



PAWS 2 DANCE

EVENT _____

LOCATION _____

Exhibitor # _____

TECHNICAL MERIT JUDGE: _____

DIVISION: _____

Dog workability • Difficulty of dog movement • Quality of dog movement • Variety of dog movement • Innovation/creativity

Does not Quality <5	Novice A, B, C, Vets 5	Novice X 6	Intermediate 7	Advanced 8
Dog does not want to be in the ring	Dog may require some prompting to maintain attention.	Dog generally attentive. Displays some liveliness. Enjoys work.	Dog attentive, lively, clearly enjoys work	Dog sparkles with attention, animation, enjoyment
Attempts few or no moves	Uses moves from column 1	Uses some column 2 moves	Uses column 2 and 3 moves	Column 3 moves
Completes few or no moves	Dog may be slow to complete moves or balks	Dog completes most moves accurately	Dog movements executed correctly, well	Movement executed with flair, amplitude
Fewer than 3 moves	At least 3 different moves	At least 6 different moves	Many moves. Minimum 4 column 2 or 3	Minimum repetition. At least 5 from col. 3
Little or no innovation	May lack innovation. Some creativity	Some innovation and creativity	Clearly innovative/creative combinations/transitions	Highly innovative/creative in all aspects

<p>Column 1</p> <p>Forward weaves Turns/spins Backing away from handler Circling handler Backward heeling Moving forward toward handler Basic pose (sit, down, stand) Dog left in stay position</p>
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<p>Column 2</p> <p>Forward weave variations Turns/spins in pass Front pass Side pass Backward weaves Back-throughs Jumps Roll-overs Paws up from sit Heeling between legs Twist (dog spins or rolls the handler) Crawl forward</p>

<p>Column 3</p> <p>Difficult poses Crawl: backward, weave, pivot Back circle (dog around handler) Circle forward in both directions Hind-leg work - forward, back, sideways - turns, circling handler normal or slow high-paw work roll-over variations distance moves (not just stay) sequence of three different moves side to side jumps (min. 4) Back through, starting 30' away Back into handler for long distance</p>

Deductions: barking (up to .3)

Technical Score