



ASCNE Agility ROM Form

Rules

Only qualifying rounds at ASCA sanctioned trials count.

Regular class

"Q" no faults worth 10 points plus points for class placement

"Q" with faults worth 5 points plus points for class placement

Gamblers and Jumpers

"Q" worth 10 points plus points for class placement

Points for class placements

1st - 4 points

2nd - 3 points

3rd - 2 points

4th - 1 point

Novice A and B divisions will only apply to the regular class.

Class: Regular Jumpers Gamblers (Circle One)

Level: Novice A Novice B Open Elite (Circle One)

Division: Standard Junior Veterans (Circle One)

Jump Height: _____ **Class Placement:** _____

Show Date: _____ **Location:** _____

Host Club: _____

Call Name: _____

Registered Name: _____

Owner: _____

Address _____

City: _____ **State:** _____ **Zip:** _____

Mail the complete form within 30 days of the trial to:

OFFICE USE:
Points earned