

**AKC**  
**Obedience**  
**Utility A & B Classes &**  
**Preferred-Utility Class**

**Steward's Instructions**  
**Exercise Order & Schematic Sheets/Heeling Patterns**  
**Judging Worksheets**  
**Jump Chart**

The samples provided are for ideas in brainstorming  
to develop one's own materials for judging.

Judges are welcome to use these forms if you wish.



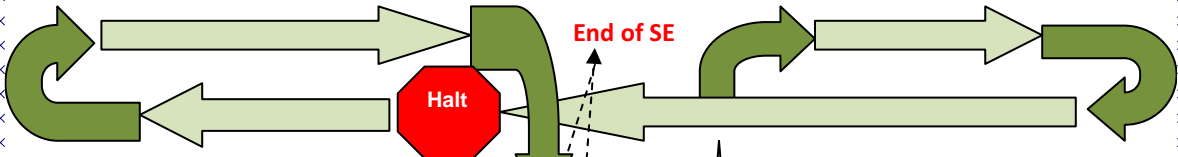
## STEWARD INSTRUCTIONS

### General Information For All Classes

- ARMBANDS** When handing out armbands make a check mark in the catalog next to the number. In classes with jumps ask for the jump heights.
- CONFLICTS** A conflict exists only when the dog entered in this class has a conflicting time schedule in another class. In such a case, have the handler check with me. I will try to make arrangements for later or earlier judging. **Make a note of a conflict in the catalog.** Handlers have the responsibility to be at ringside--we cannot wait or look for them.
- OUT OF ORDER** Call to my attention a dog coming into the ring out of catalog order.
- ABSENTEES** **Notify me of absentees**--both those who have not picked up armbands and those who have checked in and are not at ringside to be judged when called.
- COLLAR, ETC.** Visually check collars and leashes to see that they comply with the Regulations (Chapter 2, Sections 16 & 17). No tags are allowed **hanging** from the collar. I will also check but if you spot a problem outside the ring it saves us time by correcting it then.
- Also, be sure handlers have no belt pouches, belt packs, pagers or cell phones when coming into the ring **during the exercises or awards**.
- LEASHES** **Make sure all dogs enter and leave the ring on leash.**
- RING GATE** **ONLY on my instructions - Block a dog from leaving the ring entrance with your body ONLY (Do not reach for or grab a dog to stop it.) from leaving the ring. Your safety is my PRIORITY!**
- TOYS/FOOD** **No food or toys** are to be placed on the judge's table by the handler while they are in the ring.
- SCORES** **Do not disclose scores, etc., to the handlers or allow anyone to look at the Judge's Book.** I will inform the handler if they qualified after the last exercise. All final scores and placements will be given out after the whole class (or split class) has been judged.
- JUDGE'S BOOK** I would like a steward to double-check my addition. If you have a question, inform me. Do not make corrections or write in the Judge's Book.
- SPECTATORS** Watch around the ring for any spectators or dogs that could be too close to the ring and cause interference with the dog(s) in the ring.

**Please keep your attention in the ring and be ready when needed.**  
**Thank you for stewarding! The handlers and I are counting on you.**

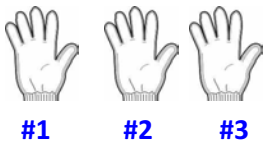
**Please turn over**



★ Designated Glove

UTILITY A, B, PREFERRED, I

1. Signal Exercise
2. Scent Discrimination # 1
3. Scent Discrimination # 2
4. Directed Retrieve
5. Moving Stand & Examination
6. Directed Jumping



#2 & #3 - SD

#4 - DR

#5 - MS&E

Handler keeps the first article while they set up for the second article, still be allowed to pet and praise their dog without penalty, sets down the first article when ordered to "Take an article" for the second.

Stand

FAST!

