

Handler/Dog: _____

Judge/Date: _____

North American Dogsport Federation
NADF II Scoresheet

Obedience Pattern A (100 points):

Heeling _____ (20)

☐-1 ☐-2

Forge ☐-1 ☐-2 Lag ☐-1 ☐-2 Crowded ☐-1 ☐-2 Wide ☐-1 ☐-2 Attention

Fast Heeling _____ (3)

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

Slow Heeling _____ (3)

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

Right Turn _____ (2)

Crowded ☐-.5 Wide ☐-.5 Bump ☐-.5

Motion Down _____ (3)

Slow ☐-.5 ☐-1 Shifting ☐-.5 ☐-1 ☐-2

Recall to Heel _____ (5)

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

About Turn _____ (2)

Crowded ☐-.5 Wide ☐-.5 Bump ☐-.5

Left Turn _____ (2)

Crowded ☐-.5 Wide ☐-.5 Bump ☐-.5

Motion Sit _____ (3)

Slow ☐-.5 ☐-1 Shifting ☐-.5 ☐-1 ☐-2

Change Position _____ (3)

Slow ☐-.5 ☐-1 Creeping ☐-.5 ☐-1

Change Position _____ (3)

Slow ☐-.5 ☐-1 Creeping ☐-.5 ☐-1

Recall _____ (5)

Slow ☐-.5 ☐-1 ☐-1.5 ☐-2 ☐-2.5

Down on Recall _____ (3)

Slow ☐-.5 ☐-1 Creeping ☐-.5 ☐-1 ☐-2

Recall/Finish _____ (5)

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

Figure 8 _____ (5)

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

Halt _____ (2)

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

Down _____ (3)

Slow ☐-.5 ☐-1 Crooked ☐-.5

Food Refusal _____ (5)

Shifting ☐-.5 ☐-1 ☐-2 Eating ☐-.5

Resit _____ (3)

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

Retrieve _____ (5)

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

☐-1 ☐-2 Delivery ☐-1 ☐-2

Tunnel Obstacle _____ (5)

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

Jump Obstacle _____ (5)

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

2nd ☐-.5

Recall/Finish _____ (5)

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

Total _____ of 100 ☐ P 75 ☐ VG 85 ☐ EX 90

Obedience Pattern B (100 points):

Heeling _____ (20)

☐-1 ☐-2

Forge ☐-1 ☐-2 Lag ☐-1 ☐-2 Crowded ☐-1 ☐-2 Wide ☐-1 ☐-2 Attention

Fast Heeling _____ (3)

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

Slow Heeling _____ (3)

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

Right Turn _____ (2)

Crowded ☐-.5 Wide ☐-.5 Bump ☐-.5

About Turn _____ (2)

Crowded ☐-.5 Wide ☐-.5 Bump ☐-.5

Motion Down _____ (3)

Slow ☐-.5 ☐-1 Shifting ☐-.5 ☐-1 ☐-2

Change Position _____ (3)

Slow ☐-.5 ☐-1 Creeping ☐-.5 ☐-1

Change Position _____ (3)

Slow ☐-.5 ☐-1 Creeping ☐-.5 ☐-1

Recall _____ (5)

Slow ☐-.5 ☐-1 ☐-1.5 ☐-2 ☐-2.5

Down on Recall _____	(3)	Slow □-.5 □-1 Creeping □-.5 □-1 □-2
Recall/Finish _____	(5)	Slow □-.5 □-1 Out of Position □-.5 □-1 Crooked □-.5□-.1
Left Turn _____	(2)	Crowded □-.5 Wide □-.5 Bump □-.5
Motion Sit _____	(3)	Slow □-.5 □-1 Shifting □-.5 □-1 □-2
Recall to Heel _____	(5)	Slow □-.5 □-1 Out of Position □-.5 □-1 □-1.5 □-2
Tunnel Obstacle _____	(5)	Slowing □-.5 □-1 □-1.5 □-2 Avoid 1 st □-2.5 Avoid 2 nd □-.5
Jump Obstacle _____	(5)	Slowing □-.5 □-1 □-1.5 □-2 Touching Jump □-1 Avoid 1 st □-2.5 Avoid 2 nd □-.5
Recall/Finish _____	(5)	Slow □-.5 □-1 Out of Position □-.5 □-1 Crooked □-.5□-.1
Figure 8 _____	(5)	Forge □-.5 Lag □-.5 Crowded □-.5 Wide □-.5 Attention □-.5
Halt _____	(2)	Slow □-.5 □-1 Out of Position □-.5 □-1
Down _____	(3)	Slow □-.5 □-1 Crooked □-.5
Food Refusal _____	(5)	Shifting □-.5 □-1 □-2 Eating □-.5
Resit _____	(3)	Slow □-.5 □-1 Out of Position □-.5 □-1 Crooked □-.5
Retrieve _____	(5)	Slow(out) □-.5 □-1 Slow(return) □-.5 □-1 Drop □-1 □-2 Chewing □-.5
□-1 □-2 Delivery □-1 □-2		

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) Rebite □-2 □-5 □-10 Intensity □-1 □-2 Nipping □-1 □-2 (guard)

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 □-2
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 □-2
Guard _____(5)	Intensity □-1 □-2 Nipping □-1 □-2 Rebite □-2 □-5 □-10
Transport _____(5)	Intensity/focus □-1 □-2 Nipping □-1 □-2

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

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

Send _____(10)	Slow □-.5 □-1 □-1.5 □-2 □-2.5 □-3
Guard _____(5)	Intensity □-1 □-2 Nipping □-1 □-2 Bump □-1 Rebite □-2 □-5 □-10
Transport _____(5)	Intensity/focus □-1 □-2 Nipping □-1 □-2
Escape Defense _____(10)	Slow □-.5 □-1 □-1.5 □-2 □-2.5 □-3
Grip _____(5)	Depth □-1 □-2 □-2.5 □-3 Chewy □-.5 □-1 release (times) □-2.5 □-5 □-10
Release _____(5)	Slow □-.5 □-1 command #2 □-1 command #3 □-2
Guard _____(5)	Intensity □-1 □-2 Nipping □-1 □-2 Rebite □-2 □-5 □-10
Transport _____(5)	Intensity/focus □-1 □-2 Nipping □-1 □-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 □-1 □-2 Lack of focus □-1 □-2 Barking □-1
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) Rebite □-2 □-5 □-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 □-.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 □ EX45

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) Rebite □-2 □-5

□-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 □-.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) Rebite □-1 □-2.5 □-5

Re-Attack _____ (10)

Slow □-1 □-2 command #2 □-1 command #3 □-1

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 #5: Send to Guard/Attack

Send _____ (10)

Slow □-.5 □-1 □-1.5 □-2 □-2.5 □-3

Guard _____ (5)

Intensity □-1 □-2 Nipping □-1 □-2 (guard) Rebite □-1 □-2.5 □-5

Attack _____ (10)

Slow release □-.5 □-1 □-1.5 □-2 □-3 Attack speed □-1 □-2

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

Return _____ (10)

Slow □-.5 □-1 Out of Position □-.5 □-1 Crooked □-.5 (return)

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

Obedience _____ out of 100 points

Protection _____ out of 300 points

Total _____ out of 400 points □ Passing □ Very Good □ Excellent

