

# CANINE DISC RULES & REGULATIONS



1<sup>ST</sup> EDITION

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# 1.0 INTRODUCTION

## 1.1 General

These Regulations have been created to provide a set of rules and guidelines to be followed at any Canine Disc Australia (CDA) sanctioned event.

These regulations will take effect from January 1st 2013.

## 1.2 Objectives of Canine Disc Australia (CDA)

*Canine Disc Australia is a non-profit sanctioning body established for the following purpose:*

- To promote the sport of Canine Disc in Australia.
- To ensure good sportsmanship by competitors is exhibited at all times.
- To ensure the safety of competitors as well as the health and well being of the dog are considered at all times.
- Establish rules of competition.
- Register and maintain records of competing dogs.
- Tabulate and issue titles earned by registered Members & Dogs
- Develop and certify judges.
- To allow for a graded progression through the sport.

## 1.3 Organisation & Structure

- Canine Disc Australia has a Board of Directors.
- The Board of Directors consists of the following executive positions:
  - President
  - Honorary Secretary
  - Treasurer
  - Membership/Dog Registration Coordinator
  - Titles & Awards Coordinator
  - Events & Marketing Coordinator
  - IT Coordinator
  - Sports Development Coordinator
  - Judging Coordinator
- The Board may add or remove positions as needed.
- The Board meets at least 4 times per year or as needed to discuss issues, policy and rule changes.
- Members are invited to submit written comments or suggestions to the CDA for consideration by the board.
- CDA sanctions competitions.

## **1.4 Aim of a CDA Sanctioned Competition**

The aim of a Canine Disc Competition is for a handler and dog to work as a team, the sport of Canine Disc relies upon the handler's ability to throw a disc coupled with their ability to train the canine member to chase, catch and retrieve the disc. It is an educational and sporting activity intended to promote responsible dog ownership. The sport requires a strong bond between dog and Handler.

## **1.5 Event Entry Liability**

Any person making an entry in a Canine Disc Competition does so at their own risk and no CDA member or Affiliate Club shall be responsible for any injury or damage to any dog.

## **1.6 Accepted Canine Breeds**

Canine Disc is a dog competition open to all dogs either Pedigree or Non Pedigree with the exception being those restricted breeds as outlined in 1.6.1

### **1.6.1 Restricted Breeds**

Dogs that are excluded from competition include breeds that are in full or part of an American Pit Bull Terrier, Japanese Tosa, Argentine Fighting Dog, Brazilian Fighting Dog and/or any other breed which may be deemed as a restricted dog, or if it is an individual dog which may be deemed as a dangerous dog as defined in the Companion Animal Act 1988 (NSW) and/or defined in any other State, Territory or the Commonwealth of Australia equivalent Act.

## **1.7 Change Of Ownership**

- If the ownership of a CDA registered dog has changed the new owner should send the new information to the CDA. The dog's number will not change.
- Any titles, points and qualifiers previously earned by the dog will stand

## **1.8 Rule Changes**

Canine Disc is an evolving sport in Australia. As the sport evolves the CDA regulations may need revision.

- Any handler may suggest additional rules or rule changes.
- Suggestions are to be in writing and signed by the primary handler with their dog's competition number.
- Reasons for the additional rule or rule change should accompany the suggestion.
- The CDA Board will review all proposals.

- All handlers that submit rule suggestions will be contacted in writing regarding any decisions that the CDA Board makes concerning their submission.
- Handlers are encouraged to make suggestions that they feel may make the competition:
  - More fair
  - Run more efficiently
  - Safer
  - More fun
  - Address any new issues that appear in competition
  
- There is no charge to propose rule changes.
- Handlers should not submit material that criticizes individuals.
- Names other than the handler that is submitting the rule change should not be mentioned in the application.
- Submissions can be sent via email or post.

## 2.0 DEFINITIONS

**2.1 Affiliate** – An “Affiliate” means a Canine Disc Club or other identifiable Training Group affiliated with the Company, and is approved to host sanctioned Canine Disc Events (including Demonstrations and Competitions)

**2.2 Member** – a person who has successfully applied for membership and has been approved by the Board and issued a unique number that must be provided on all correspondence and entry forms with CDA & Affiliate’s.

**2.3 Canine Member** – A dog that is owned by a Member and who has applied for the appropriate registration with CDA and has been issued a lifetime unique registration number that must be provided on all correspondence and entry forms with CDA & Affiliate’s.

**2.4 Teams** – are the competing team made up of a Member and Canine member, Canine Members are able to compete with any Member.

## 3.0 CLUB REQUIREMENTS

**3.1** Affiliated, Non Affiliated, Training Groups and other organizations must obtain permission from CDA to host a sanctioned Canine Disc Competition or demonstration. Clubs must agree to abide by the policies of CDA when applying to host a Canine Disc Event.



## 4.0 REGISTRATION & ELIGIBILITY TO COMPETE

### 4.1 Member Eligibility

- All Handlers and Owners of any dog participating in any CDA sanctioned event must be current financial members of CDA.
- Membership is yearly and must be renewed no later than 28<sup>th</sup> Feb each year.

### 4.2 Canine Eligibility

- A one-time fee is required to register each dog.
- Each dog must be registered
- Each dog's registration number must accompany all entries for trials so that qualifying legs and points earned can be attributed to the right dog.
- All dogs must have a CDA number before competing at any CDA sanctioned event.
- Each dog that has a CDA competition number is eligible to apply for titles.
- Dogs that are 15 inches tall and under must be measured to be eligible to use Small Discs.
- Dogs must be a minimum of 18months old to compete in all classes except the NFC.
- The CDA registration number represents one dog. A dog cannot have more than one registration number.
- Registration Fees are as set on the registration form.

### 4.3 Vetting

Formal vetting at CDA sanctioned competitions is not compulsory; however the host club reserves the right to vet any dog present on the grounds on the day.

### 4.4 Bitches in Oestrus

Bitches in Oestrus or showing a coloured discharge of any sort must not be permitted to participate in any CDA Event or to be within the precincts of the event.

### 4.5 Competitor Misconduct

Competitors must adhere to the CDA policy of Misconduct at all sanctioned events.

- Abusive actions or language directed at the judge will not be tolerated.
- Abusive treatment of a dog (their own or anyone else's) will not be tolerated.
- Competitors repeatedly using obscene language will not be tolerated.
- Competitors are not the scoring judge so calling out of what they perceive as successful or missed catches, or calling out of what they perceive is the points scored to try and influence the judge's decision will not be tolerated.

## **4.6 Certified Judges**

- 4.6.1** CDA Judges certification program has been developed for the purpose of officially certifying those individuals who aspire to become a Canine Disc Judge. It is partially based and has been developed from the USDDN Program but tailored to suit our format of competition in Australia.
- 4.6.2** Each of our Levels of certification supersede the previous, so any individual aspiring to become a Master judge will need to have met the criteria and passed any relevant exams of the previous 4 levels.

To become a certified judge one must meet the criteria as outlined for each level and pass the relevant exams. You will be required to keep track of your own Judging Experience, by filling out the Judging Log Sheets and ensure they are signed off by the appropriate person at the event in which you judged. When you feel you have met the criteria and are ready to sit for your exam, you must fill out the application form and send into the Board for consideration. You will then be given access to the Exam appropriate for the Level you are applying for.

