

**Scribe Sheet – Standard**

**Effective 2/1/07**

<b>Circle one:</b>		<b>Regular</b>	<b>Veterans</b>	<b>Enthusiast</b>	<b>Specialist</b>
<b>Armband:</b>		<b>Level:</b>		<b>Jump Ht:</b>	
<b>Dog's Call Name:</b>			<b>Breed:</b>		
<b>Bar Down – 1 hand open</b>				<b>X 5 =</b>	
<b>Off Course – 1 hand closed</b>				<b>X 5 =</b>	
<b>Other Faults – 2 hands open</b>				<b>X 5 =</b>	
<b>Major Fault – arms crossing</b>				<b>X 15 =</b>	
<b>Table - Circle One</b>		<b>Course Fault Totals</b>		<b>+</b>	
<b>Q</b>	<b>NQ</b>	<b>Run Time (1 / 100ths)</b>		<b>:</b>	<b>:</b>
<b>Convert run time into seconds</b>					<b>:</b>
<b>No Time (NT)</b>	<b>Absent (ABS)</b>	<b>SCT (no fraction)</b>			<b>: 00</b>
<b>FEO</b>	<b>Excused file CPE report</b>	<b>Time Fault Totals</b>		<b>+</b>	<b>: 00</b>
<b>Total Faults</b>				<b>=</b>	

**Must be within SCT & Fault Limits / Time Fractions are dropped for scoring**

**Levels 1 – 4: Maximum faults 10 / Level 5: Maximum faults 5**

<b>Faults Allowed</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4 &amp; 5</b>
<b>Bar Down</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>Off Course</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>Other Faults</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>Over Time</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>

**Level C: NO FAULTS ALLOWED – SCORE MUST BE ZERO FAULTS TO QUALIFY**

Handicapped – Table minus 5 sec if under 150 yds / minus 10 sec if over 150 yds  
16" veterans get BIG dog time

**Scribe Sheet – Standard**

**Effective 2/1/07**

<b>Circle one:</b>		<b>Regular</b>	<b>Veterans</b>	<b>Enthusiast</b>	<b>Specialist</b>
<b>Armband:</b>		<b>Level:</b>		<b>Jump Ht:</b>	
<b>Dog's Call Name:</b>			<b>Breed:</b>		
<b>Bar Down – 1 hand open</b>				<b>X 5 =</b>	
<b>Off Course – 1 hand closed</b>				<b>X 5 =</b>	
<b>Other Faults – 2 hands open</b>				<b>X 5 =</b>	
<b>Major Fault – arms crossing</b>				<b>X 15 =</b>	
<b>Table - Circle One</b>		<b>Course Fault Totals</b>		<b>+</b>	
<b>Q</b>	<b>NQ</b>	<b>Run Time (1 / 100ths)</b>		<b>:</b>	<b>:</b>
<b>Convert run time into seconds</b>					<b>:</b>
<b>No Time (NT)</b>	<b>Absent (ABS)</b>	<b>SCT (no fraction)</b>			<b>: 00</b>
<b>FEO</b>	<b>Excused file CPE report</b>	<b>Time Fault Totals</b>		<b>+</b>	<b>: 00</b>
<b>Total Faults</b>				<b>=</b>	

**Must be within SCT & Fault Limits / Time Fractions are dropped for scoring**

**Levels 1 – 4: Maximum faults 10 / Level 5: Maximum faults 5**

<b>Faults Allowed</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4 &amp; 5</b>
<b>Bar Down</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>Off Course</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>Other Faults</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>Over Time</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>

**Level C: NO FAULTS ALLOWED – SCORE MUST BE ZERO FAULTS TO QUALIFY**

Handicapped – Table minus 5 sec if under 150 yds / minus 10 sec if over 150 yds  
16" veterans get BIG dog time

