orders for this exercise are LEAVE YOUR DOG, CALL YOUR DOG, DOWN YOUR DOG and FINISH (*the judge may use hand signals to the handler rather than voice, so if he or she doesn't specify, make sure you ask!*). The handler will stand at one end of the ring with the dog in HEEL position. The judge will be at the same end of the ring as the dog, and usually standing beside or behind the dog. Upon orders from the judge, the handler will give the dog a WAIT command and walk to the opposite side of the ring. At the judge's order the handler will call the dog to COME. The judge

will give a signal to drop the dog, and the handler will give a command or hand signal, at which the dog must immediately drop into a DOWN position. The judge will then give another signal and the handler will call the dog to COME, and the dog must come and sit directly in front of the handler. The judge will then give a FINISH order and the handler will give a command or hand signal to bring the dog back into HEEL position. Do not release your dog until the judge says "exercise finished"!

5) Retrieve on the Flat

The judge's orders for this exercise are SEND YOUR DOG, FINISH and EXERCISE FINISHED. The handler will begin with the dog at HEEL position. At the judge's orders the handler will give the dog a command or hand signal to WAIT, then throw a dumbbell across the ring. On the judge's order to SEND YOUR DOG, then handler will give the command or hand signal to FETCH (or whatever command the handler chooses to use). The dog must go directly to the dumbbell, pick it up, return immediately to the handler and sit in the FRONT position. The dog must hold the dumbbell until the judge tells the handler to take it, when the handler will grasp the dumbbell by its ends and gently remove the dumbbell from the dog's mouth. The dog will remain in the FRONT position until the judge gives the FINISH order and the handler gives the HEEL command or hand signal.

6) Recall over a Broad Jump

This exercise is the same as the Novice recall, except that the dog must go over a broad jump when coming to the handler. The dog must jump over the middle of the broad jump and not touch any of the boards. The distance of the broad jump will be adjusted according to the height of the dog.

7) Long Down (handler out of sight)

This is a group exercise in which all of the dogs must remain in a down position for three minutes, with the handler out of the ring and out of the dogs' sight. All dogs will enter the ring on lead. A steward will bring all of the handler/dog teams into the ring and line them up along one side. The judge will order the handlers to remove their leads and arm bands, and place them on the ground behind their dogs. The judge will ask if everyone is ready - please answer so he or she can hear you! When everyone is ready, the judge give the order to DOWN YOUR DOG, and all handlers will give the down command or hand signal. The judge will then say LEAVE YOUR DOG and the handlers will walk across the ring, turn and walk out of the ring behind a steward, who will lead the handlers to a designated spot where they are out of the dogs' sight and will remain their until released by the judge. Upon the judge's release the steward will lead the handlers back into the ring where they will line up across the ring opposite their dogs. The judge will then order BACK TO YOUR DOG, and the handlers will return to their dogs and walk around the dog's left side (handler's right) and back into heel position. The dog must remain in the DOWN position until the judge says "Exercise finished".

SCORING FOR GRADUATE NOVICE

Heel Free	40 points
Figure Eight	20 points
Stand for Exam	20 points
Drop on Recall	30 points
Retrieve on Flat	30 points
Recall over Broad Jump	30 points
Long Down	<u>30 points</u>
	200 points

Points may be taken away for:

- Improper heel position
- Forging or laggin
- Heeling on wrong side
- Crowding the handler
- No change of pace
- Sniffing
- No sits/poor sits
- No drop on recall
- Refusing dumbbell
- Dropping dumbbell
- Refusing broad jump
- Walking across broad jump
- Handler error

SAMPLE OBEDIENCE JUDGE'S WORKSHEET

(Guide for Judge's Use ONLY - May be modified, as desired.)

