

# 7 Up Score Sheet - Level 1 - Field 3

Round:  UDC Team #

Event:  Date:

Handler:  Dog:  Level:

Jump Height:  Height Division:

Judges Scoring Notes: Place a tally in each catch or jump zone as the K9 player completes a jump or catches the disc in a score zone. Tally any misses on the line under the field diagram. Keep in mind that teams must complete at least one jump before catching a disc in a score zone. Teams may complete a maximum of three jumps in between catches. Teams may not repeat jumps in between catches, but they may repeat jumps throughout the game after making a catch in a catch zone. If the last catch (catch #5) is made in the SweetSpot, circle the SS. The team receives a 7 point bonus for finishing their round in the SweetSpot.

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All Rollers? Y N

Time Remaining to the nearest 100th second: \_\_\_\_\_ (for tie breaking purposes)

Catches: \_\_\_\_\_ x1 \_\_\_\_\_

Jumps: \_\_\_\_\_ x3 \_\_\_\_\_

Rounded Time Remaining\*: \_\_\_\_\_

\*For rewarding points the remaining secs will be rounded to the nearest whole number.

Last Catch in SS before time is up? (7 points): \_\_\_\_\_

Total: \_\_\_\_\_

\_\_\_\_\_ Play! Achieve! Expand! \_\_\_\_\_