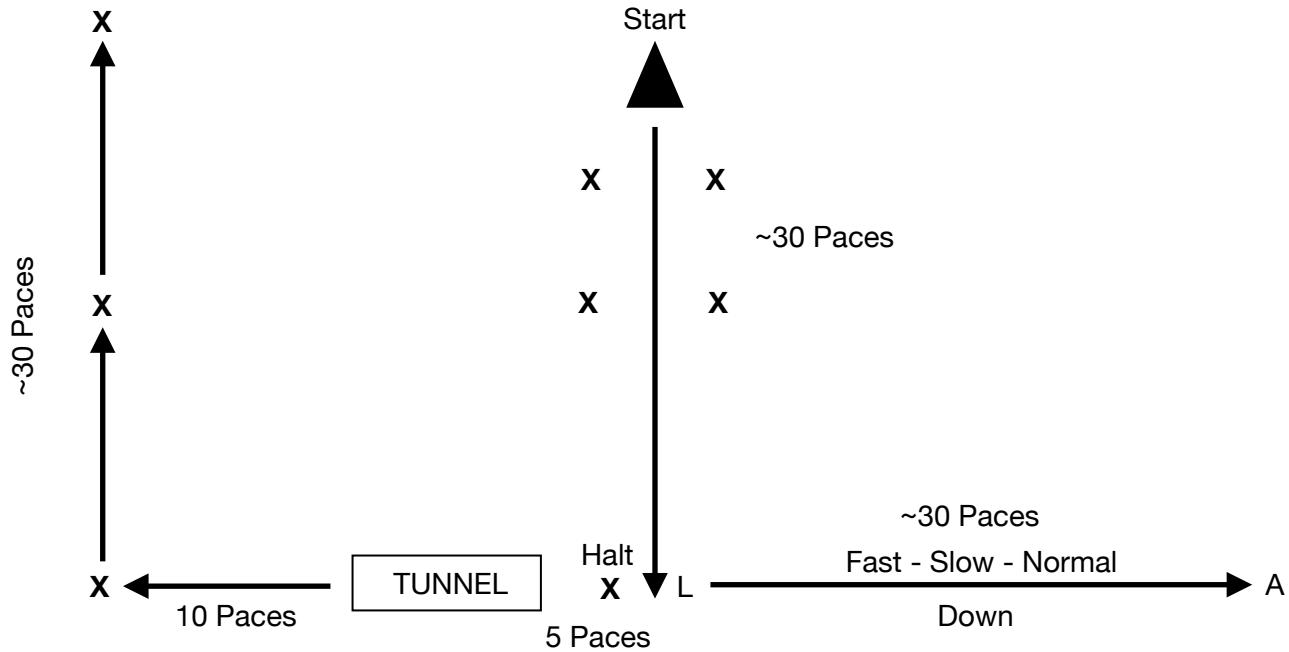


Sport OB1



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) _____

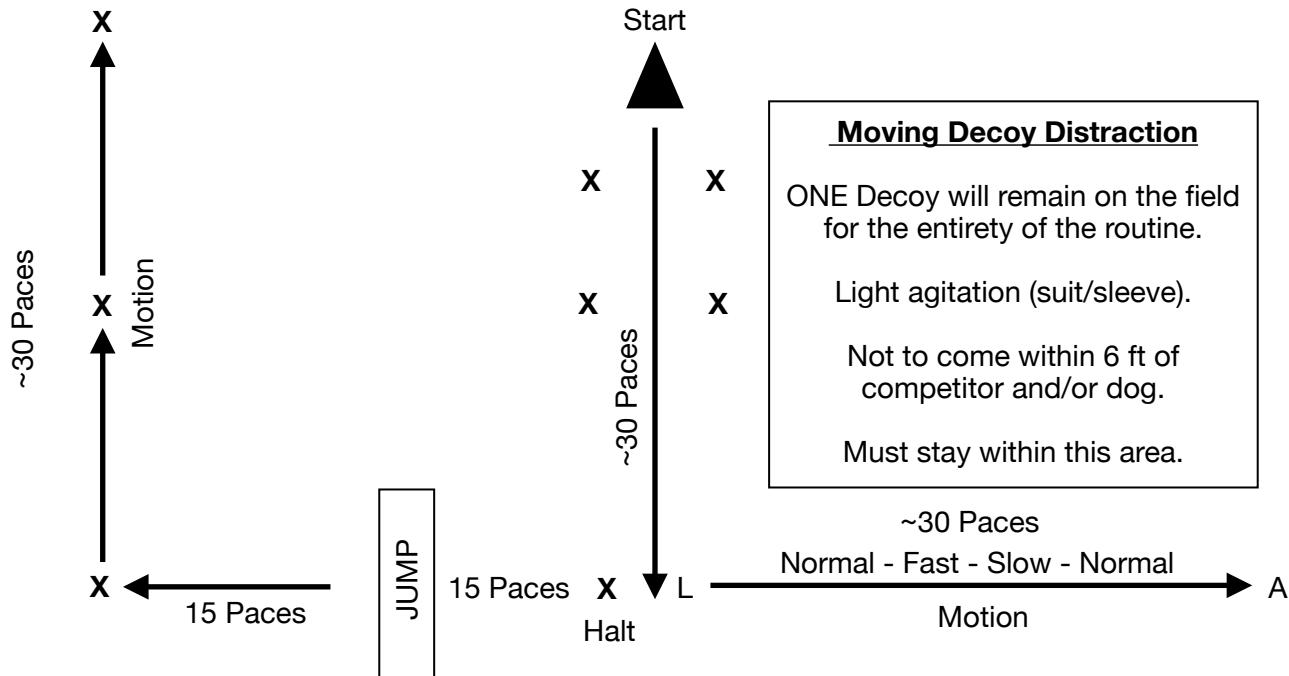
Recall (3) _____

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
Orienteate 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) _____