DATE: _____

CLASS: **GRADUATE NOVICE**

DOG NO. _____

SHOW: _____

BREED: _____

EXERCISE	MAXIMUM POINT DEDUCTION	MINOR TO SUBSTANTIAL POINT DEDUCTION	Max. Points	Points Lost	NET SCORE
HEEL FREE THEN FIGURE 8	Unmanageable..... <input type="checkbox"/>	Heeling	40		
	Unqualified Heeling..... <input type="checkbox"/>	Fig.8			
Handler continually adapts pace to dog..... <input type="checkbox"/>	No change of pace Fast..... <input type="checkbox"/> Slow..... <input type="checkbox"/>				
	Improper heel position..... <input type="checkbox"/>				
	Forging..... <input type="checkbox"/> Crowding handler..... <input type="checkbox"/>				
	Lagging..... <input type="checkbox"/> Sniffing..... <input type="checkbox"/>				
	Extra command to heel..... <input type="checkbox"/>				
	Heeling wide..... <input type="checkbox"/> Turns..... <input type="checkbox"/> Abouts..... <input type="checkbox"/>				
	No sits..... <input type="checkbox"/> Poor sits..... <input type="checkbox"/>				
	Heel at brisk pace..... <input type="checkbox"/>				
	Handler error..... <input type="checkbox"/>				
STAND FOR EXAM	Sat out of reach..... <input type="checkbox"/>	Forging..... <input type="checkbox"/>	30		
	Displays fear or resentment..... <input type="checkbox"/>	Lagging..... <input type="checkbox"/>			
	Sitting..... <input type="checkbox"/>	Wide..... <input type="checkbox"/>			
	Lying down..... <input type="checkbox"/>	Moves slightly on stand..... <input type="checkbox"/>			
	Growling or snapping..... <input type="checkbox"/>	Handler hesitates or pauses..... <input type="checkbox"/>			
	Repeated whining or barking..... <input type="checkbox"/>	Fails to return briskly..... <input type="checkbox"/>			
	Failure to:	Poor sit..... <input type="checkbox"/>			
	Heel..... <input type="checkbox"/>	Return to Heel position..... <input type="checkbox"/>			
	Stand and stay..... <input type="checkbox"/>	Slow response..... <input type="checkbox"/>			
	Accept examination..... <input type="checkbox"/>	Handler error..... <input type="checkbox"/>			
	Return to handler..... <input type="checkbox"/>	Poor finish..... <input type="checkbox"/>			
DROP ON RECALL	Failure to heel..... <input type="checkbox"/>	Lagging or forging..... <input type="checkbox"/>	30		
	Anticipated command..... <input type="checkbox"/>	Slow response..... <input type="checkbox"/> Slow Drop..... <input type="checkbox"/>			
	Failure to come on command..... <input type="checkbox"/>	Touched handler..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/>			
	Moved from position..... <input type="checkbox"/>	No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/>			
	Sat out of reach..... <input type="checkbox"/>	No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/>			
	Failing to drop..... <input type="checkbox"/>	Failure to come directly to handler..... <input type="checkbox"/>			
		Failure to come at a brisk trot or gallop..... <input type="checkbox"/>			
		Handler error..... <input type="checkbox"/>			
RETRIEVE ON FLAT	Didn't come on first command or signal..... <input type="checkbox"/>	Stood or lay down..... <input type="checkbox"/>	40		
	Anticipated command..... <input type="checkbox"/>	Slow response..... <input type="checkbox"/> Mouthing..... <input type="checkbox"/>			
	Extra command or signal to stay or take dumbbell..... <input type="checkbox"/>	Touched handler..... <input type="checkbox"/> Poor sit..... <input type="checkbox"/>			
	Moved from position..... <input type="checkbox"/>	No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/>			
	Sat out of reach..... <input type="checkbox"/>	No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/>			
		Failure to come directly to handler..... <input type="checkbox"/>			
		Failure to come at a brisk trot or gallop..... <input type="checkbox"/>			
		Handler error..... <input type="checkbox"/>			
RECALL OVER BROAD JUMP	Didn't come on first command or signal..... <input type="checkbox"/>	Stood or lay down..... <input type="checkbox"/>	30		
	Anticipated command..... <input type="checkbox"/>	Slow response..... <input type="checkbox"/> Touched handler..... <input type="checkbox"/>			
	Extra command or signal to stay or to jump..... <input type="checkbox"/>	No sit in front..... <input type="checkbox"/> Sat between feet..... <input type="checkbox"/>			
	Moved from position..... <input type="checkbox"/>	No finish..... <input type="checkbox"/> Poor finish..... <input type="checkbox"/>			
	Sat out of reach..... <input type="checkbox"/>	Failure to come directly to handler..... <input type="checkbox"/>			
	Does not jump full distance..... <input type="checkbox"/>	Hesitation to jump..... <input type="checkbox"/>			
		Handler error..... <input type="checkbox"/>			
NQ		MAX SUB-TOTAL		170	
LONG DOWN (3 MIN.) <small>Handler out of sight</small>	Did not remain in place..... <input type="checkbox"/>	Stood or sat after handler returns to heel position..... <input type="checkbox"/>	30		
	Goes to another dog..... <input type="checkbox"/>	Minor move before handler returns..... <input type="checkbox"/>			
	Repeated whines or barks..... <input type="checkbox"/>	Minor whine or bark..... <input type="checkbox"/>			
	Stood or sat before handler returns..... <input type="checkbox"/>	Forced into position..... <input type="checkbox"/>			
		Handler error..... <input type="checkbox"/>			
MAXIMUM POINTS			200		
MISCELLANEOUS PENALTY			⇒		
TOTAL NET SCORE				⇒	