

BIRDS, BUMPERS, AND CLAYS EVENT

POINTING

→ Please complete all areas highlighted in gray. ←

Team Name:

Dog #1 Name: Dog #2 Name:

Dog #1 Owner: Dog #2 Owner:

Hunter #1 Name: Hunter #2 Name:

BIRDS, *United Field Trialers Association Flushing Division*

		Total
Shells Used, Hunter 1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	_____ (unused shells) x 5
Shells Used, Hunter 2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	_____ (unused shells) x 5

Points	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	_____ x 10
Backs	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	_____ x 5

Shot Birds	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	_____ x 2
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Full Retrieves	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	_____ x 10
Partial Retrieves	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	_____ x 5

Birds Bagged	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	_____ x 20
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Marked Birds	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	_____ x (-6)
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TIME USED: min : sec : tenths
 (example: 12 min : 47 sec : 22 tenths)

Time Remaining	15 - _____ (min used) x 2
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BIRD
TOTAL

SIGNATURES:

Scorekeeper:

Hunter:

BUMPERS

Dog #1 Name: _____

Retrieve #1 (check one): Full Retrieve Partial Retrieve

TIME USED: _____ min : _____ sec : _____ tenths = _____ sec

Retrieve #2 (check one): Full Retrieve Partial Retrieve

TIME USED: _____ min : _____ sec : _____ tenths = _____ sec

Dog #2 Name: _____

Retrieve #1 (check one): Full Retrieve Partial Retrieve

TIME USED: _____ min : _____ sec : _____ tenths = _____ sec

Retrieve #2 (check one): Full Retrieve Partial Retrieve

TIME USED: _____ min : _____ sec : _____ tenths = _____ sec

Dog #1

Retrieves	_____ (partial) x 90 + _____ (full) x 110	
Time Remaining	_____ (total sec used) x (-1)	

Dog #2

Retrieves	_____ (partial) x 90 + _____ (full) x 110	
Time Remaining	_____ (total sec used) x (-1)	

BUMPER
TOTAL

CLAYS

Hunter #1 Name: _____

Targets Broken (max 20)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Shells Remaining _____ (allowed 25)

Hunter #2 Name: _____

Targets Broken (max 20)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Shells Remaining _____ (allowed 25)

Hunter #1

Targets Broken	_____ x 8	
Shells Remaining	_____ (unused shells) x 5	

Hunter #2

Targets Broken	_____ x 8	
Shells Remaining	_____ (unused shells) x 5	

CLAY
TOTAL