Scribe Sheet – Colors

Effective 2/1/07

Circle one:	Regular	Veterans	Enthusiast	Specialist
Armband:	Level:		Jump Ht:	
Dog's Call Name:			Breed:	
Bar Down – 1 hand open			X 5 =	
Off Course – 1 hand closed			X 5 =	
Other Faults – 2 hands open			X 5 =	
Major Fault – arms crossing			X 15 =	
Table - Circle One		Course Fault Totals	+	
Q	NQ	Run Time (1 / 100ths)		: :
No Time (NT) Absent (ABS)		Convert run time into seconds		:
		SCT (no fraction)		: 00
FEO	Excused file CPE report	Time Fault Totals	+	: 00
		Total Faults	=	

Must be within SCT & Fault Limits / Time Fractions are dropped for scoring  
 NO DOG IS ALLOWED A BAR DOWN IN COLORS

Levels 1 – 4: Maximum faults 10 / Level 5: Maximum faults 5

Faults Allowed	Level 1	Level 2	Level 3	Level 4 & 5
Bar Down	0	0	0	0
Off Course	1	1	0	0
Other Faults	1	1	1	1
Over Time	5	5	5	5

Level C: NO FAULTS ALLOWED – SCORE MUST BE ZERO FAULTS TO QUALIFY  
 Handicapped – Table minus 5 seconds  
 16" veterans get BIG dog time

Scribe Sheet – Colors

Effective 2/1/07

Circle one:	Regular	Veterans	Enthusiast	Specialist
Armband:	Level:		Jump Ht:	
Dog's Call Name:			Breed:	
Bar Down – 1 hand open			X 5 =	
Off Course – 1 hand closed			X 5 =	
Other Faults – 2 hands open			X 5 =	
Major Fault – arms crossing			X 15 =	
Table - Circle One		Course Fault Totals	+	
Q	NQ	Run Time (1 / 100ths)		: :
No Time (NT) Absent (ABS)		Convert run time into seconds		:
		SCT (no fraction)		: 00
FEO	Excused file CPE report	Time Fault Totals	+	: 00
		Total Faults	=	

Must be within SCT & Fault Limits / Time Fractions are dropped for scoring  
 NO DOG IS ALLOWED A BAR DOWN IN COLORS

Levels 1 – 4: Maximum faults 10 / Level 5: Maximum faults 5

Faults Allowed	Level 1	Level 2	Level 3	Level 4 & 5
Bar Down	0	0	0	0
Off Course	1	1	0	0
Other Faults	1	1	1	1
Over Time	5	5	5	5

Level C: NO FAULTS ALLOWED – SCORE MUST BE ZERO FAULTS TO QUALIFY  
 Handicapped – Table minus 5 seconds  
 16" veterans get BIG dog time

**Scribe Sheet – Wildcard – MUST have Wildcards for the respective level \***

Circle one:	Regular	Veterans	Enthusiast	Specialist
Armband:	Level:		Jump Ht:	
Dog's Call Name:			Breed:	
Bar Down – 1 hand open			X 5 =	
Off Course – 1 hand closed			X 5 =	
Other Faults – 2 hands open			X 5 =	
Major Fault – arms crossing			X 15 =	
*Levels 1 & 2:	1	1	2	*Levels 345C: 1 2 2
Table - Circle One		Course Fault Totals	+	
Q	NQ	Run Time (1 / 100ths)		: :
No Time (NT) Absent (ABS)		Convert run time into seconds		:
FEO		Excused file CPE report		: 00
		SCT (no fraction)		: 00
		Time Fault Totals	+	: 00
		Total Faults	=	

Must be within SCT & Fault Limits / Time Fractions are dropped for scoring Levels 1 – 4: Maximum faults 10 / Level 5: Maximum faults 5

Faults Allowed	Level 1	Level 2	Level 3	Level 4 & 5
Bar Down	1	1	1	1
Off Course	1	1	0	0
Other Faults	1	1	1	1
Over Time	5	5	5	5

