



Ashley Whippet® Invitational

US Novice Toss and Catch



Team Information

Handler's Name: _____ **Dog's Name:** _____
Phone: _____ **Breed:** _____
Email: _____
Club Affiliation: _____
Is this dog a rescue? _____

Liability Waiver & Publicity Release

I, the undersigned, certify that my canine and I are healthy and fit to compete in the Ashley Whippet® Invitational World Championship Series [hereinafter, "the series"]. I, the undersigned, intending to be legally bound, do hereby for myself, my heirs, assigns, executors, and administrators waive and release any and all rights for claims and damages for injuries arising out of or in any way related to my participation in the Series, which I may have against the following parties: the Ashley Whippet® Invitational World Championship Series, sponsors of the Series, and the administrator and owner of the facility hosting the Series, together with contractors, agents, employees, and representatives of each of them.

I, the undersigned, intending to be legally bound, do hereby grant the Ashley Whippet® Invitational World Championship Series the right to record, broadcast, photograph, film, and videotape my performances and related interviews at the Event and use these together with my name, image, likeness, and biographical information for such publicity and promotional purposes as it may desire.

Handler's Signature: _____ **Date:** _____

Score Sheet

TOSS AND CATCH ROUND ONE (Add total of all scored throws)

TOTAL TC SCORE 1

	1	2	3	4	5	6	7	8	9	10	Sub total		
Zone Score													
Bonus Zone													

Scoring Key: Scored Catch: 0.5-2.5; No Catch: 0; Foot Fault: FF. Throws after time is called should be left blank.
Bonus zone scoring – 1st = 0.5, 2nd = 1.0, 3rd = 1.5, 4th = 2.0, 5th = 2.5.... (+0.5 for each additional)

TOSS AND CATCH ROUND TWO (Add total of all scored throws)

TOTAL TC SCORE 2

	1	2	3	4	5	6	7	8	9	10	Sub total		
Zone Score													
Bonus Zone													

Scoring Key: Scored Catch: 0.5-2.5; No Catch: 0; Foot Fault: FF. Throws after time is called should be left blank.
Bonus zone scoring – 1st = 0.5, 2nd = 1.0, 3rd = 1.5, 4th = 2.0, 5th = 2.5.... (+0.5 for each additional)

TOTAL SCORE

PLACEMENT

Tie Breaker #1: Highest scoring single round
 Tie Breaker #2: Fewest throws to accomplish highest round
 Tie Breaker #3: One throw sudden death

FINAL SCORES
(TC1+TC2 = Total)