

Handler/Dog: _____

Judge/Date: _____

North American Dogsport Federation
NADF III Scoresheet

Obedience Pattern A (100 points):

Heeling _____ (20)

Attention -1 -2

Fast Heeling _____ (3)

Slow Heeling _____ (3)

Right Turn _____ (2)

Motion Down _____ (3)

Down to Sit _____ (3)

Sit to Stand _____ (3)

Stand to Sit _____ (3)

Sit to Down _____ (3)

Food Refusal _____ (5)

About Turn _____ (2)

Left Turn _____ (2)

Motion Sit _____ (3)

Recall _____ (5)

Sit on Recall _____ (3)

Recall/Finish _____ (5)

Figure 8 _____ (5)

Motion Stand _____ (3)

Recall to Heel _____ (5)

Tunnel Obstacle _____ (3)

Jump Obstacle _____ (3)

2nd -5

Down over Obstacle _____ (3)

Recall/Finish _____ (5)

Retrieve _____ (5)

-2

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

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

Slow -.5 -1 Creeping -.5 -1

Slow -.5 -1 Creeping -.5 -1

Slow -.5 -1 Creeping -.5 -1

Slow -.5 -1 Creeping -.5 -1

Shifting -.5 -1 -2 Eating -.5

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

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

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

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

Slow -.5 -1 Creeping -.5 -1 -2

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

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

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

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

Slowing -.5 -1 -1.5 -2 Avoid 1st -2.5 Avoid 2nd -5

Slowing -.5 -1 -1.5 -2 Touching Jump -1 Avoid 1st -2.5 Avoid

Slow -.5 -1 Crooked -.5

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

Slow -.5 -1 Drop -1 -2 Chewing -.5 -1 -2 Delivery -1

Total _____ of 100 P 75 VG 85 EX 90

Obedience Pattern B (100 points):

Heeling _____ (20)

Attention -1 -2

Tunnel Obstacle _____ (3)

Jump Obstacle _____ (3)

2nd -5

Down over Obstacle _____ (3)

Recall/Finish _____ (5)

Retrieve _____ (5)

-1 -2 Delivery -1 -2

Fast Heeling _____ (3)

Slow Heeling _____ (3)

Right Turn _____ (2)

Motion Down _____ (3)

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

Slowing -.5 -1 -1.5 -2 Avoid 1st -2.5 Avoid 2nd -5

Slowing -.5 -1 -1.5 -2 Touching Jump -1 Avoid 1st -2.5 Avoid

Slow -.5 -1 Crooked -.5

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

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

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

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

Down to Sit _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Creeping <input type="checkbox"/> -.5 <input type="checkbox"/> -1
Sit to Stand _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Creeping <input type="checkbox"/> -.5 <input type="checkbox"/> -1
Stand to Down _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Creeping <input type="checkbox"/> -.5 <input type="checkbox"/> -1
Down to Sit _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Creeping <input type="checkbox"/> -.5 <input type="checkbox"/> -1
Food Refusal _____	(5)	Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2 Eating <input type="checkbox"/> -5
About Turn _____	(2)	Crowded <input type="checkbox"/> -.5 Wide <input type="checkbox"/> -.5 Bump <input type="checkbox"/> -.5
Left Turn _____	(2)	Crowded <input type="checkbox"/> -.5 Wide <input type="checkbox"/> -.5 Bump <input type="checkbox"/> -.5
Motion Sit _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2
Recall _____	(5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5
Sit on Recall _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Creeping <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 <input type="checkbox"/> -1
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
Motion Stand _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2
Recall to Heel _____	(5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Out of Position <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2
Total _____ of 100		<input type="checkbox"/> P 75 <input type="checkbox"/> VG 85 <input type="checkbox"/> EX 90

Obedience Pattern C (100 points):