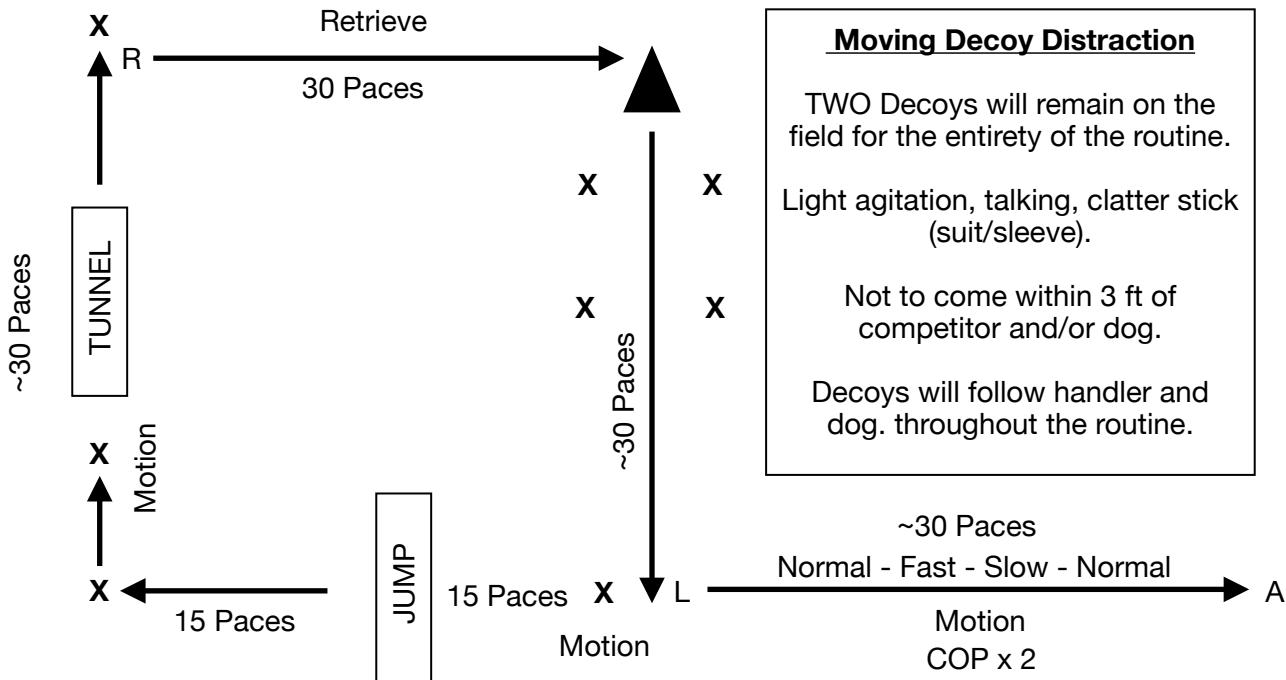
Finish (2) _____

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)

****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**

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

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) _____