#1 - SE

Leash

#6 - DJ

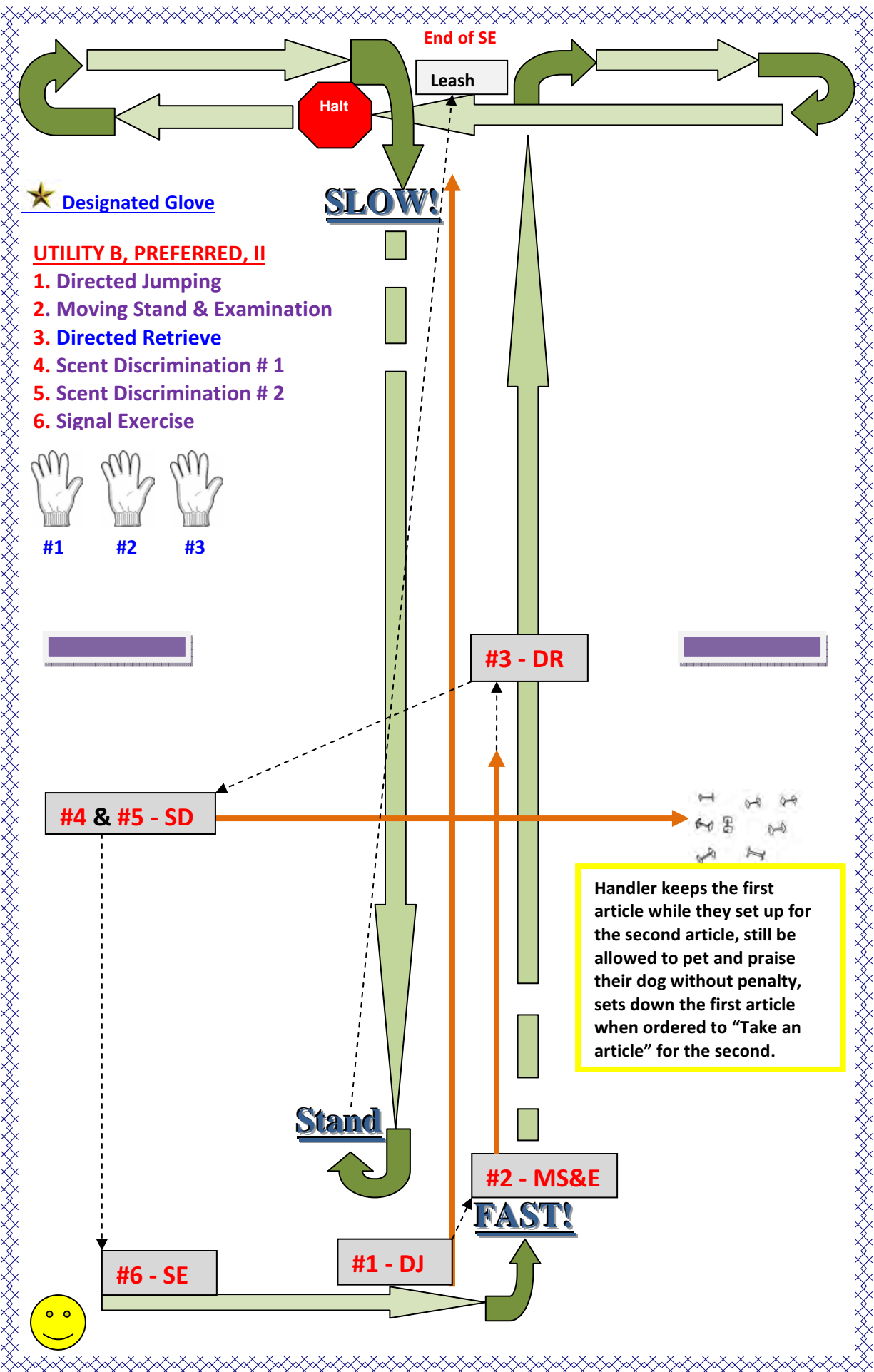




# Utility **A** or Utility **B** or Preferred - Exercise **Order I**

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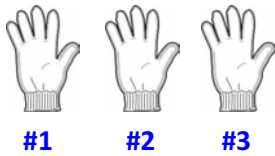
#	Breed										Jump Height:										Points Off	Point Total	Net	
<b>Signal Exercise</b>	L	F	S	C	W	Stand	Drop	Sit	Recall			<b>40</b>												
						EC = NQ L F ST C W Moved Held Signal	EC = NQ Delay Moved Held Signal	EC = NQ Delay Moved Held Signal	EC = NQ Delay Slow return Direct															
	Handler: Fast NA BA / Slow ND NB Hand Arm Briskness Head motion Round or Military Turn							PS NS		Front: NF PS NS Out T Between feet Finish: NF PS NS Prompt Smart														
<b>Scent Discrimination</b>	L M W	Dog moves/changes position after 1 <sup>st</sup> order... <b>EC</b> Actions after 2 <sup>nd</sup> order: Scent Talk Hand Turn in place Heel position or Not Direct Excessive motion turning Touching the dog Poor sit <b>No sit</b> <b>EC</b> BA					Slow out Slow return Not direct O Not direct R Stop working <b>EC=NQ</b> Lacked prompt retrieve Drop Mouthing Release		Front: NF PS NS Out T Between feet Finish: NF PS NS Prompt Smart			<b>30</b>												
	D S #																							
<b>Scent Discrimination</b>	L M W	Dog moves/changes position after 1 <sup>st</sup> order... <b>EC</b> Actions after 2 <sup>nd</sup> order: Scent Talk Hand Turn in place Heel position or Not Direct Excessive motion turning Touching the dog Poor sit <b>No sit</b> <b>EC</b> BA					Slow out Slow return Not direct O Not direct R Stop working <b>EC=NQ</b> Lacked prompt retrieve Drop Mouthing Release		Front: NF PS NS Out T Between feet Finish: NF PS NS Prompt Smart			<b>30</b>												
	D S #																							
<b>Directed Retrieve</b>	<b>Glove</b> #	Handler may not reposition dog <i>after</i> turn = NQ <b>Turn in place</b> Heel position during turn Not facing the glove <b>S</b> NQ Excessive motion turning Touching the dog Poor sit <b>No sit</b> <b>EC</b> BA					Slow out Slow return <b>Not direct O</b> Not direct R Stop working <b>EC=NQ</b> Lacked prompt retrieve Drop Mouthing Release		Front: NF PS NS Out T Between feet Finish: NF PS NS Prompt Smart			<b>30</b>												