- 4.6.3** Accepting a judging appointment is not a paid position, CDA Judges are not allowed to accept monetary payment for their judging appointments, however they can accept reimbursements for expenses incurred whilst travelling to and from the competition, they are also allowed to accept gifts from the host club. It is up to the host club and the individual judge as to the arrangements they make for each appointment
- 4.6.4** Judges can choose to compete with their own dogs at any competition they are appointed to judge at, however they are not permitted to judge dogs in the same division/class they compete in.
  - 4.6.4.1** The CDA Board recognizes that there may be a lack of judges with the sport starting off in new and/or regional areas, and in the interest of Sport Development we will make exceptions for regional areas and states where the sport is small and/or new for individuals to compete and judge in the same division. The Board reserves the right to remove this exception at any time

## 5.0 EVENT GUIDELINES

### 5.1 Event Sanctioning

- Clubs wishing to hold a CDA sanctioned event must submit an official Competition Schedule Application Form.
- An event application must be submitted to CDA at least four (4) weeks prior to the proposed event date.
- Clubs/Groups will be charged a \$10 administration fee for every schedule submitted.
- All applications must be completed in full to be considered. This includes at least the Head Judge's name. Incomplete applications may be returned.
- Events may be limited by a pre-registration date.
- CDA has no set limit for entry fees per round of competition, it is up to individual clubs to set event entry fees, however CDA recommends that entry fees be \$5 per round of competition.
- Clubs are encouraged to take early entries at the standard fee (normally \$5 per round / per class) – It will be up to the clubs discretion if they choose to charge late entry fees, but CDA will limit late entries to no more than \$2 above the early entry fee, for e.g. if entry fees for each round of Throw & Catch are \$5 per round, late entries will be no more than \$7 per round.
- Entry fees for NFC entrants will be no more than \$5 for participation in 2 rounds within the Throw & Catch events, Late Entry Fees will be no more than \$2 more than the standard entry fee.

### 5.2 Event Result Submissions

Clubs hosting sanctioned trials must *within 7 days of the conclusion of the competition*:

If the competition is run through K9Entries, ensure all results are finalised by checking the results finalised box in each class.

If the competition is run by using manual score sheets – Submit the following;

- A results sheet fully filled out with the following clearly marked
  - Competitors Name & CDA number
  - Dogs Name & CDA Registration number including current titles
  - Results from all rounds of competitions in all classes & divisions including entries for the NFC class.
  - A Judges report signed by the judge
  - CDA has a results template for all clubs to use.

**CDA will issue an invoice to Clubs/Training Groups after competition results have been received, levies payable will be \$0.85 for each individual team competing on the day of competition, and clubs must submit payment within 14 days of the receipt of invoice**

Results will be published to the website no later than 21 days after **results have been finalised/received**.

### 5.3 Field Specifications & Layout

The competition field shall be a rectangular shape with a minimum width of 40 yards and a minimum length of 70 total yards. This will allow a 5ft buffer around the entire playing field. The Playing Field shall be a Minimum width of 30 yards and a minimum length of 60 yards.

- For a recommended Toss & Fetch/Freestyle Field Layout – [See Appendix A](#)
- For a recommended Bonus Chase Layout – [See Appendix B](#)
- For a recommended Double Up Layout - [See Appendix C](#)
- For a recommended Accuracy Game Layout - [See Appendix D](#)
- For a recommended Black Jack Layout – [See Appendix E](#)
- For a recommended Time Trial Layout – [See Appendix F](#)
- For a recommended Long Distance Layout – [See Appendix G](#)
- For a recommended Fast 50 Layout – See Appendix A
- For a recommended Speed Disc Layout – See Appendix I

### 5.4 General Rules of Competition

- **All dogs must be registered with the CDA to compete in any Canine Disc Australia sanctioned event.**
- Dogs must be a minimum of 18months old to compete. The exception is the NFC Class, which requires the dog to be a minimum of 16 weeks old.
- No dog can be entered with more than 2 handlers at the same competition. The only exception to this is in Throw & Catch Events where the dog may also be handled by a Junior Handler.
- Dogs with physical deformities, disabilities or unusual gaits require a note from their veterinarian stating that they are fit to compete.
- No food or toys (other than the official discs used in competition) are to be brought onto the competition field, this includes during practice time, this includes No food in pockets and treat pouches.
- No dogs in heat should be brought to the competition (competing or not).
- All dogs must be on leash or confined while not competing.
- No dog or handler may practice on the competition field on the day of the competition, unless it is in the designated practice time allotted by event organisers.
- Competitors must wait until they are given the okay to start by the line judge.
- 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.

- Competitors must not purposefully throw the disc after time is called. Once time is called and the disc is retrieved the competitor must put their dog back on leash and leave the field in a timely fashion for the next competitor.
- 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 Judges..

### **5.5 Rules for Practice at a CDA Event**

- The Competition Field will be open to competitors for a minimum of 15 minutes at a time designated by the competition organisers before the commencement of competition, NO Dogs will be allowed on the competition field in this time.
- A practice area may be provided by the host club.
- This area must not be visible to dogs competing on the competition field or must be used only when dogs are not competing.
- It is recommended that Only one dog may practice in this area at a time.
- If no practice area is provided then no practicing will be allowed on the trial grounds.
- Competitors practicing outside the practice areas may forfeit their round

## 5.6 Disqualifications

A competitor may be disqualified from an event for any of the following:

- Abusive actions or language directed at the judge.
- Abusive treatment of a dog (their own or anyone else's)
- Uncontrolled dog (dog that repeatedly is loose while others compete especially if it interferes with the running of a dog or holds up competition while being brought under control).
- Aggressive dog (a dog that has demonstrated in some way that it may be a danger to other dogs, competitors or spectators).
- Competitors repeatedly using obscene language after being warned at least once.
- Obviously trying to sabotage a competitor's performance.

All disqualified competitors forfeit all their entry fees.

Any competitor that is disqualified from a competition or individual class must be given a written reason for the disqualification. A copy of the written reason must be sent to the CDA along with the trial results.

Entrants are not to be disqualified for trivial incidences.

Disqualified competitors may be asked to leave the premises at the judge's and Host club's discretion.

The judge has the authority to disqualify any entrant for any reason he/she feels is warranted.

The host club must remove from the grounds any participants or non-participants that a CDA judge requests.

## **6.0**

## **TYPES OF EVENTS**

**6.1** Competitions shall comprise of 3 levels being Local Competitions, Championship or National Championship Events

### **6.1.1 Local Competitions**

Will be no more than 2 rounds of any class in all divisions

### **6.1.2 Championship Events**

Will have a minimum of 4 Rounds consisting of Throw & Catch, Games, Freestyle or Freestyle Skills in all divisions.

### **6.1.3 National/State Championships**

National Championships Series events will normally have at least three rounds each of Throw & Catch, Freestyle & Games in all divisions. CDA National Championships will be held every 2 Years.

State Championships Series events will normally have at least 2 rounds each of Throw & Catch, Freestyle & Games in all divisions. CDA State Championships will be held every Year.

In addition to competitions CDA also sanctions training clinics (sometimes including a practice competition), seminars, workshops, conferences and other types of events.

## 7.0 DIVISIONS

### 7.1 Throw & Catch

There are 5 Throw & Catch divisions at a Canine Disc competition. Teams in these divisions compete in either 2 rounds of Toss & Fetch or 2 rounds of Bonus Chase or 1 round of both Toss & Fetch and Bonus Chase. The event organiser makes this decision.

**Juniors.** All competitions have a Junior Division. Handlers, who have not yet turned 15 years of age before 1st January of each year, will be deemed a junior. This division is the entry-level division for all Junior Teams and those juniors that are still becoming skilled in making good throws and completing catches. Juniors can be confident that they will be competing against teams of similar ability because they will only be competing against teams who have not yet achieved the Canine Disc Junior Title (CDJ). Typically, each junior team competes in two 90 second rounds of Throw & Catch.

**Beginners.** All competitions have a Beginners Division. This division is the entry-level division for new teams and for Junior Teams who have achieved their CDJ Title it is also for those that are still becoming skilled in making good throws and completing catches. Beginners can be confident that they will be competing against teams of similar ability because they will only be competing against teams who have not yet achieved the Canine Disc Beginner Title (CDB). Typically, each Beginner team competes in two 90 second rounds of Throw & Catch. It is expected that only some beginner throwers will be capable of throwing beyond 20-30 yards, so if you are not an accomplished thrower do not be concerned. The winners will be those teams that have the highest totals after adding up their scores from all rounds of competition.

