

4WAY Play Score Sheet



Round:
UDC Team #

Event:
Date:

Handler:
Dog:
Level:

Jump Height:
Height Division:

Judges Scoring Notes: Circle the score zones in which a catch is made (throws or rollers). Once catches have been made in all zones, begin scoring in the next quad. If handler, dog and 1 disc are in the sweet spot when time is called circle the sweet spot bonus in the proper quad and add 2 points to the total. Be sure and tally misses in the center box. This is used for tie breaking purposes.

Quad #1

1		2
	Sweet Spot	
4		3

Quad #2

1		2
	Sweet Spot	
4		3

Quad #3

1		2
	Sweet Spot	
4		3

Tally Misses Here

Quad #4

1		2
	Sweet Spot	
4		3

Quad #5

1		2
	Sweet Spot	
4		3

Quad #6

1		2
	Sweet Spot	
4		3

All Rollers? **Y** **N**

Total: _____