



## BITMW Scoring Cheat Sheet

Event	Classes	How Many Scores Can You Use?	Limitations	Point Schedule	Additional Points															
Agility / NADAC	Regular Weavers Jumpers Tunnelers Touch N Go Chances	Up to 6	No more than two scores from one class.	<table border="1"> <thead> <tr> <th>2 points</th> <th>3 points</th> <th>4 points</th> <th>5 points</th> </tr> </thead> <tbody> <tr> <td>Q in Intro Level Class</td> <td>Q in Novice Level Class</td> <td>Q in Open Level Class</td> <td>Q in Elite Level Class</td> </tr> </tbody> </table>	2 points	3 points	4 points	5 points	Q in Intro Level Class	Q in Novice Level Class	Q in Open Level Class	Q in Elite Level Class	+1 point for first place in your class (only if it is a Q)							
2 points	3 points	4 points	5 points																	
Q in Intro Level Class	Q in Novice Level Class	Q in Open Level Class	Q in Elite Level Class																	
Dock / UKC	Distance Jumping	Up to 5	n/a	<table border="1"> <thead> <tr> <th>2 points</th> <th>3 points</th> <th>4 points</th> <th>5 points</th> <th>6 points</th> </tr> </thead> <tbody> <tr> <td>Novice Level</td> <td>Junior Level</td> <td>Senior Level</td> <td>Master Level</td> <td>Elite Level</td> </tr> <tr> <td>Q</td> <td>Q</td> <td>Q</td> <td>Q</td> <td>Q</td> </tr> </tbody> </table>	2 points	3 points	4 points	5 points	6 points	Novice Level	Junior Level	Senior Level	Master Level	Elite Level	Q	Q	Q	Q	Q	+1 point for first place in your division
2 points	3 points	4 points	5 points	6 points																
Novice Level	Junior Level	Senior Level	Master Level	Elite Level																
Q	Q	Q	Q	Q																