Heeling _____	(20)	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		
Tunnel Obstacle _____	(3)	Slowing <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 Avoid 1 st <input type="checkbox"/> -2.5 Avoid 2 nd <input type="checkbox"/> -5
Jump Obstacle _____	(3)	Slowing <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 Touching Jump <input type="checkbox"/> -1 Avoid 1 st <input type="checkbox"/> -2.5 Avoid 2 nd <input type="checkbox"/> -5
Down over Obstacle _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Crooked <input type="checkbox"/> -.5
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 <input type="checkbox"/> -1
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
Motion Down _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2
Down to Stand _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Creeping <input type="checkbox"/> -.5 <input type="checkbox"/> -1
Stand to Sit _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Creeping <input type="checkbox"/> -.5 <input type="checkbox"/> -1
Sit to Down _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Creeping <input type="checkbox"/> -.5 <input type="checkbox"/> -1
Down to Sit _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Creeping <input type="checkbox"/> -.5 <input type="checkbox"/> -1
Food Refusal _____	(5)	Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2 Eating <input type="checkbox"/> -5
About Turn _____	(2)	Crowded <input type="checkbox"/> -.5 Wide <input type="checkbox"/> -.5 Bump <input type="checkbox"/> -.5
Left Turn _____	(2)	Crowded <input type="checkbox"/> -.5 Wide <input type="checkbox"/> -.5 Bump <input type="checkbox"/> -.5
Motion Sit _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2
Recall _____	(5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5
Sit on Recall _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Creeping <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 <input type="checkbox"/> -1
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
Motion Stand _____	(3)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2
Recall to Heel _____	(5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Out of Position <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2
Retrieve _____	(5)	Slow(out) <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Slow(return) <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Drop <input type="checkbox"/> -1 <input type="checkbox"/> -2 Chewing <input type="checkbox"/> -.5
<input type="checkbox"/> -1 <input type="checkbox"/> -2 Delivery <input type="checkbox"/> -1 <input type="checkbox"/> -2		
Total _____ of 100		<input type="checkbox"/> P 75 <input type="checkbox"/> VG 85 <input type="checkbox"/> EX 90

Scenario 1: Fended Attack (50 points)

Send	_____ (10)	Slow □-.5 □-1 □-1.5 □-2 □-2.5 □-3 missed grip(w/contact) □-5
Entry	_____ (10)	Slowing/gathering □-.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
Guard	_____ (5)	Intensity □-1 □-2 Nipping □-1 □-2 (guard)
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	_____ (5)	Slow □-.5 □-1 Out of Position □-.5 □-1 Crooked □-.5 (return)

Total _____ of 50 □ P 37.5 □ VG 42.5 □ EX 45

Scenario 2: Flee Attack with Stop Attack (100 points)

Flee Attack Portion:

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 □-1
Return	_____ (10)	Slow □-1 □-2 Out of Position □-1 □-2 Crooked □-1 (return)

Stop Attack Portion:

Send	_____ (20)	Slow □-1 □-2 □-4 □-5 □-6 Hesitation □-2 command #2 □-2 command #3 □-2 Early departure □-2
Stop Attack	_____ (30)	6 to 10 yards □-4 11 to 15 yards □-7 Over 15 yards □-15 Anticipation □-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 □-1
Guard	_____ (5)	Intensity □-1 □-2 Nipping □-1 □-2 Rebite □-1 □-2.5 □-5
Transport	_____ (5)	Intensity/focus □-1 □-2 Nipping □-1 □-2

Total _____ of 50 □ P 37.5 □ VG 42.5 □ EX 45

Scenario 4: Search to Guard with Escorting (50 points)

Search	_____ (10)	Slow □-.5 □-1 □-1.5 □-2 □-2.5 □-3
Guard	_____ (10)	Intensity □-1 □-2 Nipping □-1 □-2 Bump □-1 □-2 Rebite □-2 □-5 □-10
Transport	_____ (5)	Intensity/focus □-1 □-2 Nipping □-1 □-2
Escape Defense	_____ (5)	Slow □-.5 □-1 □-1.5 □-2 □-2.5 □-3
Release	_____ (5)	Slow □-.5 □-1 command #2 □-1 command #3 □-1
Transport	_____ (5)	Intensity/focus □-1 □-2 Nipping □-1 □-2
Escape Defense	_____ (5)	Slow □-.5 □-1 □-1.5 □-2 □-2.5 □-3
Release	_____ (5)	Slow □-.5 □-1 command #2 □-1 command #3 □-1