**Excellent.** Almost all Competitions will have an Excellent Division, providing there are entries received from teams that are eligible to compete at this level. This division is for teams who have achieved their CDB title, Excellent Teams can be confident that they will be competing against teams of similar ability because they will only be competing against teams who have achieved the Canine Disc Beginner Title (CDB). Typically, each excellent team competes in two 90 second rounds of Throw & Catch. The winners will be those teams that have the highest totals after adding up their scores from all rounds of competition.

**OPEN.** Almost all Competitions will have a Open Division, providing there are entries received from teams that are eligible to compete at this level. This division is for teams who have achieved their CDE title, Open Teams can be confident that they will be competing against teams of similar ability because they will only be competing against teams who have achieved the Canine Disc Excellent Title (CDE). Typically, each Open team competes in two 90 second rounds of Throw & Catch. The winners will be those teams that have the highest totals after adding up their scores from all rounds of competition.

**Masters.** Almost all Competitions will have a Masters Division, providing there are entries received from teams that are eligible to compete at this level. This division is for teams who have achieved their CDO title, Master Teams can be confident that they will be competing against teams of similar ability because they will only be competing against teams who have achieved the Canine Disc Open Title (CDO). Typically, each Masters team competes in two 90 second rounds of Throw & Catch. The winners will be those teams that have the highest totals after adding up their scores from all rounds of competition.



## 7.2 Freestyle

There are two typical Freestyle divisions at a Canine Disc competition. Teams in these divisions typically compete in 1 or 2 rounds of Freestyle. The event organizer makes the decision as to how many rounds of Freestyle are conducted.

**Pro.** This division is the entry-level freestyle division for new teams and those that are still becoming skilled in executing freestyle routines. Teams that have achieved both their Freestyle Beginners & Freestyle Excellent Titles are ineligible from competing in the Pro Division. All Pro teams compete in either:

- One or two **90 second** rounds of Freestyle. The winners will be those teams that have the highest totals after adding up their scores from all rounds of competition.

**Super Pro.** This division is for teams that have become skilled in executing freestyle routines. Once Teams have achieved both their Freestyle Beginners & Freestyle Excellent Titles they are then required to compete in the Super Pro Division. All Super Pro teams compete in either:

- One or two **120 second** rounds of Freestyle. The winners will be those teams that have the highest totals after adding up their scores from all rounds of competition.

## 7.3 Games

- Almost All Competitions will have at least 1 game, there are no separate divisions for games all teams will compete together for Game rounds.

## 7.4 Freestyle Skills

There are two typical Freestyle Skills divisions at a Canine Disc competition. Teams in these divisions typically compete in 1 or 2 rounds of Freestyle Skills. The event organizer makes the decision as to how many rounds of Freestyle Skills are conducted.

**Pro Skills.** This division is the entry-level Freestyle Skills division for new teams and those that are still becoming skilled in executing their Freestyle Skills. Teams that have achieved both their Freestyle Skills Beginners & Freestyle Skills Excellent Titles are ineligible from competing in the Pro Skills Division. All Pro Skills teams compete in either:

- One or two **90 second** rounds of Freestyle Skills. The winners will be those teams that have the highest totals after adding up their scores from all rounds of competition.

**Super Pro Skills.** This division is for teams that have become skilled in executing freestyle Skills. Once Teams have achieved both their Freestyle Skills Beginners & Freestyle Skills Excellent Titles they are then required to compete in the Super Pro Skills Division. All Super Pro Skills teams compete in either:

- One or two **120 second** rounds of Freestyle Skills. The winners will be those teams that have the highest totals after adding up their scores from all rounds of competition.

## 7.5 Division Eligibility Transition from ACDA – CDA

Teams Eligibility into the new competition divisions will be determined as follows:

- **Throw & Catch** – Will be determined on your current title,
  - If you are a new Team or have not yet received your CDB title you will compete in Juniors or Beginners.
  - If you have your CDB Title you will compete in Excellent
  - If you have your CDE Title you will compete in Open
  - If you have your CDM Title you will compete in Masters
  - Current CDB, CDE or CDM cards that have not yet been used for titles are only eligible to be used for the title that the card reflects. Ie an Excellent card can only be used for Canine Disc Excellent Title.
  
- **Freestyle** – Will Be determined by your current level of competition
  - If you currently compete in Pro Division you will continue to compete in Pro Division and will be eligible to achieve all New Titles
  - If you currently compete in Super Pro Division you will continue to compete in Super Pro Division and will be eligible to achieve all New Titles.
  
- **Freestyle Skills** – Is new to Canine Disc in Australia so all teams will start in Pro Skills Divisions
  
- **Games** – has not changed there will still only be One Games division.

## 8.0 QUALIFYING CERTIFICATES

**8.1** A Qualifying Certificate will be issued to teams that have successfully met the judging criteria for that particular event/class.

**8.1.1** All Qualification Certificates must accompany all title applications, with the exception being the Application for Sports Awards.

**8.1.2** Cards must be signed by the Head Judge and shall be available to each Competitor that gained/has reached the benchmark/criteria as per the rules for the particular class/division they are competing in.

**8.1.3** All Qualification Cards **can only be used once** towards the issuance of a Title.

**8.2** All previously issued CDB, CDE, CDM & CDG Cards that **have not been already used for the issuance of titles** will still be eligible for use towards the new title formats as follows

**8.2.1** CDB cards can only be used for CDB Titles.

**8.2.2** CDE cards can be used for either CDE or CDB Titles.

**8.2.3** CDM Cards can be used for CDM, CDO, CDE or CDB Titles.

**8.2.5** CDG Cards can be used for the new format of Games Dog Titles (**see 10.4**)

**8.3** CDA Qualification Cards are as follows:

- Blue Qualification Cards will be issued for all Throw & Catch Divisions.
- Red Qualification Cards will be issued for all Freestyle Divisions.
- Pink Qualification Cards will be issued for all Freestyle Skills Divisions.
- Green Qualification Cards will be issued for all Game Divisions.
- Orange Qualification Cards will be issued for Elite Disc Dog Titles. To earn an Elite Card teams need to score a perfect Throw & Catch round of 22.5 points at any sanctioned CDA Event. Elite Cards are issued where the team is not the overall division winner. Elite Qualification Cards will be issued separate to Division cards, these cards cannot be used for any other Throw & Catch Title.
- Gold/Yellow Qualification Cards will be issued for Ultimate Disc Dog Titles. To earn an Ultimate Card Teams need to score a perfect Throw & Catch round of 22.5 points and also place 1<sup>st</sup> overall in their division at any sanctioned CDA event. Ultimate Qualification Cards will be issued separate to Division cards. These cards can be used for application for either the EDD or UDD Title, but can only be used once. Teams will forfeit the cards eligibility for the UDD Title if the card is submitted as part of the EDD Title.

**8.4 All Qualification cards are to be purchased from CDA.**

## 9.0 CLASSES

CDA Sanctioned Competitions may have one or more of the following classes.

### 9.1 Throw & Catch

#### 9.1.1 Not For Competition(NFC)

Teams consist of one handler and one dog and must use CDA approved competition discs.

- NFC is primarily for young dogs from 16weeks of age up until they reach competition age (18 Months).
- **Teams are only permitted to throw Sliders or Rollers in NFC rounds.**
- Teams may use more than one disc.
- NFC rounds are open to all dogs in all divisions. New Teams will be included in the junior or beginner division of Throw & Catch classes all other teams will be included in their current competing division.
- Teams must at the time of entering the event stipulate if they will be doing a NFC round.
- Teams doing NFC are ineligible for a placing and prizes.

#### 9.1.2 Toss & Fetch

Teams consist of one handler and one dog and must use a single CDA approved competition disc.