<b>Moving Stand &amp; Examination</b>	Heeling					Stand					Examination					Recall						<b>30</b>		
	L	F	S	C	W	Slow response to command/signal Handler hesitation L F S C W Anticipated stand = NQ					Resentment Growl Snap Repeatedly moving feet Moves from position Anticipated recall = NQ					Slow Return Finish: NF PS NS Prompt Smart								
<b>Directed Jumping</b>	High NQ					Bar NQ					High NQ					Bar NQ						<b>40</b>		
	3	2	1	.	1	2	3	3	2	1	.	1	2	3										
	4	3	2	1	2	3	4	4	3	2	1	2	3	4										
	5	4	3	2	3	4	5	5	4	3	2	3	4	5										
Held signal Stopped short Slow/Direct O Slow/Direct R Bark Sniff <b>No sit</b> <b>EC sit</b> Hes.rel. to jump Touch jump Out jump No jump Midair					Signal	Front: NF PS NS Out T Between feet					Held signal Stopped short Slow/Direct O Slow/Direct R Bark Sniff <b>No sit</b> <b>EC sit</b> Hes.rel. to jump Touch jump Out jump No jump Midair					Signal	Front: NF PS NS Out T Between feet							
					Body	Finish: NF PS NS Prompt Smart										Body	Finish: NF PS NS Prompt Smart							
					Head											Head	Finish: NF PS NS Prompt Smart							
					Motion											Motion								
<b>Less Other Penalties:</b> Excused - Out of control Foul ring Training Adornment Bandaged Lane Slow / no response to commands Guiding <b>Positioning with:</b> Hands Legs Bark Unfit: <b>Not under control in area of gate</b>															-									
<b>Final Score</b>																								



★ Designated Glove

UTILITY B, PREFERRED, II

1. Directed Jumping
2. Moving Stand & Examination
3. Directed Retrieve
4. Scent Discrimination # 1
5. Scent Discrimination # 2
6. Signal Exercise



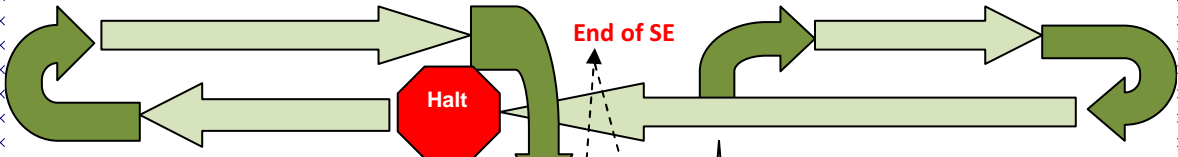
Handler keeps the first article while they set up for the second article, still be allowed to pet and praise their dog without penalty, sets down the first article when ordered to "Take an article" for the second.



