

## North American Dogsport Federation Entry Level "EL" Scoresheet

### Obedience (40 points):

Heeling _____ (10)	Forge <input type="checkbox"/> -1 <input type="checkbox"/> -2 Lag <input type="checkbox"/> -1 <input type="checkbox"/> -2 Crowded <input type="checkbox"/> -1 <input type="checkbox"/> -2 Wide <input type="checkbox"/> -1 <input type="checkbox"/> -2
Attention <input type="checkbox"/> -1 <input type="checkbox"/> -2	
Fast Heeling _____ (3)	Forge <input type="checkbox"/> -.5 Lag <input type="checkbox"/> -.5 Crowded <input type="checkbox"/> -.5 Wide <input type="checkbox"/> -.5 Attention <input type="checkbox"/> -.5
Slow Heeling _____ (3)	Forge <input type="checkbox"/> -.5 Lag <input type="checkbox"/> -.5 Crowded <input type="checkbox"/> -.5 Wide <input type="checkbox"/> -.5 Attention <input type="checkbox"/> -.5
Right Turn _____ (2)	Crowded <input type="checkbox"/> -.5 Wide <input type="checkbox"/> -.5 Bump <input type="checkbox"/> -.5
About Turn _____ (2)	Crowded <input type="checkbox"/> -.5 Wide <input type="checkbox"/> -.5 Bump <input type="checkbox"/> -.5
Gunfire _____ (4)	Attention <input type="checkbox"/> -.5 Out of Position <input type="checkbox"/> -1 <input type="checkbox"/> -2 Attention <input type="checkbox"/> -.5 Out of Position <input type="checkbox"/> -1 <input type="checkbox"/> -2
Left Turn _____ (2)	Crowded <input type="checkbox"/> -.5 Wide <input type="checkbox"/> -.5 Bump <input type="checkbox"/> -.5
Motion Exercise _____ (3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2
Recall/Finish _____ (5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Out of Position <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Crooked <input type="checkbox"/> -.5
Figure 8 _____ (5)	Forge <input type="checkbox"/> -.5 Lag <input type="checkbox"/> -.5 Crowded <input type="checkbox"/> -.5 Wide <input type="checkbox"/> -.5 Attention <input type="checkbox"/> -.5
Down _____ (3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Crooked <input type="checkbox"/> -.5
Long Down _____ (5)	Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2 Leave position <input type="checkbox"/> -5
Resit _____ (3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Out of Position <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Crooked <input type="checkbox"/> -.5

Total \_\_\_\_\_ of 50     P 40.5     VG 42.5     EX 45

Text

### Scenario 1: Fleeing Attack (25 points)

Send _____ (5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2
Entry _____ (5)	Slowing/gathering <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2 missed grip(w/contact) <input type="checkbox"/> -2
Grip _____ (5)	<b>Depth</b> <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <b>Chewy</b> <input type="checkbox"/> -.5 <input type="checkbox"/> -1 release (times) <input type="checkbox"/> -1
Release _____ (5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <b>command #2</b> <input type="checkbox"/> -1 <b>command #3</b> <input type="checkbox"/> -1
Guard or Return _____ (5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Out of Position <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Crooked <input type="checkbox"/> -.5 ( <b>return</b> ) ,Intensity <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Nipping <input type="checkbox"/> -.5 <input type="checkbox"/> -1 ( <b>guard</b> ) <b>Rebite</b> <input type="checkbox"/> -1 <input type="checkbox"/> -2.5 <input type="checkbox"/> -5

Total \_\_\_\_\_ of 25     P 19     VG 21     EX 22.5

### Scenario 2: Frontal Attack (25 points)

Send _____ (5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2
Entry _____ (5)	Slowing/gathering <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2 missed grip(w/contact) <input type="checkbox"/> -2
Grip _____ (5)	<b>Depth</b> <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <b>Chewy</b> <input type="checkbox"/> -.5 <input type="checkbox"/> -1 release (times) <input type="checkbox"/> -1
Release _____ (5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <b>command #2</b> <input type="checkbox"/> -1 <b>command #3</b> <input type="checkbox"/> -1
Guard or Return _____ (5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Out of Position <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Crooked <input type="checkbox"/> -.5 ( <b>return</b> ) ,Intensity <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Nipping <input type="checkbox"/> -.5 <input type="checkbox"/> -1 ( <b>guard</b> ) <b>Rebite</b> <input type="checkbox"/> -1 <input type="checkbox"/> -2.5 <input type="checkbox"/> -5

Total \_\_\_\_\_ of 25     P 19     VG 21     EX 22.5

### Scenario 3: Fended Attack (25 points)

Send _____ (5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2
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Entry	_____	(5)	Slowing/gathering <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2 missed grip(w/contact) <input type="checkbox"/> -2
Grip	_____	(5)	<b>Depth</b> <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <b>Chewy</b> <input type="checkbox"/> -.5 <input type="checkbox"/> -1 release (times) <input type="checkbox"/> -1
<input type="checkbox"/> -2.5 <input type="checkbox"/> -5			
Release	_____	(5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <b>command #2</b> <input type="checkbox"/> -1 <b>command #3</b> <input type="checkbox"/> -1
Guard or Return	_____	(5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Out of Position <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Crooked <input type="checkbox"/> -.5 ( <b>return</b> ) ,Intensity <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Nipping <input type="checkbox"/> -.5 <input type="checkbox"/> -1 ( <b>guard</b> ) <b>Rebite</b> <input type="checkbox"/> -1 <input type="checkbox"/> -2.5 <input type="checkbox"/> -5

**Total \_\_\_\_\_ of 25     P 19     VG 21     EX 22.5**

**Total \_\_\_\_\_ of 165 points**