Teams compete one at a time from their choice of end on a rectangular shaped field that is 30 yards wide and 40 yards long. Before time starts both the handler and the dog must be completely behind the throwing line. After receiving permission to start from the Line Judge, time will commence when the dog crosses the throwing line.

Only successful catches made by the dog before the disc makes contact with the ground score points. In order to score points, the dog must catch the disc while they have at least one paw within the specified competition field. 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.

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.

Teams have 90 seconds in which to make as many throws as possible, but only the "best five" scoring throws 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. 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.

Only Dogs 18months or older are eligible to compete in these classes

### 9.1.3 Bonus Chase

Teams consist of one handler and one dog and must use a CDA approved competition disc.

Teams compete one at a time from their choice of end on a rectangular shaped playing field that is 30 yards wide and 40 yards long. Before time starts both the handler and the dog must be completely behind the throwing line. After receiving permission to start from the Line Judge, time will commence when the dog crosses the throwing line.

Only successful catches made by the dog before the disc makes contact with the ground score points. In order to score points, the dog must catch the disc while they have at least one paw within the specified competition field. 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.

**The Bonus Zone score is only given if all four paws are inside the Bonus Zone at the time the dog makes the catch or lands after making the catch.** 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.

Teams have 90 seconds in which to make as many throws as possible, but only the "best five" scoring throws contribute to a team's total Bonus Chase 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. 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.

Only Dogs 18months or older are eligible to compete in these classes

## 9.2 Freestyle

### 9.2.1 Freestyle Skills

Teams consist of one handler and one dog and must use CDA approved competition discs.

The Freestyle Skills class will help new teams develop their freestyle skills without having to have a full routine put together.

Freestyle Skills is judged on single skill elements set out in the freestyle skills elements, as well as successful canine catches. How well each team does in these elements will determine who the winner is.

CDA offer 2 divisions for freestyle Pro Skills & Super Pro Skills.

Teams may use up to 10 competition standard discs in this freestyle skills class. Teams can start anywhere on the rectangular shaped playing field that is 30 yards wide and 40 yards long.

Teams having a maximum time limit of 90 seconds (Pro Skills Division) or 2:00 minutes (Super-Pro Skills Division). 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.

Only Dogs 18months or older are eligible to compete in these classes

### **9.2.2 Freestyle**

Teams consist of one handler and one dog and must use CDA approved competition discs.

In Canine Disc events worldwide, freestyle competition is viewed as the most challenging and rewarding format for teams wanting to demonstrate their teamwork and creativity.

A freestyle routine happens when teams put together elements like short throws, long throws, butterflies, multiples, juggling, flips, vaults, dancing and tricks to create an entertaining show for the fans and a fun and challenging time for both handler and dog.

Freestyle is judged with 4 main elements in mind, Team, Player, Canine & Execution. How well each team does in each of these elements will determine who the winner is.

CDA offer 2 divisions for freestyle Pro & Super Pro.

Teams having a maximum time limit of 90 seconds (Pro Division) or 2:00 minutes (Super-Pro Division). 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.

Teams may use up to 10 competition standard discs in their freestyle routine. Teams can start anywhere on the rectangular shaped playing field that is 30 yards wide and 40 yards long.

While it is not mandatory teams are encouraged to bring along selected music to go with their routine.

Only Dogs 18months or older are eligible to compete in these classes

## **9.3 Games**

Games are a competition type enjoyed by Canine Frisbee teams of all skill and experience levels, including beginners, because the rules are very simple. Teams can earn a Games title, which is based upon a team's ability to achieve a versatile array of objective standards without considering teams' relative competitiveness against other teams. Success in games depends in part upon a handler's ability to strategically approach the games round with a focused awareness of the skills to be demonstrated during that games' competition round.

### **9.3.1 Time Trial**

The objective of this game is to make 3 catch and retrieves beyond 10 yards within a 60 second time limit. The team that completes this objective in the fastest time wins. Time stops when the dog crosses the throwing line after making their third catch beyond 10 yards.

The qualifying score in the Time Trial Game for earning a leg towards a Games Dog Title is 3 catches in 40 seconds or less.

### **9.3.2 Accuracy**

The Objective of this game is as the name implies Accuracy. Teams have a 60 second time limit to hit three circled zones centered 10 yards, 15 yards and 25 yards away from the throwing line. Teams score points each time the dog makes a catch with at least one paw on or inside the line of the marked circle zone.

The circle zones will not be in a straight line. The precise position of the circles will be revealed on the competition day. A team's first throw can only score in the 10 yard scoring zone (1 point). A team's second throw can only score in the 15 yard scoring zone (3 points). A team's third throw can only score in the 25 yard scoring zone (5 points). Subsequent throws can score in any of the three scoring zones.

The qualifying score in the Accuracy Game for earning a leg towards the Games Dog Title is a minimum of 9 points.

### **9.3.3 Long Distance**

The Objective of this game is to throw the longest distance

The event is judged purely on the distance thrown with the team that makes the longest single catch becoming the winner.

Each team gets a maximum of two throws to release during a time limit of 60 seconds. Time commences at the release of the first throw. Any throw 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. If a dog makes a catch in mid-air with all four paws off the ground then the throw is scored from the landing position of the trailing paw.

The qualifying score in the Long Distance Game varies depending upon whether the handler is male or female. A male handler needs to make a catch beyond 40 yards in order to earn a Qualifying Certificate towards the Games Dog Title. A female handler needs to make a catch beyond 35 yards

There are four available long distance record options, which are:

- Men's Long Distance Record
- Women's Long Distance Record
- Junior Boy's Long Distance Record
- Junior Girl's Long Distance Record

### **9.3.4 Double Up**

In the Double Up Game, the teams score points by making catches between 10 Yards and 20 Yard Lines (Scoring Zone). Teams can double their progressive score by making a catch with all four paws inside a Double-Up Circle(Double Zone), which is located around the centre of the field 25 Yards away from the throwing line with a 10 Yard diameter.

The time limit for this fun event is 60 seconds, in which teams can make as many throws and scoring catches as they like.

The qualifying score in the Double Up Game for earning a leg towards the Games Dog Title is a minimum of 8 points, including at least one double.

### **9.3.5 Black Jack**

In the Blackjack Game, the teams score points by strategically making catches in different zones of the field.

The game's objective is to score exactly 21 points and then have the dog cross the throwing line to record as fast a time as possible. The field is a typical Toss & Fetch field with two additional lines that run parallel to the sidelines, located 2.5 yards to the left and right of the middle of the field and extending out until at least 45 yards from the throwing line. The lines distinguish premium scoring zones down the centre of the field that are 5 yards wide(train tracks) and other lower-scoring zones on the outside of the "train tracks"

The qualifying score in the Black Jack Game for earning a leg towards the Games Dog Title is 21 points, in 60 seconds or less.

### **9.3.6 Fast 50**

The objective of this game is to score 50 points. The team that completes this objective in The fastest time wins.

Teams use a maximum of 3 Discs for this game, each Disc can only be thrown once. A catch made past the 10 yard line will score 10 points, a catch made past the 20 yard line will score 20 points, a catch made past the 30 yard line will score 30 points and a catch made past the 40 yard line will score 40 points. All 4 paws must be in the correct zone at the time of the catch or upon landing after the catch for it to be scored.

Once the team has Made 50 points, the dog MUST return a disc across the foul line to stop time.

Dogs do not have to complete the first catch before the next disc is thrown...

The qualifying score in the Fast 50 Game for earning a leg towards the Games Dog Title is 50 points, in 50 seconds or less.



### **9.3.7 Team Time Trial**

Team Time Trial is a team event, with 3 Dog and Handler Teams on the competition field at once. The objective of this game is to make 3 catch and retrieves within a 90 second time limit. The team that completes this objective in the fastest time wins. Time stops when the dog making the teams third catch returns the disc across the throwing line.