Total _____ of 50 P 37.5 VG 42.5 EX 45

Scenario 5: Object Guard with Environmental (50 points)

1 st Defense _____	(10)	Outside outer ring <input type="checkbox"/> -10 Between outer and inner ring <input type="checkbox"/> -2
Release _____	(10)	More than 5 steps <input type="checkbox"/> -10 4-5 steps <input type="checkbox"/> -2
Return to Object _____	(5)	No return <input type="checkbox"/> -5 Inside outer ring but not on object <input type="checkbox"/> -2
2 nd Defense _____	(10)	Outside outer ring <input type="checkbox"/> -10 Between outer and inner ring <input type="checkbox"/> -2
Release _____	(10)	More than 5 steps <input type="checkbox"/> -10 4-5 steps <input type="checkbox"/> -2
Return to Object _____	(5)	No return <input type="checkbox"/> -5 Inside outer ring but not on object <input type="checkbox"/> -2

Total _____ of 50 P 37.5 VG 42.5 EX 45

NADF II “Surprise” Scoresheet

Scenario #1: Defense of Handler

Greeting/Decoy Focus _____	(10)	Nipping <input type="checkbox"/> -1 <input type="checkbox"/> -2 Lack of focus <input type="checkbox"/> -1 <input type="checkbox"/> -2 Barking <input type="checkbox"/> -1
Handler Defense _____	(10)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3
Grip _____	(10)	Depth <input type="checkbox"/> -1 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3 Chewy <input type="checkbox"/> -.5 <input type="checkbox"/> -1 release (times) <input type="checkbox"/> -2.5 <input type="checkbox"/> -5 <input type="checkbox"/> -10
Release _____	(10)	Slow <input type="checkbox"/> -1 <input type="checkbox"/> -2 command #2 <input type="checkbox"/> -1 command #3 <input type="checkbox"/> -1
Guard/Return _____	(10)	Slow <input type="checkbox"/> -1 <input type="checkbox"/> -2 Out of Position <input type="checkbox"/> -1 <input type="checkbox"/> -2 Crooked <input type="checkbox"/> -1 (return) Rebite <input type="checkbox"/> -2 <input type="checkbox"/> -5 <input type="checkbox"/> -10

,Intensity -1 -2 Nipping -1 -2 (guard)

Total _____ of 50 P 37.5 VG 42.5 EX 45

Scenario #2: Two Decoy Attack

Stay _____	(10)	Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2 Leave position <input type="checkbox"/> -5
Handler Defense _____	(10)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3 Early departure <input type="checkbox"/> -2
Grip _____	(10)	Depth <input type="checkbox"/> -1 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3 Chewy <input type="checkbox"/> -.5 <input type="checkbox"/> -1 release (times) <input type="checkbox"/> -2.5 <input type="checkbox"/> -5 <input type="checkbox"/> -10
Release _____	(10)	Slow <input type="checkbox"/> -1 <input type="checkbox"/> -2 command #2 <input type="checkbox"/> -1 command #3 <input type="checkbox"/> -1
Guard/Transport _____	(10)	Intensity <input type="checkbox"/> -1 <input type="checkbox"/> -2 Nipping <input type="checkbox"/> -1 <input type="checkbox"/> -2 (guard) Rebite <input type="checkbox"/> -2 <input type="checkbox"/> -5 <input type="checkbox"/> -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 <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2 Leave position <input type="checkbox"/> -5
Send _____	(10)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3
Grip _____	(10)	Depth <input type="checkbox"/> -1 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3 Chewy <input type="checkbox"/> -.5 <input type="checkbox"/> -1 release (times) <input type="checkbox"/> -2.5 <input type="checkbox"/> -5 <input type="checkbox"/> -10
Release _____	(10)	Slow <input type="checkbox"/> -1 <input type="checkbox"/> -2 command #2 <input type="checkbox"/> -1 command #3 <input type="checkbox"/> -1
Guard/Return _____	(10)	Slow <input type="checkbox"/> -1 <input type="checkbox"/> -2 Out of Position <input type="checkbox"/> -1 <input type="checkbox"/> -2 Crooked <input type="checkbox"/> -1 (return) Rebite <input type="checkbox"/> -2 <input type="checkbox"/> -5 <input type="checkbox"/> -10

