

Trick Variety Scoresheet *

Location: _____

Date: _____

Handler	Dog	Disc Grips (x 0.2)	Handler Moves (x 0.4)	Dog Moves (x 0.6)	Team Moves (x 0.8)	Trick Total (Points **)
		()	()	()	()	()
		Backhand <input type="checkbox"/>	Sidearm <input type="checkbox"/>	Around <input type="checkbox"/>	Under <input type="checkbox"/>	
		Forehand <input type="checkbox"/>	Low/Underarm <input type="checkbox"/>	Spin <input type="checkbox"/>	Over <input type="checkbox"/>	
		Overhand <input type="checkbox"/>	High/Overhead <input type="checkbox"/>	Roll <input type="checkbox"/>	Stall: Back <input type="checkbox"/> / Foot <input type="checkbox"/>	
		Thumber <input type="checkbox"/>	Butterfly <input type="checkbox"/>	Bow <input type="checkbox"/> /Crawl <input type="checkbox"/>	Vault: Leg <input type="checkbox"/> /Back <input type="checkbox"/> /Chest <input type="checkbox"/>	
		Two Hand <input type="checkbox"/>	Backwards/Blind <input type="checkbox"/>	Backwards <input type="checkbox"/>	Synchro <input type="checkbox"/>	
		Fingertip <input type="checkbox"/>	Brush <input type="checkbox"/> /Kick <input type="checkbox"/> /Tap <input type="checkbox"/>	Sit-up <input type="checkbox"/>	Dog Catch <input type="checkbox"/>	
		<input type="checkbox"/>	Air Bounce <input type="checkbox"/> /Skip <input type="checkbox"/>	Stand-up <input type="checkbox"/>	<input type="checkbox"/>	
		()	()	()	()	()
		Backhand <input type="checkbox"/>	Sidearm <input type="checkbox"/>	Around <input type="checkbox"/>	Under <input type="checkbox"/>	
		Forehand <input type="checkbox"/>	Low/Underarm <input type="checkbox"/>	Spin <input type="checkbox"/>	Over <input type="checkbox"/>	
		Overhand <input type="checkbox"/>	High/Overhead <input type="checkbox"/>	Roll <input type="checkbox"/>	Stall: Back <input type="checkbox"/> / Foot <input type="checkbox"/>	
		Thumber <input type="checkbox"/>	Butterfly <input type="checkbox"/>	Bow <input type="checkbox"/> /Crawl <input type="checkbox"/>	Vault: Leg <input type="checkbox"/> /Back <input type="checkbox"/> /Chest <input type="checkbox"/>	
		Two Hand <input type="checkbox"/>	Backwards <input type="checkbox"/> /Blind <input type="checkbox"/>	Back-up <input type="checkbox"/>	Synchro <input type="checkbox"/>	
		Fingertip <input type="checkbox"/>	Brush <input type="checkbox"/> /Kick <input type="checkbox"/> /Tap <input type="checkbox"/>	Sit-up <input type="checkbox"/>	Dog Catch <input type="checkbox"/>	
		<input type="checkbox"/>	Air Bounce <input type="checkbox"/> /Skip <input type="checkbox"/>	Stand-up <input type="checkbox"/>	<input type="checkbox"/>	
		()	()	()	()	()
		Backhand <input type="checkbox"/>	Sidearm <input type="checkbox"/>	Around <input type="checkbox"/>	Under <input type="checkbox"/>	
		Forehand <input type="checkbox"/>	Low/Underarm <input type="checkbox"/>	Spin <input type="checkbox"/>	Over <input type="checkbox"/>	
		Overhand <input type="checkbox"/>	High/Overhead <input type="checkbox"/>	Roll <input type="checkbox"/>	Stall: Back <input type="checkbox"/> / Foot <input type="checkbox"/>	
		Thumber <input type="checkbox"/>	Butterfly <input type="checkbox"/>	Bow <input type="checkbox"/> /Crawl <input type="checkbox"/>	Vault: Leg <input type="checkbox"/> /Back <input type="checkbox"/> /Chest <input type="checkbox"/>	
		Two Hand <input type="checkbox"/>	Backwards <input type="checkbox"/> /Blind <input type="checkbox"/>	Back-up <input type="checkbox"/>	Synchro <input type="checkbox"/>	
		Fingertip <input type="checkbox"/>	Brush <input type="checkbox"/> /Kick <input type="checkbox"/> /Tap <input type="checkbox"/>	Sit-up <input type="checkbox"/>	Dog Catch <input type="checkbox"/>	
		<input type="checkbox"/>	Air Bounce <input type="checkbox"/> /Skip <input type="checkbox"/>	Stand-up <input type="checkbox"/>	<input type="checkbox"/>	
		()	()	()	()	()
		Backhand <input type="checkbox"/>	Sidearm <input type="checkbox"/>	Around <input type="checkbox"/>	Under <input type="checkbox"/>	
		Forehand <input type="checkbox"/>	Low/Underarm <input type="checkbox"/>	Spin <input type="checkbox"/>	Over <input type="checkbox"/>	
		Overhand <input type="checkbox"/>	High/Overhead <input type="checkbox"/>	Roll <input type="checkbox"/>	Stall: Back <input type="checkbox"/> / Foot <input type="checkbox"/>	
		Thumber <input type="checkbox"/>	Butterfly <input type="checkbox"/>	Bow <input type="checkbox"/> /Crawl <input type="checkbox"/>	Vault: Leg <input type="checkbox"/> /Back <input type="checkbox"/> /Chest <input type="checkbox"/>	
		Two Hand <input type="checkbox"/>	Backwards <input type="checkbox"/> /Blind <input type="checkbox"/>	Back-up <input type="checkbox"/>	Synchro <input type="checkbox"/>	
		Fingertip <input type="checkbox"/>	Brush <input type="checkbox"/> /Kick <input type="checkbox"/> /Tap <input type="checkbox"/>	Sit-up <input type="checkbox"/>	Dog Catch <input type="checkbox"/>	
		<input type="checkbox"/>	Air Bounce <input type="checkbox"/> /Skip <input type="checkbox"/>	Stand-up <input type="checkbox"/>	<input type="checkbox"/>	

* Count each unique attribute of the routine only once during the entire performance.

** Maximum score = 10