



presents USDDN local trial at the K9sense field  
978 Rideau Road, Manotick, Ontario

Saturday June 14<sup>th</sup> and Sunday June 15<sup>th</sup>  
USDDN Disc Dog Trial Pre-registration  
Ottawa, Ontario

Owner's Name: \_\_\_\_\_ Handler's name: \_\_\_\_\_  
Address: \_\_\_\_\_ City: \_\_\_\_\_  
Postal code: \_\_\_\_\_  
Telephone: \_\_\_\_\_  
Email address: \_\_\_\_\_

Dog's name: \_\_\_\_\_ Breed: \_\_\_\_\_  
Age: \_\_\_\_\_ Sex: \_\_\_\_\_

### Classes

Pre-registration \$10.00 per division, if you are an AD.D.C.O. with a paid membership its \$5.00 per division

Please indicate which division and game you are registering for with a 

Saturday June 14<sup>th</sup>, 2008

Toss & Fetch for Novice (2 rounds at 90 seconds each) \_\_\_\_\_

Pro Toss & Fetch (2 rounds at 90 seconds each) \_\_\_\_\_

Sunday June 15<sup>th</sup>, 2008

Freestyle: \_\_\_\_\_ (2 rounds of Freestyle, 1 round of Toss & Fetch)

Puppy roller: \_\_\_\_\_ (1 round at 90 seconds)

## **GAMES**

### **Saturday**

**Flydisc \$3.00 per team (3 dogs,3handlers)**

#### **Rules**

Two teams of three dogs.

1st dog has to get a 20yd catch

2nd dog has to get a 30yd catch

3rd dog has to get a 40yd catch

The idea is that both teams start at the same time on a "Go" cue.

The first dog(s) go and the 2nd dog can't go until the first dog crosses the throw line, and the 3rd dog can't go until the 2nd dog crosses the throw line on the way back.

If the dog doesn't catch the frisbee then they go to the end of the line and try again.

The first team that has all 3 of their dogs complete the required catches, wins.

**Sunday \$2.00 per team (1 dog , 1 handler )**

The 100 Yard Dash

A toss/fetch game and it's a timed event. The idea is to throw 100yds (with catches) in the shortest time. It's done just like toss/fetch and you add up the throws until the dog/handler team achieves 100yds worth of throws. Teams will have 60 seconds max.

#### **Placements**

Winners in all divisions will be awarded placements for 1<sup>st</sup>,2<sup>nd</sup> and 3<sup>rd</sup> place.

Special prizes for the games

#### **Schedule**

Once all pre-registrations have been received a schedule will be sent out with times and the running order for the divisions

**Please fill out the registration form, waiver and send in with payment to Pat Nadarajah and mail to:**

Pat Nadarajah 1926 Crestmont Place, Gloucester, Ontario K1W 1C1

Questions?

Please call tel (613)834-2693

Or email: [Nadarajah@sympactio.ca](mailto:Nadarajah@sympactio.ca)

(if paying by cheque or money order please make payable to A.D.D.C.O.)

### **Toss & Fetch division rules**

#### **For this trial there will be 2 levels of Toss & Fetch:**

**Open Toss & Fetch** - for teams that can throw to 20 yds

**Pro Toss & Fetch** – for teams that can throw to 30 yds or more.

1. The competition field shall be a rectangular shape with a width of 40 yards and a minimum length of 70 total yards.
2. Teams can compete from either end of the field that they choose.
3. Spectators cannot be permitted to enter the competition field.
4. Only one handler and their dog compete on the field at any given time.

5. The thrower is restricted to the use of a single disc.
6. The only brands of discs allowed for use in USDDN qualifying divisions of competition are the Wham-O Fastback Frisbee disc (Premium Weight, Flex, and Super Flex models), the Hyperflite K10 (Competition Standard, FrostBite, and SoftFlite models), or the HERO (Type-235 model). However, dogs with a shoulder height of 15 inches or less are allowed to use any type of safe flying disc.
7. This is a 90 second timed event.
8. The handler and their dog must both be behind the throwing line before time can commence.
9. After receiving permission to start from the Line Judge, time will commence when the dog crosses the throwing line.
10. Only successful catches made by the dog before the disc makes contact with the ground score points.
11. In order to score points, the dog must catch the disc while they have at least one paw within the specified competition field.
12. Dogs that make a catch in mid-air with all four paws off the ground and while executing an obvious leaping effort score an extra half point.
13. The points scoring opportunities are summarized in the following table:

<b>Yards</b>	<b>Ground Catch</b>	<b>Mid-Air Catch</b>
More than 10	1	1.5
More than 20	2	2.5
More than 30	3	3.5
More than 40	4	4.5

