

Throw & Catch Score Sheet



Competitor _____ CDA Mem. No. _____

Dog Name _____ CDA Reg. No. _____

Division: Beginners (7pts for a Q) / Excellent (12pts) / Open (17pts) / Masters (21pts) (Please Circle)

Judge: _____ Signed: _____

Round 1 – Toss & Fetch / Bonus Chase (Please Circle)

Qualified - Yes/No

Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	Throw 9	Throw 10

0 - 4 points possible plus 0.5 point added for leaping catch for each throw. Maximum score per throw 4.5 points

Round 2 – Toss & Fetch / Bonus Chase (Please Circle)

Qualified - Yes/No

Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	Throw 9	Throw 10

0 - 4 points possible plus 0.5 point added for leaping catch for each throw. Maximum score per throw 4.5 points

Bonus Zone – Catch must be made with all four feet in the Circle

Throw & Catch Legend

FF - Foot Fault, thrower touching the throwing line before the disc is released.

INT - Interruption during the round from outside the competition field; i.e. loose dog, sudden loud noises such as fireworks, etc.

X - No Catch indicates an attempt for a catch without success.

NB – Nature Break (deduct 1 point for every throw)

Scoring zones

0-10yds	10-20yds	20-30yds	30-40yds	40+ Yards Bonus Zone
0 pts	1 pt	2 pts	3 pts	4 pts

All throws are scored and noted. Each round total is the sum of the 5 highest scoring throws during that round. The total score for the team will be a combined score from each round.

Round 1	Round 2	Total

Tie Breaker: For ties in the top placing/awarding Positions, the team with the highest scoring 1st Round shall be awarded placement. If the tie persists, the team with the highest scoring 2nd round shall be awarded placement, If the tie still persists the

Team with the lowest number of scoring throws in the 1st round shall be awarded the placement, and if all else fails a throw off shall determine the placeholder positions. Each team will have one throw each with the highest awarded successful catch determining the winner of the tie breaker.