# Utility **B** or Preferred - Exercise **Order II**

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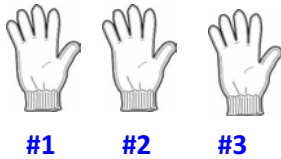
#	Breed	Jump Height:	Points Off	Point Total	Net
<b>Directed Jumping</b>	<b>High NQ</b>	<b>Bar NQ</b>	<b>High NQ</b>	<b>Bar NQ</b>	<b>40</b>
	3    2    1    .	1    2    3	3    2    1    .	1    2    3	
	4    3    2    1	2    3    4	4    3    2    1	2    3    4	
	5    4    3    2	3    4    5	5    4    3    2	3    4    5	
	Held signal    Stopped short Slow/Direct O    Slow/Direct R Bark Sniff <b>No sit</b> <b>EC sit</b> Hes.rel. to jump    Touch jump Out jump    No jump    Midair	Signal <b>Front: NF PS NS</b> Out T Between feet	Held signal    Stopped short Slow/Direct O    Slow/Direct R Bark Sniff <b>No sit</b> <b>EC sit</b> Hes.rel. to jump    Touch jump Out jump    No jump    Midair	Signal <b>Front: NF PS NS</b> Out T Between feet	
	Body <b>Finish: NF PS NS</b> Prompt    Smart		Body <b>Finish: NF PS NS</b> Prompt    Smart		
	Head <b>Finish: NF PS NS</b> Prompt    Smart		Head <b>Finish: NF PS NS</b> Prompt    Smart		
	Motion		Motion		
<b>Moving Stand &amp; Examination</b>	<b>Heeling</b>	<b>Stand</b>	<b>Examination</b>	<b>Recall</b>	<b>30</b>
	L    F    S    C    W	Slow response to command/signal Handler hesitation L    F    S    C    W Anticipated stand = NQ	Resentment    Growl    Snap Repeatedly moving feet Moves from position Anticipated recall = NQ	Slow Return <b>Finish: NF PS NS</b> Prompt    Smart	
<b>Directed Retrieve</b>	<b>Glove #</b>	Handler may not reposition dog <i>after</i> turn = NQ <b>Turn in place</b> Heel position during turn Not facing the glove <b>S</b> NQ Excessive motion turning    Touching the dog Poor sit <b>No sit</b> <b>EC</b> BA	Slow out    Slow return <b>Not direct O</b> Not direct R Stop working <b>EC=NQ</b> <b>Lacked prompt retrieve</b> Drop    Mouthing    Release	<b>Front: NF PS NS</b> Out T Between feet <b>Finish: NF PS NS</b> Prompt    Smart	<b>30</b>
<b>Scent Discrimination</b>	L    M    W D    S #	Dog moves/changes position after 1 <sup>st</sup> order... <b>EC</b> Actions after 2 <sup>nd</sup> order: Scent Talk Hand Turn in place    Heel position or    Not Direct Excessive motion turning    Touching the dog Poor sit <b>No sit</b> <b>EC</b> BA	Slow out    Slow return Not direct O    Not direct R Stop working <b>EC=NQ</b> <b>Lacked prompt retrieve</b> Drop    Mouthing    Release	<b>Front: NF PS NS</b> Out T Between feet <b>Finish: NF PS NS</b> Prompt    Smart	<b>30</b>
<b>Scent Discrimination</b>	L    M    W D    S #	Dog moves/changes position after 1 <sup>st</sup> order... <b>EC</b> Actions after 2 <sup>nd</sup> order: Scent Talk Hand Turn in place    Heel position or    Not Direct Excessive motion turning    Touching the dog Poor sit <b>No sit</b> <b>EC</b> BA	Slow out    Slow return Not direct O    Not direct R Stop working <b>EC=NQ</b> <b>Lacked prompt retrieve</b> Drop    Mouthing    Release	<b>Front: NF PS NS</b> Out T Between feet <b>Finish: NF PS NS</b> Prompt    Smart	<b>30</b>
<b>Signal Exercise</b>	L    F    S    C    W	<b>Stand</b>	<b>Drop</b>	<b>Sit</b>	<b>Recall</b>
		EC = NQ L F ST C W Moved Held Signal	EC = NQ Delay Moved Held Signal	EC = NQ Delay Moved Held Signal	EC = NQ Delay Slow return Direct
	Handler: Fast NA BA / Slow ND NB Hand Arm Briskness Head motion Round or Military Turn	PS NS	<b>Front: NF PS NS</b> Out T Between feet <b>Finish: NF PS NS</b> Prompt    Smart		
<b>Less Other Penalties:</b> Excused - Out of control    Foul ring    Training    Adornment    Bandaged    Lame    Slow / no response to commands    Guiding <b>Positioning with:</b> Hands    Legs    Bark    Unfit:    Not under control in area of gate					-
<b>Final Score</b>					