At least 2 Catches must be made beyond the 20 yard line.

The qualifying score in the Team Time Trial Game for earning a leg towards a Games Dog Title is 3 catches in 70 seconds or less.

### **9.3.8 Speed Disc *(Under Review)***

Competitors earn points based on the time it takes to complete one disc catch in three different zones.

- Zone 1 is a square 10'x 10', whose center is 15 yards from the throw line
- Zone 2 measures 10 yards deep and begins 20 yards from the throw line
- Zone 3 measures 10 yards deep and begins 30 yards from the throw line

Zone catches may be completed in any sequence. After the start the dog may be anywhere on the course to complete the challenge.

Handlers may leave the throw box to retrieve any disc from the field, but throws to the dog must be made from the throw box. Two paws in the catch zone for the zone to be determined as complete.

The time stops when the final disc caught breaks the throw line boundary, whether by the dog's return or the competitor's toss (if retrieved from the dog in the field).

The qualifying score in the Speed Disc Game for earning a leg towards the Games Dog Titles is a minimum of 8 Speed Points. Obtained as per the timing/point scoring table.

## 10.0 TITLES, AWARDS & LAPs

**10.1** All dogs eligible to be entered in Canine Disc Competitions in accordance with these rules shall be eligible to receive Title Certificates upon qualification and subsequent application.

### 10.1.1 Submitting Title Applications

Every Qualifying Certificate submitted for a Title must identify the Handler & Dogs registration number, Qualifying Certificates may only be utilised towards a Title if they are dated after the Prerequisite Title certificate application(s) (if applicable) have been received by CDA.

### 10.1.2 Qualification Certificate Eligibility

Only Qualifying Certificates, gained at sanctioned CDA Competitions will be accepted. Applications for all Titles must be accompanied by the prescribed fee and, upon approval, a Title Certificate will be issued to the Owner authorising the use of the letters concerned after the Dog's name. The Qualifying Certificates must accompany applications for all Titles. With the exception being for Sports awards.

### 10.1.3 Multiple Achievements

A number of Titles provide scope for multiple achievements. CDA will receive applications for the Title suffixed with the multiple of achievement (eg CDM2, CDM3, CDM4 etc) after the name of each Dog which has already been awarded the Title and which shall have subsequently again gained all of the Qualifying Certificates for the Title. Only Titles that specify multiple achievements are eligible.

## 10.2 Throw & Catch Titles

**10.2.1 Canine Disc Junior – CDJ** Title is awarded when a team scores a minimum of 4.5 points in each of four different rounds of a CDA Sanctioned Throw & Catch Competition. This Title demonstrates that the team has a competent thrower and that the dog is capable of catching the Frisbee and reliably returning it to the handler, within a 90 sec period

**10.2.2 Canine Disc Beginner – CDB** Title is awarded when a team scores a minimum of 7.0 points in each of four different rounds of a CDA Sanctioned Throw & Catch Competition. This Title demonstrates that the team has a competent thrower and that the dog is capable of catching the Frisbee and reliably returning it to the handler, within a 90 sec period.

**10.2.3 Canine Disc Excellent – CDE** Title is awarded when teams score a minimum of 12.0 points in each of four different rounds of a CDA Sanctioned Throw & Catch Competition and have already been awarded the CDB Title. This Title demonstrates that the team has a competent thrower and that the dog is capable of catching the Frisbee and reliably returning it to the handler, within a 90 sec period.

- 10.2.4 Canine Disc Open – CDO** Title is awarded when teams score a minimum of 17.0 points in each of four different rounds of a CDA Sanctioned Throw & Catch Competition and have already been awarded the CDE Title. This Title demonstrates that the team has a competent thrower and that the dog is capable of catching the Frisbee and reliably returning it to the handler, within a 90 sec period.
- 10.2.5 Canine Disc Master – CDM** Title is awarded when teams score a minimum of 21.0 points in each of four different rounds of a CDA Sanctioned Throw & Catch Competition and have already been awarded the CDO Title. This Title demonstrates that the team has a competent thrower and that the dog is capable of catching the Frisbee and reliably returning it to the handler, within a 90 sec period. This title is eligible for Multiple Achievements as outlined in 10.1.3
- 10.2.6 Elite Disc Dog – EDD** Title is awarded when a team scores 22.5 points in each of 7 different rounds of a CDA Sanctioned Throw & Catch Competition, and where the team is not the overall division winner. This Title demonstrates that the team has a very competent thrower and that the dog is very capable of catching the Frisbee and reliably returning it to the handler, within a 90 sec period. This title is eligible for Multiple Achievements as outlined in 10.1.3
- 10.2.7 Ultimate Disc Dog – UDD** Title is awarded when a team scores 22.5 points in each of 7 different rounds of a CDA Sanctioned Throw & Catch Competition, and where the team places 1<sup>st</sup> overall in their division. This Title demonstrates that the team has a very competent thrower and that the dog is very capable of catching the Frisbee and reliably returning it to the handler, within a 90 sec period. This title is eligible for Multiple Achievements as outlined in 10.1.3

## 10.3 Freestyle Titles

### 10.3.1 Freestyle Skills

- 10.3.1.1 Freestyle Skills Beginner- FSB Title** is awarded to teams that demonstrate at least 5 throws, releases or tricks, paired with successful canine catches that have met a minimum requirement of 3 Elements from the Freestyle Skills Elements, within a 90-second period. Teams must achieve this on 4 separate occasions at any sanctioned CDA Event
- 10.3.1.2 Freestyle Skills Excellent – FSE Title** is awarded to teams that demonstrate at least 10 throws, releases, or tricks, paired with successful canine catches that have met a minimum requirement of 4 Elements from the Freestyle Skills Elements within a 90-second period. Teams must achieve this on 4 separate occasions at any sanctioned CDA Event and have already been awarded the FSB Title.

**10.3.1.3 Freestyle Skills Open – FSO** Title is awarded to teams that demonstrate at least 15 throws, releases, or tricks, paired with successful canine catches that have met a minimum requirement of 5 Elements from the Freestyle Skills Elements within a 120-second period. At least two of the aforementioned throws must travel at least 20 yards during the 120-second period. Teams must achieve this on 4 separate occasions at any sanctioned CDA Event and have already been awarded the FSE Title.

**10.3.1.4 Freestyle Skills Master– FSM** Title is awarded to teams that demonstrate at least 20 throws, releases or tricks, paired with successful canine catches that have met a minimum requirement of 6 Elements from the Freestyle Skills Elements within a 120-second period. At least three of the aforementioned throws must travel at least 20 yards during the 120-second period. Teams must achieve this on 4 separate occasions at any sanctioned CDA Event and have already been awarded the FSO Title. This title is eligible for Multiple Achievements as outlined in 10.1.3.

## **10.3.2 Freestyle**

**10.3.2.1 Freestyle Beginner – FRB** Title is awarded when a team scores a minimum of 24.0 points in each of four different rounds of a CDA Sanctioned Freestyle Competition. This Title demonstrates that the team has a competent thrower able to execute various throws & releases and that the dog is capable of catching the Frisbee and performing various tricks within a 90 sec period.

**10.3.2.2 Freestyle Excellent – FRE Title** is awarded when teams score a minimum of 28.0 points in each of four different rounds of a CDA Sanctioned Freestyle Competition and have already been awarded the FRB Title. This Title demonstrates that the team has a competent thrower able to execute various throws & releases and that the dog is capable of catching the Frisbee and performing various tricks within a 90 sec period.

**10.3.2.3 Freestyle Open – FRO** Title is awarded when teams score a minimum of 32.0 points in each of four different rounds of a CDA Sanctioned Freestyle Competition and have already been awarded the FRE Title. This Title demonstrates that the team has a competent thrower able to execute various throws & releases and that the dog is capable of catching the Frisbee and performing various tricks within a 120 sec period.

