

7 Up Score Sheet - Level 1 - Field 2








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.

				
		SS Field 2		
				

All Rollers?

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!