★ Designated Glove

**UTILITY B, PREFERRED, III**

1. Scent Discrimination # 1
2. Scent Discrimination # 2
3. Directed Retrieve
4. Signal Exercise
5. Moving Stand & Examination
6. Directed Jumping



#1 & #2 - SD

#3 - DR

#5 - MS&E

Handler keeps the first article while they set up for the second article, still be allowed to pet and praise their dog without penalty, sets down the first article when ordered to "Take an article" for the second.

**Stand**

**FAST!**

#4 - SE

Leash #6 - DJ



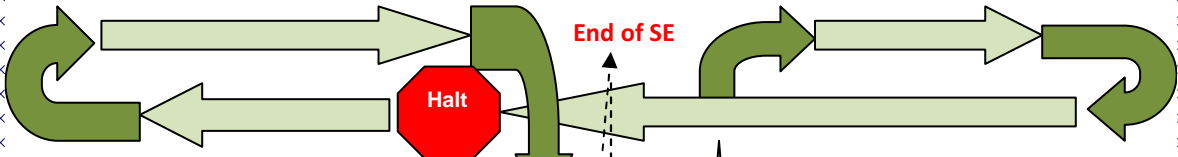


# Utility **B** or Preferred - Exercise **Order III**

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#	Breed	Jump Height:	Points Off	Point Total	Net			
<b>Scent Discrimination</b>	L M W D S #	Dog moves/changes position after 1 <sup>st</sup> order... <b>EC</b> Actions after 2 <sup>nd</sup> order: Scent Talk Hand Turn in place Heel position or Not Direct Excessive motion turning Touching the dog Poor sit <b>No sit EC</b> BA	Slow out Slow return Not direct O Not direct R Stop working <b>EC=NQ</b> Lacked prompt retrieve Drop Mouthing Release	Front: <b>NF PS NS</b> Out T Between feet  Finish: <b>NF PS NS</b> Prompt Smart	<b>30</b>			
	L M W D S #	Dog moves/changes position after 1 <sup>st</sup> order... <b>EC</b> Actions after 2 <sup>nd</sup> order: Scent Talk Hand Turn in place Heel position or Not Direct Excessive motion turning Touching the dog Poor sit <b>No sit EC</b> BA	Slow out Slow return Not direct O Not direct R Stop working <b>EC=NQ</b> Lacked prompt retrieve Drop Mouthing Release	Front: <b>NF PS NS</b> Out T Between feet  Finish: <b>NF PS NS</b> Prompt Smart	<b>30</b>			
<b>Directed Retrieve</b>	Glove #	Handler may not reposition dog after turn = NQ <b>Turn in place</b> Heel position during turn Not facing the glove <b>S NQ</b> Excessive motion turning Touching the dog Poor sit <b>No sit EC</b> BA	Slow out Slow return <b>Not direct O</b> Not direct R Stop working <b>EC=NQ</b> Lacked prompt retrieve Drop Mouthing Release	Front: <b>NF PS NS</b> Out T Between feet  Finish: <b>NF PS NS</b> Prompt Smart	<b>30</b>			
	<b>Signal Exercise</b>	L F S C W	Stand Drop Sit Recall	EC = NQ L F ST C W Moved Held Signal	EC = NQ Delay Moved Held Signal	EC = NQ Delay Moved Held Signal	EC = NQ Delay Slow return Direct	<b>40</b>
	Handler: Fast NA BA / Slow ND NB Hand Arm Briskness Head motion Round or Military Turn		PS NS	Front: <b>NF PS NS</b> Out T Between feet Finish: <b>NF PS NS</b> Prompt Smart				
<b>Moving Stand &amp; Examination</b>	Heeling	Stand	Examination	Recall	<b>30</b>			
	L F S C W	Slow response to command/signal Handler hesitation L F S C W Anticipated stand = NQ	Resentment Growl Snap Repeatedly moving feet Moves from position Anticipated recall = NQ	Slow Return  Finish: <b>NF PS NS</b> Prompt Smart				
<b>Directed Jumping</b>	High NQ	Bar NQ	High NQ	Bar NQ	<b>40</b>			
	3 2 1 . 1 2 3	3 2 1 . 1 2 3	3 2 1 . 1 2 3	3 2 1 . 1 2 3				
	4 3 2 1 2 3 4	4 3 2 1 2 3 4	4 3 2 1 2 3 4	4 3 2 1 2 3 4				
	5 4 3 2 3 4 5	5 4 3 2 3 4 5	5 4 3 2 3 4 5	5 4 3 2 3 4 5				
	Held signal Stopped short Slow/Direct O Slow/Direct R Bark Sniff <b>No sit EC sit</b> Hes.rel. to jump Touch jump Out jump No jump Midair	Signal Body Head Motion	Front: <b>NF PS NS</b> Out T Between feet  Finish: <b>NF PS NS</b> Prompt Smart	Held signal Stopped short Slow/Direct O Slow/Direct R Bark Sniff <b>No sit EC sit</b> Hes.rel. to jump Touch jump Out jump No jump Midair	Signal Body Head Motion	Front: <b>NF PS NS</b> Out T Between feet  Finish: <b>NF PS NS</b> Prompt Smart		
<b>Less Other Penalties:</b> Excused - Out of control Foul ring Training Adornment Bandaged Lamé Slow / no response to commands Guiding <b>Positioning with:</b> Hands Legs Bark Unfit: <span style="color: red;">Not under control in area of gate</span>					<b>-</b>			
<b>Final Score</b>								

