**IMPROV Obedience Score Sheet**

**Please reproduce or use this score sheet as a guideline for scoring.**

**Exercise 1**

Heel around the ring, stopping to make contact with each of the unusual objects placed in the area. Maximum points: 50, Time limit: 2 minutes.

Dog makes intentional contact with the objects      10      10     10

Dog requires encouragement or repeated tries        5       5      5

Owner touches dog or object, or "cheats"                1       1      1

Dog is maintaining heel position reasonably well      10

Heeling is "so-so" or requires many corrections       5

That's not exactly heeling!                                  1

Requirement is completed in less than 30 seconds           10

Dog and handler take more than 30 seconds                   5

Taking longer than 2 minutes to complete requirement    1

**Exercise 2**

Send dog to a spot on the other side of the ring marked by a box (or an “x”). Maximum points: 30, Time limit: 1 minute.

Handler can send dog without crossing first line            10

Handler can send dog without crossing second line         5

Handler takes dog to spot                                  1

Dog hits the spot with a "bullseye"                        10

Dog is slightly off the mark                                 5

Handler had to help dog into position                       1

Handler & dog complete exercise in less than 30 seconds     10

Takes more than 30 seconds to complete exercise              5

Takes more than 60 seconds to complete exercise             1

**Exercise 3**

Not-so-straight recall. Handler leaves dog and walks to the other side of the ring. Handler gets a point for every cue the dog obeys between the stay and the front. Maximum points: 10, Time limit: 2 minutes.

Number of commands obeyed           10 9 8 7 6 5 4 3 2 1

**Exercise 4**

Fetch an unusual object.  The object will be placed by the judge about 20 feet from the dog. Maximum points: 60, Time limit: 3 minutes.

Objects are fetched--no problem                            10     10     10

Dog attempts to fetch, or partially retrieves it             5       5       5

Dog says, "you want me to put what in my mouth?"    1       1       1

Handler can work dog from 20 ft.                             10     10     10

Handler approaches object with dog                           5       5      5

Handler touches object                                       1      1      1

**Exercise 5**

Get an object into the target area. Maximum points: 30, Time limit: 1 minute.

Dog gets object into target area--no problem!             10

Dog needs coaxing to complete exercise                       5

Dog says, 'forget it!"                                       1

Distance control (20 feet)                   10

Handler has to come closer to the container                 5

Handler has to touch dog, object, or container              1

Performance completed in less than 30 seconds         10

Requiring more than 30 seconds                               5

Going over 60 seconds                                         1

**Exercise 6**

Dog demonstrates something really unique and useful. Handler may use the object he/she brought into the ring, if desired. Maximum points: 10, Time limit: 2 minutes.

Is the activity demonstrated potentially useful?         10        5        1

**Overall Score**

Overall teamwork, creativity, and versatility on the part of the handler and dog

10     5     1

**Total Score \_\_\_\_\_\_\_\_\_\_\_\_**

This is not a standard score sheet.  There is nothing “standard” about IMPROV Obedience except that you receive more points for distance control, quick response and ingenuity.  The exercises on a future course might be completely different from the ones above.

**Lonnie Olson’s IMPROV Obedience**