**10.3.2.4 Freestyle Master– FRM** Title is awarded when teams score a minimum of 35.0 points in each of four different rounds of a CDA Sanctioned Freestyle Competition and have already been awarded the FRO Title. This Title demonstrates that the team has a competent thrower able to execute various throws & releases and that the dog is capable of catching the Frisbee and performing various tricks within a 120 sec period. This title is eligible for Multiple Achievements as outlined in 10.1.3.

## 10.4 Games Dog Titles

**10.4.1.1 Games Dog Beginner – GDB Title** is awarded when teams achieve Three Qualifying Passes with at least 2 different games at CDA Sanctioned Competitions, this Title demonstrates that the canine disc team has a reasonable amount of canine disc game skills, including accurate throwing and a quick retrieve in a 60sec period.

**10.4.1.2 Games Dog Excellent – GDE Title** is awarded when teams achieve Six Qualifying Passes, with at least 3 different games at CDA Sanctioned Competitions, and have already been awarded the GDB Title. This Title demonstrates that the canine disc team has a versatile array of canine disc game skills, including accurate throwing and a quick retrieve in a 60sec period.

**10.4.1.3 Games Dog Open – GDO Title** is awarded when teams achieve Nine Qualifying Passes, including at least 1 Accuracy, 1 Time Trial, 1 Double Up & 1 Black Jack plus 5 other qualification passes in any Games at CDA Sanctioned Competitions, and have already been awarded the GDE Title. This Title demonstrates that the canine disc team has an exceptional array of canine disc game skills, including accurate throwing and a quick retrieve in a 60sec period.

**10.4.1.4 Games Dog Masters – GDM Title** is awarded when teams achieve Twelve Qualifying Passes, including at least 2 Accuracy, 2 Time Trial Game, 2 Double Up & 2 Black Jack plus 4 other qualification passes in any Games at CDA Sanctioned Competitions, and have already been awarded the GDO Title. This Title demonstrates that the canine disc team has a very exceptional array of canine disc game skills, including accurate throwing and a quick retrieve in a 60sec period. This title is eligible for Multiple Achievements as outlined in **10.1.3**.

## 10.5. Competitive Merit Titles

Competitive Merit Titles are difficult to achieve. Competitive Merit Titles require a team to demonstrate that they have been a successful competition team over a sustained length of time. Competitive Merit Titles are achieved when teams accrue a pre-determined number of **Lifetime Achievement Points (LAPs)** (*See 10.7*)

***Competitive Merit Titles do not need to be applied for they will be issued upon achieving the correct number of LAPs***

**10.4.1.5 Canine Disc Superior – CDS title** is evidence that a team has been very competitive against other teams over a sustained period of time. The CDS Title is achieved when any team accrues at least 1000 LAPs in sanctioned Throw & Catch Rounds throughout their career. This title is eligible for Multiple Achievements as outlined in 10.1.3.

**10.4.1.6 Freestyle Dog Superior – FDS title** is evidence that a team has been very competitive against other teams over a sustained period of time. The FDS Title is achieved when any team accrues at least 1000 LAPs in sanctioned Freestyle Rounds throughout their career. This title is eligible for Multiple Achievements as outlined in 10.1.3.

**10.4.1.7 Games Dog Superior – GDS title** is evidence that a team has been very competitive against other teams over a sustained period of time. The CDS Title is achieved when any team accrues at least 1000 LAPs in sanctioned Games Rounds throughout their career. This title is eligible for Multiple Achievements as outlined in 10.1.3.

## 10.6 Sports Awards

### 10.6.1 Novice Sports Awards

**10.6.1.1 Novice Sports Beginner Award** is available to those teams who have achieved the Canine Disc Beginner, Freestyle Skills Beginner, & Games Dog Beginner Titles, Teams must apply for this Award separately to be deemed a Novice Sports Beginner Dog.

**10.6.1.2 Novice Sports Excellent Award** is available to those teams who have achieved the Canine Disc Excellent, Freestyle Skills Excellent, & Games Dog Excellent Titles, Teams must apply for this Award separately to be deemed a Novice Sports Excellent Dog.

**10.6.1.3 Novice Sports Open Award** is available to those teams who have achieved the Canine Disc Open, Freestyle Skills Open, & Games Dog Open Titles, Teams must apply for this Award separately to be deemed a Novice Sports Open Dog.

**10.6.1.4 Novice Sports Master Award** is available to those teams who have achieved the Canine Disc Master, Freestyle Skills Master, Games Dog Master, Teams must apply for this title separately to be awarded the Title Novice Sports Master Dog

### 10.6.2 Advanced Sports Titles

**10.6.2.1 Advanced Sports Beginner Award** is awarded to those teams who have achieved the Canine Disc Beginner, Freestyle Beginner, & Games Dog Beginner Titles, Teams must apply for this title separately to be awarded the Title Advanced Sport Beginner Dog.

**10.6.2.2 Advanced Sports Excellent Award** is awarded to those teams who have achieved the Canine Disc Excellent, Freestyle Excellent, Games Dog Excellent Titles; Teams must apply for this title separately to be awarded the Title Advanced Sport Excellent Dog

**10.6.2.3 Advanced Sports Open Award** is awarded to those teams who have achieved the Canine Disc Open, Freestyle Open, Games Dog Open Titles; Teams must apply for this title separately to be awarded the Title Advanced Sports Open Dog

**10.6.2.4 Advanced Sports Master Award** is awarded to those teams who have achieved the Canine Disc Master, Freestyle Master, Games Dog Master Titles; Teams must apply for this title separately to be awarded the Title Advanced Sports Master Dog

## 10.7 Lifetime Achievement Points (LAPs)

**10.7.1** LAPs are Lifetime Achievement Points. LAPs are earned by teams consisting of one handler and one dog and can never be transferred to another handler or dog. LAPs are the basis by which Merit Awards are achieved and the National Rankings are determined. LAPs are accrued based upon the following table:

	Championship Events	National/State Championships Events
<b>1st Place</b>	Number of Competing Teams x 5	Number of Competing Teams x 10
<b>2nd Place</b>	Number of Competing Teams x 4	Number of Competing Teams x 8
<b>3rd Place</b>	Number of Competing Teams x 3	Number of Competing Teams x 6
<b>4th and 5th Place</b>	Number of Competing Teams x 2	Number of Competing Teams x 4
<b>6th - 10th Place</b>	Number of Competing Teams x 1	Number of Competing Teams x 2
<b>10th - 20th Place</b>	1 Point	Number of Competing Teams x 1
<b>All Other Teams</b>	1 Point	5 Points

In 2013 the way LAPs are calculated changed, Placings will be determined by the overall score on the day of competition across all divisions. For E.g. if the team that comes 1<sup>st</sup> in Excellent Division gets an overall score of 34 pts and the team that comes 1<sup>st</sup> in Open Division scores 32 pts, the excellent division team will receive the higher Number of LAPs.

In the event of any ties for placings the total numbers of LAPs available for those placings are shared evenly between the tied teams. For example, if the 2nd placed team would have been entitled to 60 LAPs and the third placed team entitled to 40 LAPs, but two teams are tied for 2nd then both teams will earn 50 LAPs. LAPs will always be rounded up to a whole number if when split they result in a half point.

LAPs never expire, and once they are earned they stay with that team forever. However, LAPs will only help a team achieve annual awards for the calendar year in which they are earned.



### **10.7.2 Judges LAPS**

If as a Judge you forgo the opportunity to play with your dog, you will be eligible to claim Lifetime Achievement Points to be known as Judges LAPS.

