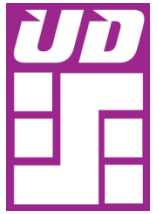


# FunKey Score Sheet





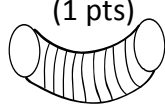



Event Name: \_\_\_\_\_ Date: \_\_\_\_\_

Handler Name: \_\_\_\_\_ Dog Name: \_\_\_\_\_ Level: \_\_\_\_\_

Jump Height: \_\_\_\_\_ Height Division: \_\_\_\_\_

Judges Scoring Notes: Place a tally mark in the obstacle zone/s that are completed. Place a tally mark in each catch zone completed. Catch zones may not be repeated until the entire quad is cleared (a catch is completed in each zone). If handler and dog are in the sweet spot when time is called circle the sweet spot bonus in the center and add 2 points to the total.

 (3 pts)	<b>1</b> (1 pt)	 (1 pt)	<b>2</b> (2 pts)	 (3 pts)
		Sweet Spot (2 pts)		
 (2 pts)	<b>4</b> (4 pts)	 (1 pts)	<b>3</b> (3 pts)	 (2 pts)

All Rollers?      Y      N

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