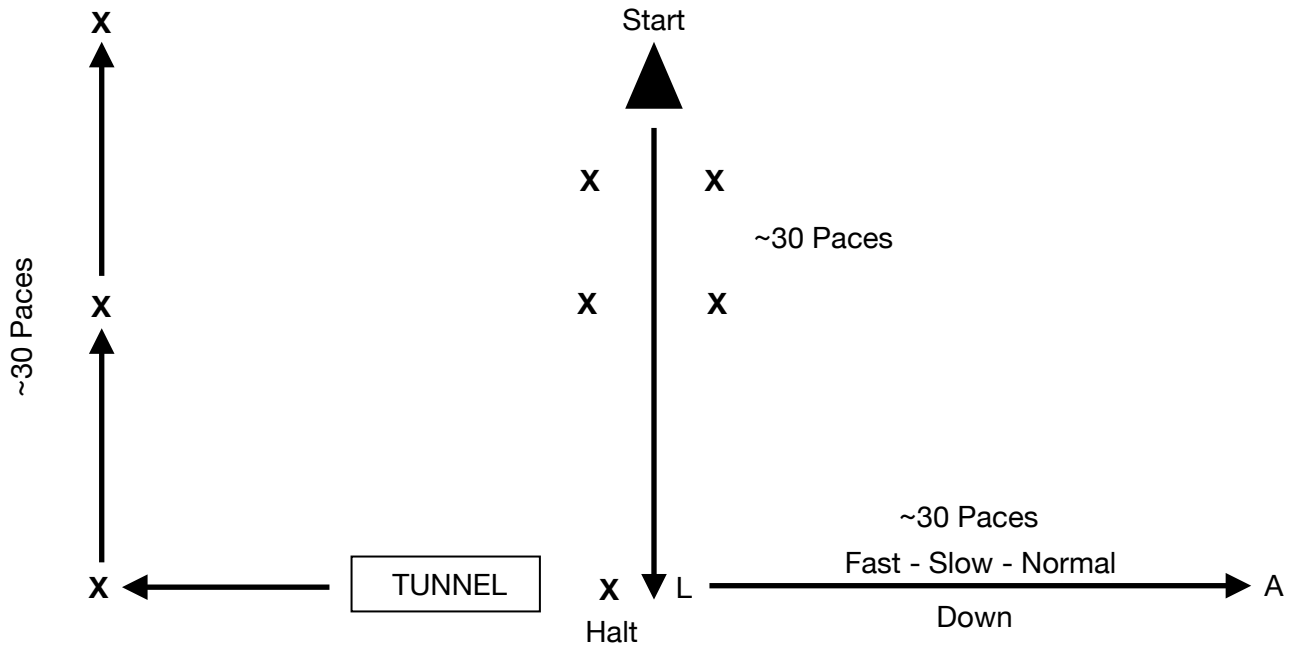


Sport OB1



OB1 is performed on leash.
All lengths are +/- 30 paces.

All exercises are called by a steward.

Halt = Stop & Sit

Fur Saver/Choke Chain - Dead Ring
 4ft - 6ft Leash
 Recalls: AKC or Service Finish

Figure 8 is performed with cones.

Additional cones to mark halt, stays, turns.

Heel forward
 Figure 8
 Continue forward
 LEFT turn
 Normal, Fast, Slow, Normal
 ABOUT turn
 Halt
 Down dog
 Leave dog
 Proceed to cone
 Halt, face dog
 Return to Dog
 Sit dog, gather leash
 Heel forward
 Halt
 Leave dog (down/sit/stand)
 Proceed to next cone
 Recall through tunnel
 Orientate down field
 Heel forward
 Halt, down dog
 Leave dog
 Proceed to cone
 Halt, face dog
 Recall

Handler: _____ Dog: _____

Level Competing: **OB1 (39 / 52 = 75% pass)**

TOTAL: _____ **Pass / Fail**

Exercise 1 - Heeling (30 points)

Total _____

Overall Heeling (20) _____

Figure 8 (4) _____

Left turn (2) _____

FAST (2) _____

SLOW (2) _____

NORMAL (2) _____

Halt /Down (2) _____

Re-sit (2)