- Judges LAPS can be claimed for up to 4 competitions per year.
- Judges LAPS are the equivalent of 3rd Place LAPS for the day.
- You can claim Judges LAPS for as many dogs as you compete with however each dog must compete in a minimum of 4 competitions in each year in each of the formats that you wish to claim LAPS for.
  - For instance you play with 2 dogs, 1 dog plays in all formats being, Throw & Catch, Games & Freestyle. The 2nd dog plays in Freestyle only – this dog would not be eligible for Games or T&C LAPS, and the 1st Dog must have competed in at least 4 competitions in All Formats.
  - If you have dogs in multiple divisions you can opt to play with those dogs in one division while judging the others and claim LAPS for those dog/s which would have competed in the division you judged. However a reminder than you as a Judge are only eligible to claim for up to 4 competitions for the year.
  - You will be required to submit an application form for those competitions you wish to claim Judges LAPS, and also nominate which dogs/s. Applications must be received no later than 3 weeks prior to the End of Year Awards Night.

### **10.7.3 CDA will Award End of Year awards for Each State and in some cases Regions. In order for a state/region to be eligible to receive End Of Year Awards a minimum criteria of at least 5 Championship competitions must be met.**

#### **10.7.3.1 Throw & Catch**

**Throw & Catch Team Of The Year** - Any Team is Eligible for Throw & Catch Team Of The Year. The Throw & Catch Team will be determined by the team that has accumulated the highest calculated LAP points at all Throw & Catch rounds held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results.

**Rookie Throw & Catch Team Of The Year** - Any New Team that has never competed before is eligible for Rookie Team of the Year, The Rookie Throw & Catch Team will be determined by the team that has accumulated the highest calculated LAP points at all Throw & Catch rounds held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results.

**Most Improved Throw & Catch Team Of The Year** - Teams that have previously competed in at least 1 Championship Competition are eligible for Most Improved Throw & Catch Team of the year, The Most Improved Team will be determined by the team that has accumulated the highest calculated LAP points from previous years at all Throw & Catch rounds held at Championships Competitions for the calendar year in their State/Region, if a team misses at least 1 year of competition the accumulated score will be determined from the Teams last year of competition, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results. An example of how it is calculated is in 2011 Team A gained 324 LAPS, in 2012 They gained 782 LAPS there improved accumulated score is 458, Team B gained 565 LAPS in 2011, and 890 LAPS in 2012 for an improved accumulated score of 325. Team A would be crowned the Most Improved Team for 2012.

### 10.7.3.2 Freestyle

**Freestyle Team of The Year** - will be determined by the team that has accumulated the highest calculated LAP points at all Freestyle rounds held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results. *(Freestyle Skills Rounds are not included in Freestyle Team of The Year)*

**Rookie Freestyle Team Of The Year** - Any New Team that has never competed before is eligible for Rookie Freestyle Team of the Year, Rookie Freestyle Team of The Year will be determined by the team that has accumulated the highest calculated LAP points at all Freestyle rounds held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results. *(Freestyle Skills Rounds are not included in Rookie Team of The Year)*

**Most Improved Freestyle Team Of The Year** - Teams that have previously competed in at least 1 Championship Competition are eligible for Most Improved Freestyle Team of the year, Most Improved Team will be determined by the team that has accumulated the highest calculated LAP points from previous years at all Freestyle rounds held at Championships Competitions for the calendar year in their State/Region, if a team misses at least 1 year of competition the accumulated score will be determined from the Teams last year of competition, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results. An example of how it is calculated is in 2011 Team A gained 324 LAPS, in 2012 They gained 782 LAPS there improved accumulated score is 458, Team B gained 565 LAPS in 2011, and 890 LAPS in 2012 for an improved accumulated score of 325. Team A would be crowned the Most Improved Team for 2012. *(Freestyle Skills Rounds are not included in Freestyle Team)*

### 10.7.3.3 Games

**Games Team of The Year** - Any Team is Eligible for Games Team Of The Year, The Games Team will be determined by the team that has accumulated the highest calculated LAP points at all Games held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results.

**Rookie Games Team Of The Year** - Any New Team that has never competed before is eligible for Games Team of the Year, The Rookie Games Team will be determined by the team that has accumulated the highest calculated LAP points at all Games rounds held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results.

**Most Improved Games Team Of The Year** - Teams that have previously competed in at least 1 games Championship Competition are eligible for Most Improved Games Team of the year, The Most Improved Games Team will be determined by the team that has accumulated the highest calculated LAP points from previous years at all Games rounds held at Championships Competitions for the calendar year in their State/Region, if a team misses at least 1 year of competition the accumulated score will be determined from the Teams last year of competition, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results. An example of how it is calculated is in 2011 Team A gained 324 LAPS, in 2012 They gained 782 LAPS there improved accumulated score is 458, Team B gained 565 LAPS in 2011, and 890 LAPS in 2012 for an improved accumulated score of 325. Team A would be crowned the Most Improved Team for 2012.

## 11.0 DISCS

**11.1** CDA requires in Throw & Catch, Freestyle and all Games Formats, the use of only the discs specified in these regulations. A competitor may not mix discs within any one (1) round of competition - all discs must be the same size and weight class. For example, competitors cannot compete with a EuroBlend & standard Fastback in the same Round; competitors cannot you use standard Fastbacks and Jawz in the same round; and, competitors cannot combine Pup size discs with any larger discs. If a competitor is found to have mixed the sizes or weight class of discs in a single round, a five (5) point penalty will be applied in Freestyle Classes and in Throw & Catch/Game Formats there will be a one (1) point penalty applied per throw made. However, the application of this rule cannot result in a score lower than zero. Important note: A penalty assessed for mixing discs is separate from any Canine Endangerment penalties.

**11.2 If your dog measures 15.01 Inches (375mm) or Taller at the Shoulder (measured at the withers), you must use one of the discs identified below:**

### **Discs by Size/Weight Class:**

**"Standard Large Discs":** Between 9 - 9.5 Inches in Diameter & Less than 130 grams

- Wham-O: Fastback Standard, Flex & Super Flex
- Discovering The World: Chomper Standard, Flex & SuperFlex
- Innova Hero: 235's: AIR, Xtra & Super Aero
- DogStar: Standard and Crusher
- Mamadiscs: Light, Medium
- Frisbee Escape: Addict
- Hyperflite: Z Disc Classic

**"Standard Medium Discs":** Between 8.5 to 8.75 Inches in Diameter & Less than 130 grams

- Innova Hero: 215's: Sonic, Super Sonic, Sonic Xtra
- Hyperflite: K-10 Competition Standard, Frostbite, UV, SofFlite, Midnight Sun & Jawz Lite
- J-discs: No. 1, No. 2, No. 3, No. 4, No. 5

**"Heavy Large Discs":** Between 9 - 9.5 Inches in Diameter & between 130 grams and 155 grams

- Wham-O: Eurablend
- Innova Hero: 235's: Super Hero/K9 Candy, SuperStars, SuperSwirls.
- DogStar: Crusher Heavy & Crusher T-Rex
- Hyperflite: Z Disc (All Variants)

**"Heavy Medium Discs":** Between 8.5 to 8.75 Inches in Diameter & between 130 grams and 145 grams

- Hyperflite: Jawz (All variants)
- Latitude 64: Bite

**11.3 If your dog measures 15.00 inches (375mm) or less at the shoulder (measured at the withers), you may choose to compete with any of the discs defined above or those specified below. The same rules and penalties for mixing disc size/weights defined above apply.**

"Small Dog Discs": Between 6.25 and 7 Inches in Diameter and between 40 grams and 90 grams

- Innova Hero: Pup 160's, Atom 185's
- Hyperflite: Pup Jawz, Pup Frostbite, Pup SofFlite, Pup Competition Standard
- Latitude 64: Puppy

## 12.0 JUDGING CRITERIA

### 12.1 Throw & Catch

#### 12.1.1 Toss & Fetch

CDA have adopted the following Judging Criteria for Toss & Fetch for use in sanctioned competitions. These Judging Criteria are very simple and also provide the opportunity for Australian Canine Frisbee teams to compare their competition performance against other teams throughout the World. These Judging Criteria were originally developed through a consultative process by the USSDN, the Organizing Committee that coordinates the annual [US Disc Dog Nationals Championships Series](#).

