

Scribe Sheet – Standard

Class:		Level:	
Armband:	V T S	HAND	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)	:	:
	Convert run time into seconds		:
No Time (NT) Absent (ABS)	SCT (no fraction)		: 00
FEO Excused	Time Fault Totals	+	: 00
file CPE report	Total Faults	=	

Effective 01/04

Scribe Sheet – Standard

Class:		Level:	
Armband:	V T S	HAND	Jump Ht:
Dog's Call Name:		Breed:	
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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)	:	:
	Convert run time into seconds		:
No Time (NT) Absent (ABS)	SCT (no fraction)		: 00
FEO Excused	Time Fault Totals	+	: 00
file CPE report	Total Faults	=	

Effective 01/04

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Table - Circle One	Course Fault Totals	+	
Q NQ	Run Time (1 / 100ths)	:	:
	Convert run time into seconds		:
No Time (NT) Absent (ABS)	SCT (no fraction)		: 00
FEO Excused	Time Fault Totals	+	: 00
file CPE report	Total Faults	=	

Effective 01/04

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Table - Circle One	Course Fault Totals	+	
Q NQ	Run Time (1 / 100ths)	:	:
	Convert run time into seconds		:
No Time (NT) Absent (ABS)	SCT (no fraction)		: 00
FEO Excused	Time Fault Totals	+	: 00
file CPE report	Total Faults	=	

Effective 01/04

Scribe Sheet – Wildcard

Effective 01/04

Class: WILDCARD				Level:			
Armband:		V	T	S	HAND	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)		: :			
		Convert run time into seconds		:			
No Time (NT) Absent (ABS)		SCT (no fraction)		: 00			
		Time Fault Totals		+		: 00	
FEO Excused file CPE report		Total Faults		=			

Scribe Sheet – Wildcard

Effective 01/04

Class: WILDCARD				Level:			
Armband:		V	T	S	HAND	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)		: :			
		Convert run time into seconds		:			
No Time (NT) Absent (ABS)		SCT (no fraction)		: 00			
		Time Fault Totals		+		: 00	
FEO Excused file CPE report		Total Faults		=			

Scribe Sheet – Wildcard

Effective 01/04

Class: WILDCARD				Level:			
Armband:		V	T	S	HAND	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)		: :			
		Convert run time into seconds		:			
No Time (NT) Absent (ABS)		SCT (no fraction)		: 00			
		Time Fault Totals		+		: 00	
FEO Excused file CPE report		Total Faults		=			

Scribe Sheet – Wildcard

Effective 01/04

Class: WILDCARD				Level:			
Armband:		V	T	S	HAND	Jump Ht:	
Dog's Call Name:				Breed:			
Bar Down – 1 hand open				X 5 =			
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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)		: :			
		Convert run time into seconds		:			
No Time (NT) Absent (ABS)		SCT (no fraction)		: 00			
		Time Fault Totals		+		: 00	
FEO Excused file CPE report		Total Faults		=			

Scribe Sheet – Colors / Jumpers

Class:		Level:	
Armband:	V T S	HAND	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)	:	:
	Convert run time into seconds		:
No Time (NT) Absent (ABS)	SCT (no fraction)		: 00
FEO Excused	Time Fault Totals	+	: 00
file CPE report	Total Faults	=	

Effective 01/04

Scribe Sheet – Colors / Jumpers

Class:		Level:	
Armband:	V T S	HAND	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)	:	:
	Convert run time into seconds		:
No Time (NT) Absent (ABS)	SCT (no fraction)		: 00
FEO Excused	Time Fault Totals	+	: 00
file CPE report	Total Faults	=	

Effective 01/04

Scribe Sheet – Colors / Jumpers

Class:		Level:	
Armband:	V T S	HAND	Jump Ht:
Dog's Call Name:		Breed:	
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Table - Circle One	Course Fault Totals	+	
Q NQ	Run Time (1 / 100ths)	:	:
	Convert run time into seconds		:
No Time (NT) Absent (ABS)	SCT (no fraction)		: 00
FEO Excused	Time Fault Totals	+	: 00
file CPE report	Total Faults	=	

Effective 01/04

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Table - Circle One	Course Fault Totals	+	
Q NQ	Run Time (1 / 100ths)	:	:
	Convert run time into seconds		:
No Time (NT) Absent (ABS)	SCT (no fraction)		: 00
FEO Excused	Time Fault Totals	+	: 00
file CPE report	Total Faults	=	

Effective 01/04

Scribe Sheet – Jackpot (traditional gamble points)

Class: JACKPOT			Level:		
Armband:	V	T	S	HAND	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 =
			7 points		X 7 =
Table - Circle One			Opening Point Total		+
			Gamble points (circle numbers)		+
Q NQ			2	4	6 8
			Total Points		=
No Time (NT) Absent (ABS)			Run Time (1 / 100ths)		: :
FEO Excused			Convert run time into seconds		:
file CPE report			SCT (opening + gamble times)		: 00

Effective 01/04

Scribe Sheet – Jackpot (traditional gamble points)

Class: JACKPOT			Level:		
Armband:	V	T	S	HAND	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 =
			7 points		X 7 =
Table - Circle One			Opening Point Total		+
			Gamble points (circle numbers)		+
Q NQ			2	4	6 8
			Total Points		=
No Time (NT) Absent (ABS)			Run Time (1 / 100ths)		: :
FEO Excused			Convert run time into seconds		:
file CPE report			SCT (opening + gamble times)		: 00

Effective 01/04

Scribe Sheet – Jackpot (traditional gamble points)