14. During the 90-second time limit handlers are able to make as many throws as possible, but only the “best five” points scores contribute to a team’s total Toss and Fetch score. Once a team has successfully made five catches the handler is welcome to continue making throws in an effort to improve their team’s score.
15. Each throw made by the handler must be released from behind the throwing line. If, at any time during the motion of throwing before the throw has left the handler’s hand, any portion of either of the handler’s feet are over, on, or touching the throwing line that throw will be signaled as a foot fault by the Line Judge, and the throw will not score any points.
16. Any throws that leave the handler’s hand before time expires may count towards the team’s total score although the actual catch may not be executed until after time has expired.
17. Although this is a single disc event, teams where the dog is susceptible to damaging discs may bring extra discs with them to the starting line. At any time during their 90 seconds a thrower may inform the Line Judge that they will be exchanging discs in order to ensure

that the handler does not use a disc that has a broken rim, tear, or other type of damage that may substantially impair the flight of the disc or potentially injure the dog. To exercise this option a handler must hand the disc that they have been using to the Line Judge before taking hold of their replacement disc. Time does not stop during this exchange. The handler has total discretion for deciding if and when such disc exchanges will take place.

18. If, during the allotted time, a dog takes a nature break on or off the field, time will be immediately stopped and will not resume. Handlers will be immediately required to thoroughly clean any affected area of the field. Teams will not be disqualified for such an infraction, but in addition to forfeiting the remainder of their time, points will be deducted from their score equal to the number of throws that had been made by the handler before the nature break took place. However, the application of this rule cannot result in a score lower than zero.
19. If an interruption occurs during competition that is beyond the control of the competitor (ie, not a nature break), time will be suspended as quickly as possible by an indication from any of the field judges. The interruption will be dealt with (field cleared, offending interruption severely chastised) and the competitor will be allowed to continue with the rest of the round. Time will start immediately where it was suspended, and the canine may start anywhere on the field. Additionally, the competitor can be given the option to start the round over, but only with the support of the majority of the Judges in order to avoid interruptions that in the Judges' opinions were intentionally caused by someone wanting to provide the competitor with a restart opportunity. As the interruption may have occurred early in the round, the competitor may choose to take their new round immediately. If the interruption occurred in the second half of the round, the competitor may elect to move to the end of the order and start the round over after their dog has rested. Time will be suspended for all unforeseen distractions or interruptions that occur on the field and that may directly, or indirectly put the canine competitor at risk of injury or that hamper a team's ability to compete fairly. The decision to halt a team's round will be made at the discretion of US Disc Dog National Field officials.
20. One or more Scoring Judges will assess the points scored by each throw and the total points scored by each team. The Scoring Judges have total discretion for determining scores, and their decisions will not be subject to review or appeal.

### **Freestyle Rules**

The competition field shall be a rectangular shape with a width of 40 yards and a minimum length of 70 total yards.

5. Spectators cannot be permitted to enter the competition field.
6. Only one handler and their dog compete on the field at any given time.
7. The only brands of discs allowed for use in USDDN qualifying divisions of competition are the Wham-O Fastback Frisbee disc (Premium Weight, Flex, and Super Flex models), the Hyperflite K10 (Competition Standard, FrostBite, and SoftFlite models), or the HERO (Type-235 model). During competition a team may utilize only one brand of disc during each round. During competition teams may use a maximum of ten (10) discs during a freestyle routine. One point will be deducted for each additional disc used in a routine. Dogs with a shoulder height of 15 inches or less are allowed to use any type of handler supplied safe flying disc."

8. This is a timed event with teams having a maximum time limit of 2:00 minutes. Time starts when the first disc is put in flight. Any throws that leave the handler's hand before time expires may count towards the team's total score although the actual catch may not be executed until after time has expired.

9. If, during the allotted time, a dog takes a nature break on or off the field, time will be immediately stopped and will not resume. Handlers will be immediately required to thoroughly clean any affected area of the field. Teams will not be disqualified for such an infraction, but in addition to forfeiting the remainder of their time, a 5 point penalty will be deducted from their total score out of forty points. However, the application of this rule cannot result in a score lower than zero.