Level C: NO FAULTS ALLOWED – SCORE MUST BE ZERO FAULTS TO QUALIFY  
 Handicapped – Table minus 5 seconds Effective 2/1/07  
 16" veterans get BIG dog time

**Scribe Sheet – Wildcard – MUST have Wildcards for the respective level \***

Circle one:	Regular	Veterans	Enthusiast	Specialist
Armband:	Level:		Jump Ht:	
Dog's Call Name:			Breed:	
Bar Down – 1 hand open			X 5 =	
Off Course – 1 hand closed			X 5 =	
Other Faults – 2 hands open			X 5 =	
Major Fault – arms crossing			X 15 =	
*Levels 1 & 2:	1	1	2	*Levels 345C: 1 2 2
Table - Circle One		Course Fault Totals	+	
Q	NQ	Run Time (1 / 100ths)		: :
No Time (NT) Absent (ABS)		Convert run time into seconds		:
FEO		Excused file CPE report		: 00
		SCT (no fraction)		: 00
		Time Fault Totals	+	: 00
		Total Faults	=	

Must be within SCT & Fault Limits / Time Fractions are dropped for scoring Levels 1 – 4: Maximum faults 10 / Level 5: Maximum faults 5

Faults Allowed	Level 1	Level 2	Level 3	Level 4 & 5
Bar Down	1	1	1	1
Off Course	1	1	0	0
Other Faults	1	1	1	1
Over Time	5	5	5	5

Level C: NO FAULTS ALLOWED – SCORE MUST BE ZERO FAULTS TO QUALIFY  
 Handicapped – Table minus 5 seconds Effective 2/1/07  
 16" veterans get BIG dog time

**Scribe Sheet – Jackpot (traditional gamble points)**

**Effective 2/1/07**

<b>Circle one:</b>	<b>Regular</b>	<b>Veterans</b>	<b>Enthusiast</b>	<b>Specialist</b>
<b>Armband:</b>	<b>Level:</b>		<b>Jump Ht:</b>	
<b>Dog's Call Name:</b>			<b>Breed:</b>	
Example: 1 3 3 1 5 5 1 3 3	<b>1 point</b>		<b>X 1 =</b>	
	<b>3 points</b>		<b>X 3 =</b>	
	<b>5 points</b>		<b>X 5 =</b>	
	<b>7 points</b>		<b>X 7 =</b>	
<b>Table - Circle One</b>		<b>Opening Point Total</b>	<b>+</b>	
<b>Q</b>	<b>NQ</b>	Gamble points (write numbers) <b>2 4 6 8</b>	<b>+</b>	
		<b>Total Points</b>	<b>=</b>	
<b>No Time (NT)</b>	<b>Absent (ABS)</b>	<b>Run Time (1 / 100ths)</b>		<b>: :</b>
		<b>Convert run time into seconds</b>		<b>:</b>
<b>FEO</b>	<b>Excused</b>	<b>SCT ( opening + gamble times)</b>		<b>: 00</b>
				<b>file CPE report</b>

\*Must be within total game time to Qualify (drop the fraction for scoring purposes), regardless of points. \*To Qualify (see point table below / see total points for non-traditional gambles):  
 Traditional Gamble: Must have opening points for the respective level and gamble points  
 Non-Traditional Gamble: Must have total points for the respective level

**Regular/Veterans & Level S Points**

Level	Opening Points	Gamble Points	Total Points to Q
Level 1	12	20	32
Level 2	16	20	36
Level 3	20	20	40
Level 4, 5 & C	24	20	44

**Enthusiast & Specialist (individual levels) Points**

Level	Opening Points	Gamble Points	Total Points to Q
Level 1	10	20	30
Level 2	14	20	34
Level 3	18	20	38
Level 4, 5 & C	22	20	42