Class: JACKPOT			Level:		
Armband:	V	T	S	HAND	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 =
			7 points		X 7 =
Table - Circle One			Opening Point Total		+
			Gamble points (circle numbers)		+
Q NQ			2	4	6 8
			Total Points		=
No Time (NT) Absent (ABS)			Run Time (1 / 100ths)		: :
FEO Excused			Convert run time into seconds		:
file CPE report			SCT (opening + gamble times)		: 00

Effective 01/04

Scribe Sheet – Jackpot (traditional gamble points)

Class: JACKPOT			Level:		
Armband:	V	T	S	HAND	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 =
			7 points		X 7 =
Table - Circle One			Opening Point Total		+
			Gamble points (circle numbers)		+
Q NQ			2	4	6 8
			Total Points		=
No Time (NT) Absent (ABS)			Run Time (1 / 100ths)		: :
FEO Excused			Convert run time into seconds		:
file CPE report			SCT (opening + gamble times)		: 00

Effective 01/04

Scribe Sheet – Jackpot (non-traditional gamble points)

Class: JACKPOT			Level:		
Armband:		V T S	HAND	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 =	
		7 points		X 7 =	
Table - Circle One		Opening Point Total		+	
Q NQ		Gamble points – write numbers		+	
Total Points				=	
No Time (NT) Absent (ABS)		Run Time (1 / 100ths)		:	:
FEO Excused file CPE report		Convert run time into seconds			:
		SCT (opening + gamble times)			: 00

Effective 01/04

Scribe Sheet – Jackpot (non-traditional gamble points)

Class: JACKPOT			Level:		
Armband:		V T S	HAND	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 =	
		7 points		X 7 =	
Table - Circle One		Opening Point Total		+	
Q NQ		Gamble points – write numbers		+	
Total Points				=	
No Time (NT) Absent (ABS)		Run Time (1 / 100ths)		:	:
FEO Excused file CPE report		Convert run time into seconds			:
		SCT (opening + gamble times)			: 00

Effective 01/04

Scribe Sheet – Jackpot (non-traditional gamble points)

Class: JACKPOT			Level:		
Armband:		V T S	HAND	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 =	
		7 points		X 7 =	
Table - Circle One		Opening Point Total		+	
Q NQ		Gamble points – write numbers		+	
Total Points				=	
No Time (NT) Absent (ABS)		Run Time (1 / 100ths)		:	:
FEO Excused file CPE report		Convert run time into seconds			:
		SCT (opening + gamble times)			: 00

Effective 01/04

Scribe Sheet – Jackpot (non-traditional gamble points)

Class: JACKPOT			Level:		
Armband:		V T S	HAND	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 =	
		7 points		X 7 =	
Table - Circle One		Opening Point Total		+	
Q NQ		Gamble points – write numbers		+	
Total Points				=	
No Time (NT) Absent (ABS)		Run Time (1 / 100ths)		:	:
FEO Excused file CPE report		Convert run time into seconds			:
		SCT (opening + gamble times)			: 00

Effective 01/04

Scribe Sheet – Snooker

Class: SNOOKER				Level:			
Armband:		V	T	S	HAND	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" =						=	
Closing Sequence: 2 3 4 5 6 7						=	
Table - Circle One				Total Points		=	
Q		NQ		Run Time (1 / 100ths)		:	:
				Convert run time into seconds		:	
No Time (NT)		Absent (ABS)		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.			
FEO		Excused					
				file CPE report			

Effective 01/04

Scribe Sheet – Snooker

Class: SNOOKER				Level:			
Armband:		V	T	S	HAND	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" =						=	
Closing Sequence: 2 3 4 5 6 7						=	
Table - Circle One				Total Points		=	
Q		NQ		Run Time (1 / 100ths)		:	:
				Convert run time into seconds		:	
No Time (NT)		Absent (ABS)		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.			
FEO		Excused					
				file CPE report			

Effective 01/04

Scribe Sheet – Snooker

Class: SNOOKER				Level:			
Armband:		V	T	S	HAND	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" =						=	
Closing Sequence: 2 3 4 5 6 7						=	
Table - Circle One				Total Points		=	
Q		NQ		Run Time (1 / 100ths)		:	:
				Convert run time into seconds		:	
No Time (NT)		Absent (ABS)		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.			
FEO		Excused					
				file CPE report			

Effective 01/04

Scribe Sheet – Snooker

Class: SNOOKER				Level:			
Armband:		V	T	S	HAND	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" =						=	
Closing Sequence: 2 3 4 5 6 7						=	
Table - Circle One				Total Points		=	
Q		NQ		Run Time (1 / 100ths)		:	:
				Convert run time into seconds		:	
No Time (NT)		Absent (ABS)		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.			
FEO		Excused					
				file CPE report			

Effective 01/04

Scribe Sheet – FullHouse

Class: FULLHOUSE			Level:		
Armband:		V T S	HAND	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
FEO	Excused file CPE report	Time Fault Totals			: 00
		Time Faults x 1 pt each	-		
		Total points for Scoring	=		

Effective 01/04

Scribe Sheet – FullHouse

Class: FULLHOUSE			Level:		
Armband:		V T S	HAND	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
FEO	Excused file CPE report	Time Fault Totals			: 00
		Time Faults x 1 pt each	-		
		Total points for Scoring	=		

Effective 01/04

Scribe Sheet – FullHouse

Class: FULLHOUSE			Level:		
Armband:		V T S	HAND	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
FEO	Excused file CPE report	Time Fault Totals			: 00
		Time Faults x 1 pt each	-		
		Total points for Scoring	=		

Effective 01/04

Scribe Sheet – FullHouse

Class: FULLHOUSE			Level:		
Armband:		V T S	HAND	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
FEO	Excused file CPE report	Time Fault Totals			: 00
		Time Faults x 1 pt each	-		
		Total points for Scoring	=		

Effective 01/04