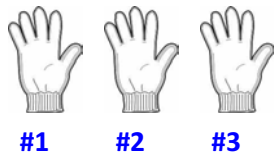




★ Designated Glove

UTILITY B, PREFERRED, IV

1. Moving Stand & Examination
2. Directed Jumping
3. Signal Exercise
4. Directed Retrieve
5. Scent Discrimination # 1
6. Scent Discrimination # 2



#4 - DR



#5 & #6 - SD  
Leash



Handler keeps the first article while they set up for the second article, still be allowed to pet and praise their dog without penalty, sets down the first article when ordered to "Take an article" for the second.

Stand

FAST!

#3 - SE

#2 - DJ





# Utility **B** or Preferred - Exercise **Order IV**

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#	Breed	Jump Height:	Points Off	Point Total	Net																																																																
<b>Moving Stand &amp; Examination</b>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="5" style="text-align: center;">Heeling</th> <th colspan="5" style="text-align: center;">Stand</th> <th colspan="5" style="text-align: center;">Examination</th> <th colspan="5" style="text-align: center;">Recall</th> </tr> <tr> <td>L</td><td>F</td><td>S</td><td>C</td><td>W</td> <td colspan="5">Slow response to command/signal Handler hesitation L F S C W Anticipated stand = NQ</td> <td colspan="5">Resentment Growl Snap Repeatedly moving feet Moves from position Anticipated recall = NQ</td> <td colspan="5">Slow Return  Finish: NF PS NS Prompt Smart</td> </tr> </table>	Heeling					Stand					Examination					Recall					L	F	S	C	W	Slow response to command/signal Handler hesitation L F S C W Anticipated stand = NQ					Resentment Growl Snap Repeatedly moving feet Moves from position Anticipated recall = NQ					Slow Return  Finish: NF PS NS Prompt Smart							<b>30</b>																									
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<b>Directed Jumping</b>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="4" style="text-align: center;">High NQ</th> <th colspan="4" style="text-align: center;">Bar NQ</th> <th colspan="4" style="text-align: center;">High NQ</th> <th colspan="4" style="text-align: center;">Bar NQ</th> </tr> <tr> <td>3</td><td>2</td><td>1</td><td>.</td> <td>1</td><td>2</td><td>3</td><td></td> <td>3</td><td>2</td><td>1</td><td>.</td> <td>1</td><td>2</td><td>3</td><td></td> </tr> <tr> <td>4</td><td>3</td><td>2</td><td>1</td> <td>2</td><td>3</td><td>4</td><td></td> <td>4</td><td>3</td><td>2</td><td>1</td> <td>2</td><td>3</td><td>4</td><td></td> </tr> <tr> <td>5</td><td>4</td><td>3</td><td>2</td> <td>3</td><td>4</td><td>5</td><td></td> <td>5</td><td>4</td><td>3</td><td>2</td> <td>3</td><td>4</td><td>5</td><td></td> </tr> </table>	High NQ				Bar NQ				High NQ				Bar NQ				3	2	1	.	1	2	3		3	2	1	.	1	2	3		4	3	2	1	2	3	4		4	3	2	1	2	3	4		5	4	3	2	3	4	5		5	4	3	2	3	4	5				<b>40</b>	
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	3	2	1	.	1	2	3		3	2	1	.	1	2	3																																																						
	4	3	2	1	2	3	4		4	3	2	1	2	3	4																																																						
5	4	3	2	3	4	5		5	4	3	2	3	4	5																																																							
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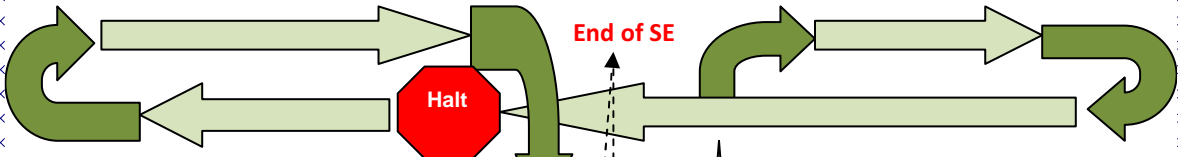




