AGILITY TRAINER

4-H Dog Project

SUGGESTED POINT GUIDE

In 4-H, the judge may never take off more than ½ the total points in any given exercise!

A 4-H’er may be disqualified and/or excused from the ring for an aggressive dog, excessive discipline, or if the dog leaves the ring. The 4-H member will still receive a white ribbon.

When judging, please use the columns of the score sheet as your guide and follow these suggestions:

- **Extreme**
  - Leaving child 5-10 points
- **Major**
  - Deduct ½ total points +/- 2 points
- **Substantial**
  - Deduct 3-5 points
- **Minor**
  - Deduct 1/2-2 1/2 points

All judges should learn the score sheet and be able to mark the appropriate boxes when scoring. For 1/2 point deductions, a single slash “/” is used. For a one point deduction, an “x” is used. If more than one point needs to be deducted, make an “x” and write the number of points deducted next to the mark, i.e. x2, x5 etc. This makes it much easier for the 4-H’er to know where they lost the points and where their areas of improvement are needed.

Here are some common errors that occur during many runs. This is based on the beginner and novice classes:

**Heeling:**

- Crooked sit 1/2-1 point per sit
- No sit 2-3 points
- Occasional lag 1/2-2 points
- Occasional forge 1/2-2 points
- Slight lag on about turn 1/2-1 point
- Heavy lag on about turn 2-3 points
- Occasional tight leash 1/2-2 points per tight leash (a correction or lag is not considered a tight leash)
- Crowding 1/2-1 point per crowd or bump
- Barking 1/2-2 points per bark
- Walking too slow 1/2-3 points (adjusts pace to dog-this is lack of naturalness and smoothness on sheet)

- Improper heel position 2-5 points
- Constant tight leash 5 points
- Constant lag 5 points
- Constant forge 5 points
Stand For Examination:

- Moving feet: 1/2-1 point per foot
- Handler error: 1/2-2 points (i.e. not going out 6 feet)
- Extra command to stay: 2-3 points per extra command

Grooming:

- Long nails: 1-3 points (Have they been freshly cut?)
- Mats: 1-3 points
- Dirty/Oily coat: 1-3 points

Recall:

- Extra command to wait: 2-3 points
- Poor front (poor sit): 1/2-1 point
- No front: 2-3 points
- Poor finish: 1/2-1 point
- No finish: 2-3 points
- Hands not at sides: 1/2-2 points (Handler Error)
- Bend over to call: 1/2-2 points (Handler Error)
- Double command to call: Extreme deduction (50%) - (even if judge tells handler to call again!)

Stays:

- Depends on time when the dog breaks when using point guide.
- Remember you cannot deduct more than 50% of exercise.

  - Extreme: 15 points (First 1/3 of the exercise)
  - Major: 10 points (Second 1/3 of the exercise)
  - Minor/Substantial: 1-5 points (Last 1/3 of the exercise)
  - Forcing into position: 1/2-2 points
  - Extra command to stay: 2-3 points

Handler Errors:

- Correcting: 1-5 points
- Moving hands while heel: 1/2-2 points
- Talking to dog during Exercise: 1-5 points

Fouling in ring:

- 5 points

4 Dog Team:

- When judging the 4 dog team, you will use one score sheet for the entire team. Each dog is judged as an individual. You then total the “Points Off” columns and subtract from the maximum points to arrive at your “Net Score”. Your “Total Score” is then divided by four.

Brace:

- Same as team judging, but divide the “Total Score” by two.