10. If an interruption occurs during competition that is beyond the control of the competitor (i.e., not a nature break), time will be suspended as quickly as possible by an indication from any of the field judges. The interruption will be dealt with (field cleared, offending interruption severely chastised) and the competitor will be allowed to continue with the rest of the round. Time will start immediately where it was suspended, and the canine may start anywhere on the field. Additionally, the competitor can be given the option to start the round over, but only with the support of the majority of the Judges in order to avoid interruptions that in the Judges' opinions were intentionally caused by someone wanting to provide the competitor with a restart opportunity. As the interruption may have occurred early in the round, the competitor may choose to take their new round immediately. If the interruption occurred in the second half of the round, the competitor may elect to move to the end of the order and start the round over after their dog has rested. Time will be suspended for all unforeseen distractions or interruptions that occur on the field and that may directly, or indirectly put the canine competitor at risk of injury or that hamper a team's ability to compete fairly. The decision to halt a team's round will be made at the discretion of US Disc Dog National Field officials.

11. The Judging Crew for any division of competition shall consist of four people with one person assigned to judge each of the four scoring categories: Canine, Player, Team, and Execution. Each Judge will identify a score out of 10 using hundredths of a point variations, so that the maximum possible score for a competing team will be 40 points. The Scoring Judges have total discretion for determining scores, and their decisions will not be subject to review or appeal.

12. The Canine Judge will allocate scores up to 2.50 for each of the four Canine Elements. The Total Canine Score will be the total of the four elements.

13. The Player Judge will allocate scores up to 2.50 for each of the four Player Elements. The Total Player Score will be the total of the four elements.

14. The Team Judge will allocate scores up to 2.50 for each of the seven Team Elements. The Total Team Score will be the total of the **best four elements only**.

15. The Execution Judge will calculate the Catch-Throw ratio for the team and multiply it by 10.0 to derive the Total Execution Score. To be counted as a throw (and a possible catch) the disc must be released from the player's hand before the dog attempts the catch. Consequently, takes and intended rollers shall not be counted as either a throw or a possible catch, but all other releases shall be counted as a throw and possible catch.

16. **Canine Endangerment Rule** - In an effort to promote the safe training and handling of disc dogs, the USDDN has implemented a canine endangerment rule that levies the following point deductions when incidents that increase the risk of injury occur. Deductions will be made to a team's freestyle scores for the following incidents *and description: (For the judges to penalize a Player with the minimum points deductions of each penalty 2 of the 4 Freestyle Judges must agree; however, to penalize a Player with the maximum points deductions of each penalty 3 out of 4 Freestyle Judges must agree.)*

· Contortion: Dog squirms awkwardly enough to risk injury while jumping, catching, or landing.

**Half (1/2 ) point or One (1) point deduction is allowed per occurrence.**

· **Buckle:** Dog's legs **touch first then** collapse on landing to the point that another part of the dog's body (such as torso or head) also strikes the ground.

**Two (2) points or Three (3) points deduction is allowed per occurrence.**

· **Slam:** Some part of dog's body (back, chest, head, etc.) strikes the ground before the legs during a landing from a jump, vault, catch, or stall. (Excludes face first skids while pursuing low throws from a running stride.)

**Three (3) points or Four (4) points deduction is allowed per occurrence.**

**Two of the Four judges must agree to give the minimum point deductions and Three out of the Four judged must agree to give the maximum deduction that one of the above penalties have occurred in order for the deduction to be applied.**

During or after each freestyle round, the contest director will inform all contestants that received deductions for the above incidents so that they may have a chance to correct their freestyle performance.

Teams that incur **six** or more deduction points during the course of any **one day contest** will be disqualified.

17. The following table summarizes the maximum scores a team can achieve using the US Disc Dog Judging Criteria for Freestyle:

#### **Canine Elements**

1. Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.50
2. Retrieval	The dog's ability to track, chase and catch discs, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player).	2.50
3. Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.50
4. Grip	Before, during and after the moment of catching a disc, the canine must exhibit consistent commitment with adequate focus.	2.50
		<b>Total Canine Score = 10.0</b>

#### **Player Elements**

5. Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions.	2.50
6. Release Diversity	A diversity of throws must be demonstrated by the handler with variations in the grip and release, including a minimum of 3 different releases.	2.50
7. Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.50
8. Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.50
		<b>Total Player Score = 10.0</b>

#### **Team Elements**

9. Two Different Overs	2 different over the body elements.	2.50
10. Two Different Vaults	2 different vaults utilizing two different stance positions.	2.50
11. Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	2.50
12. Dog Catch	1 dog catch with the disc in flight.	2.50
13. Team Movement	Coordinated team movement i.e. spin together, weave under legs, etc.	2.50
14. Passing Segments	Consecutive throws where the dog passes close to the player at least twice in a straight line.	2.50

15. Zig-Zag Segments

Three consecutive throws where the dog catches in a Zig Zag in front, beside, or behind the player. 2.50

*Total Team Score = 10.0*

**Execution**

Execution Score

       *Catches* /        *Throws* x 10 = 10.0

**TOTAL SCORE = 40.0**