# Utility **B** or Preferred - Exercise **Order V**

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#	Breed										Jump Height:				Points Off	Point Total	Net						
<b>Directed Retrieve</b>	<b>Glove</b>		Handler may not reposition dog <i>after</i> turn = NQ <b>Turn in place</b> Heel position during turn Not facing the glove <b>S</b> NQ Excessive motion turning Touching the dog Poor sit <b>No sit</b> <b>EC</b> BA					Slow out <b>Not direct O</b>		Slow return Not direct R <b>EC=NQ</b>		Front: <b>NF PS NS</b> Out T Between feet			<b>30</b>								
	<b>#</b>		Slow out Not direct O		Slow return Not direct R <b>EC=NQ</b>		Finish: <b>NF PS NS</b> Prompt Smart																
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	D S		Slow out Not direct O		Slow return Not direct R <b>EC=NQ</b>		Finish: <b>NF PS NS</b> Prompt Smart																
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	D S		Slow out Not direct O		Slow return Not direct R <b>EC=NQ</b>		Finish: <b>NF PS NS</b> Prompt Smart																
<b>Directed Jumping</b>	High NQ			Bar NQ				High NQ			Bar NQ					<b>40</b>							
	3	2	1	.	1	2	3	3	2	1	.	1	2	3									
	4	3	2	1	2	3	4	4	3	2	1	2	3	4									
	5	4	3	2	3	4	5	5	4	3	2	3	4	5									
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		Head					Head																
		Motion					Motion																
<b>Signal Exercise</b>	L	F	S	C	W	Stand	Drop	Sit	Recall		<b>40</b>												
						EC = NQ L F ST C W Moved Held Signal	EC = NQ Delay Moved Held Signal	EC = NQ Delay Moved Held Signal	EC = NQ Delay Slow return Direct														
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★ Designated Glove

UTILITY B, PREFERRED, VI

1. Directed Retrieve
2. Signal Exercise
3. Directed Jumping
4. Moving Stand & Examination
5. Scent Discrimination # 1
6. Scent Discrimination # 2



#1 - DR



#5 & #6 - SD  
Leash



Handler keeps the first article while they set up for the second article, still be allowed to pet and praise their dog without penalty, sets down the first article when ordered to "Take an article" for the second.

Stand

#4 - MS&E  
#3 - DJ

FAST!

#2 - SE





# Utility **B** or Preferred - Exercise **Order VI**

© by John Cox

#	Breed	Jump Height:	Points Off	Point Total	Net																																																																				
<b>Directed Retrieve</b>	<b>Glove #</b> Handler may not reposition dog <i>after</i> turn = NQ <b>Turn in place</b> Heel position during turn Not facing the glove <b>S</b> NQ Excessive motion turning Touching the dog Poor sit <b>No sit</b> <b>EC</b> BA	Slow out Slow return <b>Not direct O</b> Not direct R Stop working <b>EC=NQ</b> Lacked prompt retrieve Drop Mouthing Release	<b>Front: NF PS NS</b> Out T Between feet  <b>Finish: NF PS NS</b> Prompt Smart	<b>30</b>																																																																					
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# AKC Obedience Jump Charts

(Chapter 4, Section 11)

by John Cox ©

**Regular Classes + Approved Breeds for ¾ Jump Height - Preferred & Optional Classes --- ½ Jump Height**  
 Measured height nearest multiple of 2" to the height of the dog's withers.