Halt/Stay (2) _____

Tunnel (3) _____

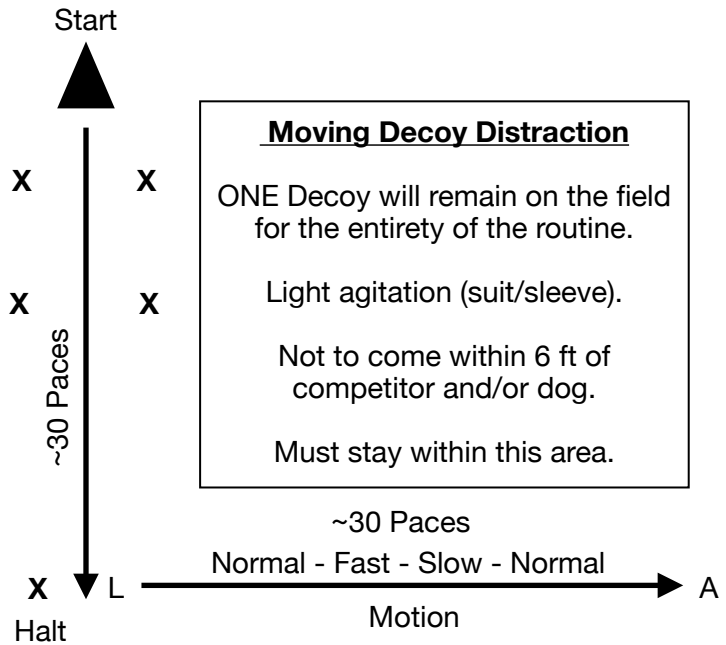
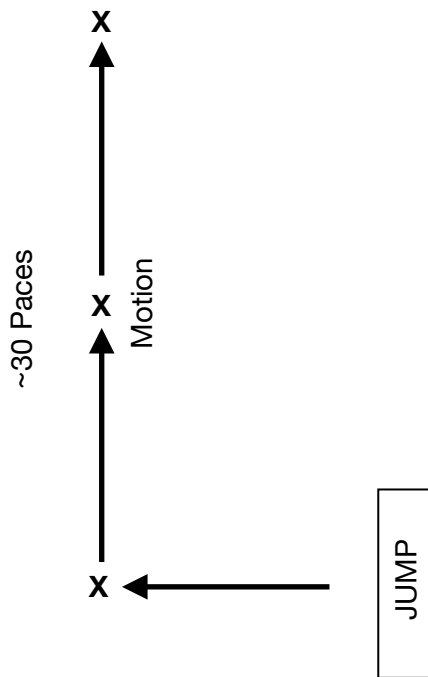
Recall (3) _____

Finish (2) _____

Halt/Down (2) _____

Recall (4) _____

Sport OB2



OB1 is performed on leash.
All lengths are +/- 30 paces.

All exercises are called by a steward.

Halt = Stop & Sit

Fur Saver/Choke Chain - Dead Ring
 4ft - 6ft Leash

Recalls: AKC or Service Finish

Figure 8 is performed with pinwheels.

Additional pinwheels to mark halt/motion exercises, turns.

Remove leash BEFORE jump.
Leash will remain off for the remainder of the routine.

Reattach leash after recall/finish.

Decoy area should be marked with cones.

Heel forward

Figure 8

Continue forward

LEFT turn

Normal, Fast, Slow, Normal

ABOUT turn

Down in Motion

Proceed to cone

Halt, face dog

Return to Dog

Sit dog, gather leash

Heel forward

Halt

REMOVE LEASH

Leave dog, proceed to next cone

Recall over jump

Orientate down field

Heel forward

Motion exercise (down/sit/stand)

Halt, face dog

Recall

Handler: _____ Dog: _____

Level Competing: **OB2 (48 / 60 = 80% pass)**

TOTAL: _____ **Pass / Fail**

Exercise 1 - Heeling (30 points)

Total _____

Overall Heeling (20) _____

Figure 8 (4) _____

Left turn (2) _____

FAST (2) _____

SLOW (2) _____

NORMAL (2) _____

Down/Motion (3) _____

Re-sit (2)