,Intensity -1 -2 Nipping -1 -2 (guard)

Total _____ of 50 P 37.5 VG 42.5 EX 45

Scenario #4: Attack Re Attack

Send _____	(10)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3
Grip _____	(5)	Depth <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 Chewy <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 command #2 <input type="checkbox"/> -1 command #3 <input type="checkbox"/> -1
Guard	_____ (5)	Intensity <input type="checkbox"/> -1 <input type="checkbox"/> -2 Nipping <input type="checkbox"/> -1 <input type="checkbox"/> -2 (guard) Rebite <input type="checkbox"/> -1 <input type="checkbox"/> -2.5 <input type="checkbox"/> -5
Re-Attack	_____ (10)	Slow <input type="checkbox"/> -1 <input type="checkbox"/> -2 command #2 <input type="checkbox"/> -1 command #3 <input type="checkbox"/> -1
Grip	_____ (5)	Depth <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 Chewy <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 command #2 <input type="checkbox"/> -1 command #3 <input type="checkbox"/> -1
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 (return)

Total _____ of 50 P 37.5 VG 42.5 EX 45

Scenario #5: Send to Guard/Attack

Send	_____ (10)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3
Guard	_____ (5)	Intensity <input type="checkbox"/> -1 <input type="checkbox"/> -2 Nipping <input type="checkbox"/> -1 <input type="checkbox"/> -2 (guard) Rebite <input type="checkbox"/> -1 <input type="checkbox"/> -2.5 <input type="checkbox"/> -5
Attack	_____ (10)	Slow release <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <input type="checkbox"/> -3 Attack speed <input type="checkbox"/> -1 <input type="checkbox"/> -2
Grip	_____ (5)	Depth <input type="checkbox"/> -1 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3 Chewy <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"/> -1 <input type="checkbox"/> -2 command #2 <input type="checkbox"/> -1 command #3 <input type="checkbox"/> -1
Guard	_____ (5)	Intensity <input type="checkbox"/> -1 <input type="checkbox"/> -2 Nipping <input type="checkbox"/> -1 <input type="checkbox"/> -2 (guard) Rebite <input type="checkbox"/> -1 <input type="checkbox"/> -2.5 <input type="checkbox"/> -5
Return	_____ (10)	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 (return)

Total _____ of 50 P 37.5 VG 42.5 EX 45

NADE III “Surprise” Scoresheet

Scenario #1: The Shootout

Stay	_____ (5)	Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2 Leave Position <input type="checkbox"/> -5
Send	_____ (5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3
Grip	_____ (5)	Depth <input type="checkbox"/> -1 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3 Chewy <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"/> -1 <input type="checkbox"/> -2 command #2 <input type="checkbox"/> -1 command #3 <input type="checkbox"/> -1
Guard	_____ (5)	Intensity <input type="checkbox"/> -1 <input type="checkbox"/> -2 Nipping <input type="checkbox"/> -1 <input type="checkbox"/> -2 (guard) Rebite <input type="checkbox"/> -1 <input type="checkbox"/> -2.5 <input type="checkbox"/> -5
Pat Down/Disarm	_____ (5)	No Pat Down/Disarm <input type="checkbox"/> -5
Transport	_____ (5)	Intensity/focus <input type="checkbox"/> -1 <input type="checkbox"/> -2 Nipping <input type="checkbox"/> -1 <input type="checkbox"/> -2
Stay	_____ (5)	Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2 Early departure <input type="checkbox"/> -5
Grip	_____ (5)	Depth <input type="checkbox"/> -1 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3 Chewy <input type="checkbox"/> -.5 <input type="checkbox"/> -1 release (times) <input type="checkbox"/> -1 <input type="checkbox"/> -2.5 <input type="checkbox"/> -5
Remote Transport	_____ (5)	Intensity/focus <input type="checkbox"/> -1 <input type="checkbox"/> -2 Nipping <input type="checkbox"/> -1 <input type="checkbox"/> -2