**Chart For Once the Height at the Withers**

Height to be Jumped	Broad Jump Hurdles	High Jump Chart Board Combinations
4"	( 8) 1	4" = 4
8"	(16) 2	8" = 8
10"	(20) 2	10" = 8 + 2
12"	(24) 2	12" = 8 + 4
14"	(28) 3	14" = 8 + 4 + 2
16"	(32) 3	16" = 8 + 8
18"	(36) 3	18" = 8 + 8 + 2
20"	(40) 3	20" = 8 + 8 + 4
22"	(44) 3	22" = 8 + 8 + 4 + 2
24"	(48) 4	24" = 8 + 8 + 8
26"	(52) 4	26" = 8 + 8 + 8 + 2
28"	(56) 4	28" = 8 + 8 + 8 + 4
30"	(60) 4	30" = 8 + 8 + 8 + 4 + 2
32"	(64) 4	32" = 8 + 8 + 8 + 8
34"	(68) 4	34" = 8 + 8 + 8 + 8 + 2
36"	(72) 4	36" = 8 + 8 + 8 + 8 + 4

**Chart for ¾ the Height at the Withers**

Measured Height	Height to Jump	Broad Jump
Less than 10"	4"	( 8) 1
10 to less than 12 1/2"	8"	(16) 2
12 1/2 to less than 15"	10"	(20) 2
15 to less than 17 1/2"	12"	(24) 2
17 1/2 to less than 20"	14"	(28) 3
20 to less than 23"	16"	(32) 3
23 to less than 25 1/2"	18"	(36) 3
25 1/2 to less than 28"	20"	(40) 3
28 to less than 31"	22"	(44) 3
31 to less than 33 1/2"	24"	(48) 4
33 1/2 to less than 36"	26"	(52) 4
36 to less than 39"	28"	(56) 4

**Chart for ½ the Height at the Withers**

(Preferred Open & Preferred Utility & Optional Classes)

Measured Height	Height to Jump	Broad Jump
12" or less	4"	( 8) 1
Greater than 12" up to 18"	8"	(16) 2
Greater than 18" up to 22"	10"	(20) 2
Greater than 22" up to 26"	12"	(24) 2
Greater than 26" up to 30"	14"	(28) 3
Greater than 30" up to 34"	16"	(32) 3
Greater than 34"	18"	(36) 3



**Broad Jump: To cover a distance equal to TWICE the height of the High Jump**

4 hurdles shall be used for a jump of 48" to 72"  
 3 hurdles shall be used for a jump of 28" to 44"  
 2 hurdles shall be used for a jump of 16" to 24"  
 1 hurdle shall be used for a jump of 8"

When decreasing the number of hurdles in the Jump, the highest hurdle(s) shall be removed first.

**55 Approved Breeds Jumping ¾ Their Height at the Withers**

Akita		Otterhound
Alaskan Malamute	Dogue De Bordeaux	Pekingese
Argentine Dogo	Estrela Mountain Dog	Pembroke Welsh Corgi
Basset Hound	Field Spaniel - Effective 3/30/23	Petit Basset Griffon Vendéen
Bergamasco	French Bulldog	Portuguese Podengo
Bernese Mountain Dog	Glen of Imaal Terrier	Pugs
Black Russian Terrier	Grand Basset Griffon Vendéen	Saint Bernard
Bloodhound	Great Dane	Scottish Terriers
Bolognese	Great Pyrenees	Sealyham Terrier
Borzoi	Greater Swiss Mountain Dog	Shih Tzu
Bulldog	Irish Wolfhound	Skye Terrier
Bullmastiff	Kishu Ken	Sussex Spaniel
Cane Corso - Effective 3/30/23	Kooikerhondje	Swedish Vallhunds
Cardigan Welsh Corgi	Kuvaszok	Teddy Roosevelt Terrier - Effective 3/30/23
Caucasian Mountain Dog	Lagotto Romagnolo	Thai Ridgeback
Chinese Shar-Pei	Leonberger	West Highland White Terrier
Chow Chow	Mastiff	
Clumber Spaniel	Neapolitan Mastiff	
Dachshund	Newfoundland	
Dandie Dinmount Terrier	Norwich Terrier	