Handicapped –Table minus 5 sec  
 16" veterans get BIG dog time

**Scribe Sheet – Jackpot (traditional gamble points)**

**Effective 2/1/07**

<b>Circle one:</b>	<b>Regular</b>	<b>Veterans</b>	<b>Enthusiast</b>	<b>Specialist</b>
<b>Armband:</b>	<b>Level:</b>		<b>Jump Ht:</b>	
<b>Dog's Call Name:</b>			<b>Breed:</b>	
Example: 1 3 3 1 5 5 1 3 3	<b>1 point</b>		<b>X 1 =</b>	
	<b>3 points</b>		<b>X 3 =</b>	
	<b>5 points</b>		<b>X 5 =</b>	
	<b>7 points</b>		<b>X 7 =</b>	
<b>Table - Circle One</b>		<b>Opening Point Total</b>	<b>+</b>	
<b>Q</b>	<b>NQ</b>	Gamble points (write numbers) <b>2 4 6 8</b>	<b>+</b>	
		<b>Total Points</b>	<b>=</b>	
<b>No Time (NT)</b>	<b>Absent (ABS)</b>	<b>Run Time (1 / 100ths)</b>		<b>: :</b>
		<b>Convert run time into seconds</b>		<b>:</b>
<b>FEO</b>	<b>Excused</b>	<b>SCT ( opening + gamble times)</b>		<b>: 00</b>
				<b>file CPE report</b>

\*Must be within total game time to Qualify (drop the fraction for scoring purposes), regardless of points. \*To Qualify (see point table below / see total points for non-traditional gambles):  
 Traditional Gamble: Must have opening points for the respective level and gamble points  
 Non-Traditional Gamble: Must have total points for the respective level

**Regular/Veterans & Level S Points**

Level	Opening Points	Gamble Points	Total Points to Q
Level 1	12	20	32
Level 2	16	20	36
Level 3	20	20	40
Level 4, 5 & C	24	20	44

**Enthusiast & Specialist (individual levels) Points**

Level	Opening Points	Gamble Points	Total Points to Q
Level 1	10	20	30
Level 2	14	20	34
Level 3	18	20	38
Level 4, 5 & C	22	20	42

Handicapped –Table minus 5 sec  
 16" veterans get BIG dog time

**Scribe Sheet – Jackpot (non - traditional gamble points) Effective 2/1/07**

<b>Circle one:</b>		<b>Regular</b>	<b>Veterans</b>	<b>Enthusiast</b>	<b>Specialist</b>
<b>Armband:</b>		<b>Level:</b>		<b>Jump Ht:</b>	
<b>Dog's Call Name:</b>			<b>Breed:</b>		
Example: 1 3 3 1 5 5 1 3 3		<b>1 point</b>		<b>X 1 =</b>	
		<b>3 points</b>		<b>X 3 =</b>	
		<b>5 points</b>		<b>X 5 =</b>	
		<b>7 points</b>		<b>X 7 =</b>	
<b>Table - Circle One</b>		<b>Opening Point Total</b>		<b>+</b>	
<b>Q</b>		Gamble points (write numbers)		<b>+</b>	
<b>NQ</b>		<b>Total Points</b>		<b>=</b>	
<b>No Time (NT)</b>		<b>Absent (ABS)</b>		<b>Run Time (1 / 100ths)</b>	<b>: :</b>
<b>FEO</b>		<b>Excused</b>		<b>Convert run time into seconds</b>	
<b>file CPE report</b>		<b>SCT ( opening + gamble times)</b>		<b>: 00</b>	

\*Must be within total game time to Qualify (drop the fraction for scoring purposes), regardless of points. \*To Qualify (see point table below / see total points for non-traditional gambles):  
 Traditional Gamble: Must have opening points for the respective level and gamble points  
 Non-Traditional Gamble: Must have total points for the respective level

**Regular/Veterans & Level S Points**

Level	Opening Points	Gamble Points	Total Points to Q
Level 1	12	20	32
Level 2	16	20	36
Level 3	20	20	40
Level 4, 5 & C	24	20	44