Total _____ of 50 P 37.5 VG 42.5 EX 45

Scenario #2: Assisted Stop

Stay	_____ (5)	Shifting <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -2 Leave Position <input type="checkbox"/> -5
Heeling	_____ (5)	Forge <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Lag <input type="checkbox"/> -.5 <input type="checkbox"/> -1 Crowded <input type="checkbox"/> -.5 Wide <input type="checkbox"/> -1 Attention <input type="checkbox"/> -1
Alert	_____ (5)	Insufficient Barking <input type="checkbox"/> -1 No Barking <input type="checkbox"/> -2
Send	_____ (5)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3
Guard/Return	_____ (10)	Intensity <input type="checkbox"/> -1 <input type="checkbox"/> -2 Nipping <input type="checkbox"/> -1 <input type="checkbox"/> -2 (guard) Rebite <input type="checkbox"/> -2 <input type="checkbox"/> -5 <input type="checkbox"/> -10
Grip	_____ (5)	Depth <input type="checkbox"/> -1 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3 Chewy <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"/> -1 <input type="checkbox"/> -2 command #2 <input type="checkbox"/> -1 command #3 <input type="checkbox"/> -1
Guard	_____ (5)	Intensity <input type="checkbox"/> -1 <input type="checkbox"/> -2 Nipping <input type="checkbox"/> -1 <input type="checkbox"/> -2 (guard) Rebite <input type="checkbox"/> -1 <input type="checkbox"/> -2.5 <input type="checkbox"/> -5
Transport	_____ (5)	Intensity/focus <input type="checkbox"/> -1 <input type="checkbox"/> -2 Nipping <input type="checkbox"/> -1 <input type="checkbox"/> -2

Total _____ of 50 P 37.5 VG 42.5 EX 45

Scenario #3: Covered Suit

Send	_____ (10)	Slow <input type="checkbox"/> -.5 <input type="checkbox"/> -1 <input type="checkbox"/> -1.5 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3
Grip	_____ (10)	Depth <input type="checkbox"/> -1 <input type="checkbox"/> -2 <input type="checkbox"/> -2.5 <input type="checkbox"/> -3 Chewy <input type="checkbox"/> -.5 <input type="checkbox"/> -1 release (times) <input type="checkbox"/> -2.5 <input type="checkbox"/> -5 <input type="checkbox"/> -10

Release _____ (10) Slow □-1 □-2 **command #2** □-1 **command #3** □-1
 Guard _____ (10) Intensity □-1 □-2 Nipping □-1 □-2 (**guard**) **Rebite** □-2 □-5 □-10
 Return _____ (10) Slow □-1 □-2 Out of Position □-1 □-2 Crooked □-1 (**return**)

Total _____ of 50 □ **P 37.5** □ **VG 42.5** □ **EX 45**

Scenario #4: Directional Passive Pair

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

Total _____ of 50 □ **P 37.5** □ **VG 42.5** □ **EX 45**

Scenario#5: Hidden Surprise

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

Total _____ of 50 □ **P 37.5** □ **VG 42.5** □ **EX 45**

Totals

Obedience _____ out of 100 points
Protection _____ out of 400 points
Total _____ out of 500 points □ **Passing** □ **Very Good** □ **Excellent**