



# BITMW Scoring Cheat Sheet

Event	Classes	How Many Scores Can You Use?	Limitations	Point Schedule																																
Disc / UpDog	Throw 'n Go Frizgility 4 Way Play Spaced Out	Up to 6	No more than two scores from one class.	<table border="1"> <thead> <tr> <th></th> <th></th> <th>1 point</th> <th>2 points</th> <th>3 points</th> <th>4 points</th> <th>5 points</th> </tr> </thead> <tbody> <tr> <td rowspan="4"><i>Score Earned in each game</i></td> <td><i>Throw 'n Go</i></td> <td>5-24 pts</td> <td>25-39 pts</td> <td>40-49 pts</td> <td>50-54 pts</td> <td>55+ pts</td> </tr> <tr> <td><i>Frizgility</i></td> <td>5-24 pts</td> <td>25-49 pts</td> <td>50-99 pts</td> <td>100-124 pts</td> <td>125+ pts</td> </tr> <tr> <td><i>4 Way Play</i></td> <td>5-9 pts</td> <td>Single Quad</td> <td>Double Quad</td> <td>Triple Quad</td> <td>Tetra Quad</td> </tr> <tr> <td><i>Spaced Out</i></td> <td>5-24 pts</td> <td>25-44 pts</td> <td>45-69pts</td> <td>70-104 pts</td> <td>105+ pts</td> </tr> </tbody> </table>			1 point	2 points	3 points	4 points	5 points	<i>Score Earned in each game</i>	<i>Throw 'n Go</i>	5-24 pts	25-39 pts	40-49 pts	50-54 pts	55+ pts	<i>Frizgility</i>	5-24 pts	25-49 pts	50-99 pts	100-124 pts	125+ pts	<i>4 Way Play</i>	5-9 pts	Single Quad	Double Quad	Triple Quad	Tetra Quad	<i>Spaced Out</i>	5-24 pts	25-44 pts	45-69pts	70-104 pts	105+ pts
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