**Enthusiast & Specialist (individual levels) Points**

Level	Opening Points	Gamble Points	Total Points to Q
Level 1	10	20	30
Level 2	14	20	34
Level 3	18	20	38
Level 4, 5 & C	22	20	42

Handicapped –Table minus 5 sec  
 16" veterans get BIG dog time

**Scribe Sheet – Jackpot (non - traditional gamble points) Effective 2/1/07**

<b>Circle one:</b>		<b>Regular</b>	<b>Veterans</b>	<b>Enthusiast</b>	<b>Specialist</b>
<b>Armband:</b>		<b>Level:</b>		<b>Jump Ht:</b>	
<b>Dog's Call Name:</b>			<b>Breed:</b>		
Example: 1 3 3 1 5 5 1 3 3		<b>1 point</b>		<b>X 1 =</b>	
		<b>3 points</b>		<b>X 3 =</b>	
		<b>5 points</b>		<b>X 5 =</b>	
		<b>7 points</b>		<b>X 7 =</b>	
<b>Table - Circle One</b>		<b>Opening Point Total</b>		<b>+</b>	
<b>Q</b>		Gamble points (write numbers)		<b>+</b>	
<b>NQ</b>		<b>Total Points</b>		<b>=</b>	
<b>No Time (NT)</b>		<b>Absent (ABS)</b>		<b>Run Time (1 / 100ths)</b>	<b>: :</b>
<b>FEO</b>		<b>Excused</b>		<b>Convert run time into seconds</b>	
<b>file CPE report</b>		<b>SCT ( opening + gamble times)</b>		<b>: 00</b>	

\*Must be within total game time to Qualify (drop the fraction for scoring purposes), regardless of points. \*To Qualify (see point table below / see total points for non-traditional gambles):  
 Traditional Gamble: Must have opening points for the respective level and gamble points  
 Non-Traditional Gamble: Must have total points for the respective level

**Regular/Veterans & Level S Points**

Level	Opening Points	Gamble Points	Total Points to Q
Level 1	12	20	32
Level 2	16	20	36
Level 3	20	20	40
Level 4, 5 & C	24	20	44

**Enthusiast & Specialist (individual levels) Points**

Level	Opening Points	Gamble Points	Total Points to Q
Level 1	10	20	30
Level 2	14	20	34
Level 3	18	20	38
Level 4, 5 & C	22	20	42

Handicapped –Table minus 5 sec  
 16" veterans get BIG dog time

**Scribe Sheet – Snooker**

**Effective 2/1/07**

Circle one:    Regular       Veterans       Enthusiast       Specialist										
Armband:				Level:			Jump Ht:			
Dog's Call Name:						Breed:				
Opening sequence: "red" = 1 point / "color" =						=				
Opening sequence: "red" = 1 point / "color" =						=				
Opening sequence: "red" = 1 point / "color" =						=				
<b>Closing sequence (top number = obstacle points bottom number = end obstacle point total)</b>						=				
2	3	4	5	6	7					
2	5	9	14	20	27					
Table - Circle One				Total Points			=			
Q		NQ		Run Time (1 / 100ths)			:	:		
No Time (NT)		Absent (ABS)		Convert run time into seconds			:			
FEO		Excused file CPE report		SCRIBE: Opening - circle each "red" 1 as is called by Judge, write in the color as called by Judge. Closing – circle each "color" number as called by Judge.						

**Must have respective level points (including three red jumps) to Qualify  
Time Fractions are dropped for scoring**

Regular/Veterans & Level S Points		Enthusiast & Specialist (individual levels) Points	
Level	Total Points to Qualify	Level	Total Points to Qualify
Level 1	26	Level 1	24
Level 2	28	Level 2	26
Level 3	30	Level 3	28
Level 4, 5 & C	32	Level 4, 5 & C	30

Handicapped – Scribe & Timer add 5 sec to game time / Table minus 5 sec  
16" veterans get BIG dog time