Halt/Stay (2) _____

Jump (3) _____

Recall (3) _____

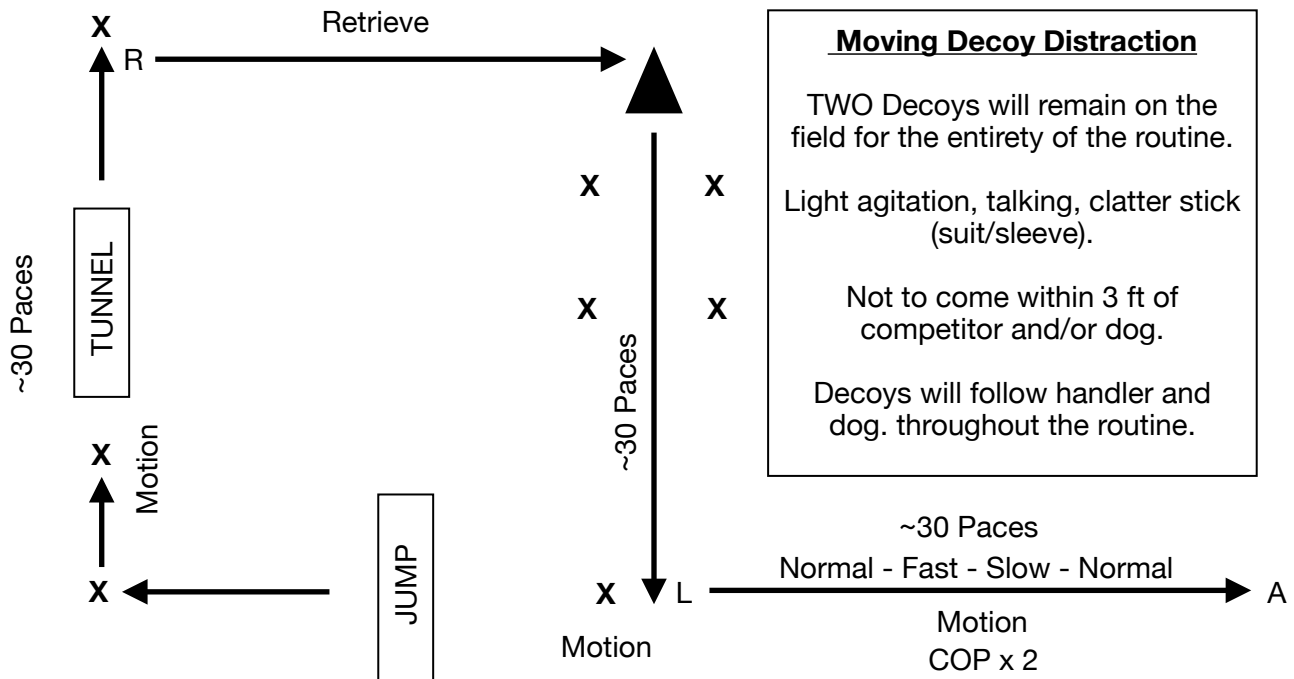
Finish (2) _____

Stay/Motion (3) _____

Recall (4) _____

Distraction (Decoy) (6) _____

Sport OB3



OB3 is performed OFF leash.
Leash/collar handed to steward
before coming on the field.
All lengths are +/- 30 paces.

All exercises are called by a
steward.

Halt = Stop & Sit

Recalls: AKC or Service Finish

Figure 8 is performed with
pinwheels.

Additional pinwheels to mark halt/
motion exercises, turns.

Decoys will follow handlers/dogs
throughout the routine.

Retrieve item will be chosen by the
judge the day of the event from the
following list, or any combination.

- PVC pipe
- Book/Magazine
- Plastic Bat
- Hat
- Glass Case
- Shoe

Gunfire will happen before the jump

Heel forward

Figure 8

Continue forward

LEFT turn

Normal, Fast, Slow, Normal

ABOUT turn

Down in Motion

COP #1 as walking away

COP #2 at cone

Halt, face dog

Return to Dog

Heel forward (from last position)

Motion exercise (down/sit/stand)

Proceed to next cone

Recall over jump

Orientate down field

Heel forward

Motion exercise (down/sit/stand)

Halt, face dog

Recall through tunnel

***One decoy 1 stays with dog, decoy 2 follows the handler**

Orientate to face start cone

Leave dog (any position at cone)

Proceed to next cone

Drop retrieve item on way back to start

Halt, face dog

Retrieve on recall

Steward will return leash and collar

****Gun fire will take place
at any time, predetermined by
the judge prior to the routine.
(2 shots MUST happen before
the jump sequence).
The gunfire will be the same
for all competitors.**

****Any BITE = DQ**

Handler: _____ Dog: _____

Level Competing: **OB3 (66 / 82 = 80% pass)**

TOTAL: _____ **Pass / Fail**

Exercise 1 - Heeling (30 points)

Total _____

Overall Heeling (20) _____

Figure 8 (4) _____

Left turn (2) _____

FAST (2) _____

SLOW (2) _____

NORMAL (2) _____

Down/Motion (3) _____

COP 1 (3) _____

COP 2 (3) _____

Stay/Motion (3) _____

Jump (3) _____

Recall (3) _____

Finish (2) _____

Stay/Motion (3) _____

Tunnel (3) _____

Recall (3) _____

Finish (2) _____

Retrieve (5) _____

Recall (3) _____

Finish (2) _____

Distraction (Decoy) (6) _____

Gunfire (3) _____