Far Out Score Sheet

Round: [1] | **UDC Team #** [ ]

Event: _____ **Date:** __ _____, ____

Handler: _____ **Dog:** _____ **Level:** [1]

Jump Height: [ ] **Height Division:** [ ]

Judges Scoring Notes: Please read over the scoring notes within the Far Out Rules document prior to judging. All caught throws will be recorded to the nearest half yard increment. The sum of three throws will be combined for the cumulative total. If a team elects to attempt the sweet shot, then the lowest score from the three throws will be dropped regardless of the Sweet Shot result. Misses count as zero.

Throw #1: _____ Miss

Throw #2: _____ Miss

Throw #3: _____ Miss

Sweet Shot: _____ Miss   Declined

Cumulative Total: _____ All Rollers? **Y** **N**

Achievement Cheat Sheet for Announcing:

- Nifty Fifty – Total score higher than 49 but less than 100
- Centurion – Total score higher than 99.5 but less than 150
- Buck Fifty – Total score higher than 149.5 but less than 200
- Bicentennial – Total score higher than 199.5 but less than 240
- The Moon Doggie – Total score higher than 239.5 but less than 275
- The Duke/McLeod – Total score higher than 274.5
- High Roller – Total score higher than 99 using nothing other than rollers
- Hat Trick – All three attempts during the Triple Threat Round were caught beyond the 30 yard marker.
- Golden Receiver – All three attempts during the Triple Threat Round were caught beyond the 50 yard marker.
- Platinum Receiver – All three attempts during the Triple Threat Round were caught beyond the 70 yard marker.
- The Flutie – Sweet Shot attempt completed and recorded as a longer catch than any of the three recorded catches from the Triple Threat Round.   (Must have three recorded catches from the Triple Threat Round)

_____*Play! Achieve! Expand!*_____