**Scribe Sheet – Snooker**

**Effective 2/1/07**

Circle one:    Regular       Veterans       Enthusiast       Specialist										
Armband:				Level:			Jump Ht:			
Dog's Call Name:						Breed:				
Opening sequence: "red" = 1 point / "color" =						=				
Opening sequence: "red" = 1 point / "color" =						=				
Opening sequence: "red" = 1 point / "color" =						=				
<b>Closing sequence (top number = obstacle points bottom number = end obstacle point total)</b>						=				
2	3	4	5	6	7					
2	5	9	14	20	27					
Table - Circle One				Total Points			=			
Q		NQ		Run Time (1 / 100ths)			:	:		
No Time (NT)		Absent (ABS)		Convert run time into seconds			:			
FEO		Excused file CPE report		SCRIBE: Opening - circle each "red" 1 as is called by Judge, write in the color as called by Judge. Closing – circle each "color" number as called by Judge.						

**Must have respective level points (including three red jumps) to Qualify  
Time Fractions are dropped for scoring**

Regular/Veterans & Level S Points		Enthusiast & Specialist (individual levels) Points	
Level	Total Points to Qualify	Level	Total Points to Qualify
Level 1	26	Level 1	24
Level 2	28	Level 2	26
Level 3	30	Level 3	28
Level 4, 5 & C	32	Level 4, 5 & C	30

Handicapped – Scribe & Timer add 5 sec to game time / Table minus 5 sec  
16" veterans get BIG dog time

Scribe Sheet – FullHouse

Effective 2/1/07

Circle one:	Regular	Veterans	Enthusiast	Specialist
Armband:	Level:		Jump Ht:	
Dog's Call Name:			Breed:	
Example: 1 3 3 1 5 5 1 3 3	1 point		X 1 =	
	3 points		X 3 =	
	5 points		X 5 =	
Table - Circle One		Game Points	=	
Q	NQ	Run Time (1 / 100ths)	:	:
		Convert run time into seconds	:	
No Time (NT)	Absent (ABS)	SCT	:	:00
		Time Fault Totals	:	:00
FEO	Excused file CPE report	Time Faults x 1 pt each	-	
		Total points for Scoring	=	

Must have respective level points to Qualify  
 Must have AT LEAST: three: 1 point obstacles / two: 3 point obstacles / one: 5 point obstacles  
 If over total game time, minus 1 point per full second over time  
 Time Fractions are dropped for scoring

Regular/Veterans & Level S Points		Enthusiast & Specialist (individual levels) Points	
Level	Total Points to Qualify	Level	Total Points to Qualify
Level 1	19	Level 1	17
Level 2	21	Level 2	19
Level 3	23	Level 3	21
Level 4, 5 & C	25	Level 4, 5 & C	23

Handicapped – Table minus 5 sec  
 16" veterans get BIG dog time

Scribe Sheet – FullHouse

Effective 2/1/07

Circle one:	Regular	Veterans	Enthusiast	Specialist
Armband:	Level:		Jump Ht:	
Dog's Call Name:			Breed:	
Example: 1 3 3 1 5 5 1 3 3	1 point		X 1 =	
	3 points		X 3 =	
	5 points		X 5 =	
Table - Circle One		Game Points	=	
Q	NQ	Run Time (1 / 100ths)	:	:
		Convert run time into seconds	:	
No Time (NT)	Absent (ABS)	SCT	:	:00
		Time Fault Totals	:	:00
FEO	Excused file CPE report	Time Faults x 1 pt each	-	
		Total points for Scoring	=	

Must have respective level points to Qualify  
 Must have AT LEAST: three: 1 point obstacles / two: 3 point obstacles / one: 5 point obstacles  
 If over total game time, minus 1 point per full second over time  
 Time Fractions are dropped for scoring

Regular/Veterans & Level S Points		Enthusiast & Specialist individual levels Points	
Level	Total Points to Qualify	Level	Total Points to Qualify
Level 1	19	Level 1	17
Level 2	21	Level 2	19
Level 3	23	Level 3	21
Level 4, 5 & C	25	Level 4, 5 & C	23

Handicapped – Table minus 5 sec  
 16" veterans get BIG dog time

**Scribe Sheet – Jumpers**

**Effective 2/1/07**

<b>Circle one:</b>		<b>Regular</b>	<b>Veterans</b>	<b>Enthusiast</b>	<b>Specialist</b>
<b>Armband:</b>		<b>Level:</b>		<b>Jump Ht:</b>	
<b>Dog's Call Name:</b>			<b>Breed:</b>		
<b>Bar Down – 1 hand open</b>				<b>X 5 =</b>	
<b>Off Course – 1 hand closed</b>				<b>X 5 =</b>	
<b>Other Faults – 2 hands open</b>				<b>X 5 =</b>	
<b>Major Fault – arms crossing</b>				<b>X 15 =</b>	
<b>Table - Circle One</b>		<b>Course Fault Totals</b>		<b>+</b>	
<b>Q</b>	<b>NQ</b>	<b>Run Time (1 / 100ths)</b>		<b>:</b>	<b>:</b>
<b>Convert run time into seconds</b>				<b>:</b>	
<b>No Time (NT)</b>	<b>Absent (ABS)</b>	<b>SCT (no fraction)</b>			<b>: 00</b>
<b>FEO</b>	<b>Excused file CPE report</b>	<b>Time Fault Totals</b>		<b>+</b>	<b>: 00</b>
<b>Total Faults</b>				<b>=</b>	

**Must be within SCT & Fault Limits / Time Fractions are dropped for scoring**

**Levels 1 – 4: Maximum faults 10 / Level 5: Maximum faults 5**

<b>Faults Allowed</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4 &amp; 5</b>
<b>Bar Down</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>Off Course</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>Other Faults</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>Over Time</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>

**Level C: NO FAULTS ALLOWED – SCORE MUST BE ZERO FAULTS TO QUALIFY**

Handicapped – Table minus 5 sec if under 150 yds / minus 10 sec if over 150 yds  
16" veterans get BIG dog time

**Scribe Sheet – Jumpers**

**Effective 2/1/07**

<b>Circle one:</b>		<b>Regular</b>	<b>Veterans</b>	<b>Enthusiast</b>	<b>Specialist</b>
<b>Armband:</b>		<b>Level:</b>		<b>Jump Ht:</b>	
<b>Dog's Call Name:</b>			<b>Breed:</b>		
<b>Bar Down – 1 hand open</b>				<b>X 5 =</b>	
<b>Off Course – 1 hand closed</b>				<b>X 5 =</b>	
<b>Other Faults – 2 hands open</b>				<b>X 5 =</b>	
<b>Major Fault – arms crossing</b>				<b>X 15 =</b>	
<b>Table - Circle One</b>		<b>Course Fault Totals</b>		<b>+</b>	
<b>Q</b>	<b>NQ</b>	<b>Run Time (1 / 100ths)</b>		<b>:</b>	<b>:</b>
<b>Convert run time into seconds</b>				<b>:</b>	
<b>No Time (NT)</b>	<b>Absent (ABS)</b>	<b>SCT (no fraction)</b>			<b>: 00</b>
<b>FEO</b>	<b>Excused file CPE report</b>	<b>Time Fault Totals</b>		<b>+</b>	<b>: 00</b>
<b>Total Faults</b>				<b>=</b>	

**Must be within SCT & Fault Limits / Time Fractions are dropped for scoring**

**Levels 1 – 4: Maximum faults 10 / Level 5: Maximum faults 5**

<b>Faults Allowed</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4 &amp; 5</b>
<b>Bar Down</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>Off Course</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>Other Faults</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>Over Time</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>

**Level C: NO FAULTS ALLOWED – SCORE MUST BE ZERO FAULTS TO QUALIFY**

Handicapped – Table minus 5 sec if under 150 yds / minus 10 sec if over 150 yds  
16" veterans get BIG dog time