#### **Toss & Fetch Judging Criteria**

1. The competition field shall be a rectangular shape with a minimum width of 40 yards and a minimum length of 70 total yards. With The Playing Field being a Minimum width of 30 yards and a minimum length of 60 yards
2. Teams can compete from either end of the field that they choose. However once play has started they cannot change ends.
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 competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
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 dependent on the timing system used by the host club. If manual timing/stopwatch is used time will start when the dog crosses the throwing line. If electronic countdown timing is used time will commence after the countdown 3-2-1-GO.
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>
<b>0-10 Yards **</b>	<b>1</b>	<b>1</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

**\*\* Junior Division Only**

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 Judges.

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.

### **12.1.2 Bonus Chase**

CDA have adopted the following Judging Criteria for Bonus Chase as a titling alternative to Toss & Fetch for use in sanctioned competitions. These Judging Criteria have modified the Judging Criteria for Toss & Fetch, which was originally developed through a consultative process by the USDDN, the Organizing Committee that coordinates the annual US Disc Dog Nationals Championships Series.

#### **Bonus Chase Judging Criteria**

1. The competition field shall be a rectangular shape with a minimum width of 40 yards and a minimum length of 70 total yards. With The Playing Field being a Minimum width of 30 yards and a minimum length of 60 yards
2. Teams can compete from either end of the field that they choose or only from one end designated by the competition organisers.
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 competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
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 dependent on the timing system used by the host club. If manual timing/stopwatch is used time will start when the dog crosses the throwing line. If electronic countdown timing is used time will commence after the countdown 3-2-1-GO.
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>
0-10 Yards **	1	1
More than 10	1	1.5
More than 20	2	2.5
More than 30	3	3.5
Bonus Zone	4	4.5

\*\* Junior Division Only

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 Bonus Chase 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 Judges.

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.

21. The Bonus Zone is a marked circle positioned at the centre of the width of the field. It is 10 yards in diameter tangential to and extending out beyond the 30 Yard line. To earn the Bonus Point the dog's four paws must all be positioned on the ground inside the bonus zone, or if one or more paws are in the air at the time of the catch then all those paw/s must land inside the Bonus Zone. If any paw is outside or touching the bonus zone line then the bonus will not be scored.

## **12.2 Freestyle**

### **12.2.1 Freestyle**

CDA have adopted the following Judging Criteria for Freestyle for use in sanctioned competitions. These Judging Criteria are very simple and also provide the opportunity for Australian Canine Frisbee teams to compare their competition performance against other teams throughout the World. These Judging Criteria were originally developed through a consultative process by the USDDN, the Organizing Committee that coordinates the annual [US Disc Dog Nationals Championships Series](#).

#### **Freestyle Judging Criteria**

1. Spectators cannot be permitted to enter the competition field.
2. Only one handler and their dog compete on the field at any given time.
3. The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations. Teams can use up to a maximum of ten (10) discs during a freestyle routine.
4. This is a timed event with teams having a maximum time limit of 90 seconds (Pro Division) or 2:00 minutes (Super-Pro Division). 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.

5. 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.

6. 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.

7. 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.

8. 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.

9. 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.

10. 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.

11. 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.

12. **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:** The dog squirms awkwardly enough to risk injury while jumping, catching, or landing. (A half (1/2) point or One (1) point deduction is allowed per occurrence.)

👉 **Buckle:** The 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 the 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**.

13. 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 =</b>	<b>10.00</b>

<b>Player Elements</b>		
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 =</b>	<b>10.00</b>
<b>Team Elements</b>		
9. Two Different Overs	2 different over the body elements.	2.50
10. Vaults	1 Vault with the dog making obvious contact with the body performed safely.	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. Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like.	2.50
	<b>Total Team Score =</b>	<b>10.00</b>

<b>Execution</b>		
Execution Score	_____ <i>Catches</i> / _____ <i>Throws</i> x 10 =	<b>10.00</b>
	<b>TOTAL SCORE =</b>	<b>40.00</b>

## 12.2.2 Freestyle Skills

CDA have adopted the following Judging Criteria for Freestyle Skills for use in sanctioned competitions.

### Freestyle Skills Judging Criteria

1. Spectators cannot be permitted to enter the competition field.
2. Only one handler and their dog compete on the field at any given time.
3. The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations. Teams can use up to a maximum of ten (10) discs during a freestyle routine.
4. This is a timed event with teams having a maximum time limit of 90 seconds or 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.
5. 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.
6. 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 CDA Officials.

7. The Judging Crew for any division of a Freestyle Skills Class shall consist of 2 people, one judge will judge teams according to components of the Freestyle Skills Elements and another will judge successful attempts/canine catches, a qualifying pass will be issued when both judges are satisfied that the team has met the minimum requirements for each of the available titling levels. The Scoring Judges have total discretion for determining scores, and their decisions will not be subject to review or appeal.

**8. Canine Endangerment Rule** - In an effort to promote the safe training and handling of disc dogs, CDA 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 skills scores for the following incidents and description: (For the judges to penalize a Player with the minimum points deductions of each penalty both of the Freestyle Skills Judges must agree.)

➡ **Contortion:** The dog squirms awkwardly enough to risk injury while jumping, catching, or landing. (A half (1/2) point or One (1) point deduction is allowed per occurrence.)

➡ **Buckle:** The 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 the 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.)

Both Judges must agree, in order to give either the minimum or maximum point deductions that one of the above penalties have occurred in order for the deduction to be applied.

During or after each freestyle skills 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 skills performance.

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

Freestyle Skills Elements		
1. Two Different Overs	2 different over the body elements.	2.50
2. Vault	1 Vault with the dog making obvious contact with the body performed safely.	2.50
3. Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	2.50
4. Dog Catch	1 dog catch with the disc in flight.	2.50
5. Team Movement	Coordinated team movement i.e. spin together, weave under legs, etc.	2.50

6. Passing Segments	Consecutive throws where the dog passes close to the player at least twice in a straight line.	2.50
7. Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like.	2.50
8. 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
	<b>Total Team Score =</b>	<b>10.00</b>



## **12.3 Games**

### **12.3.1 Time Trial**

1. The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 10 yards. (See Appendix F)
2. Teams will compete from the designated end of the field that the host club decides upon.
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 competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 60 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 will count a catch.
11. In order for the catch to be deemed successful, the dog must catch the disc while they have at least one paw within the specified competition field.
12. After making 3 successful catches beyond the 10 Yard Line, Teams must stop the clock in 40sec or less to earn a qualifying certificate towards their Games Dog Titles.

### **12.3.2 Accuracy**

1. The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 60 yards. (See Appendix D)
2. Teams will compete from the designated end of the field that the host club decides upon.
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 competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 60 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 dependent on the timing system used by the host club. If manual timing/stopwatch is used time will start when the dog crosses the throwing line. If electronic countdown timing is used time will commence after the countdown 3-2-1-GO.
10. Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
11. In order for the catch to be deemed successful, the dog must catch the disc while they have at least one paw within the three specified circled zones centered 10 yards, 15 yards and 25 yards away from the throwing line. The 10 Yard Circle will have a diameter of 4 metres. The 15 yard circle will have a diameter of 5 metres, & the 25 yard circle will have a diameter of 7 metres.
12. The circle zones will not be in a straight line. The precise position of the circles will be revealed on the competition day.
13. A team's first throw can only score in the 10 yard scoring zone (1 point). A team's second throw can only score in the 15 yard scoring zone (3 points). A team's third throw can only score in the 25 yard scoring zone (5 points). Subsequent throws can score in any of the three scoring zones.
14. The qualifying score in the Accuracy Game for earning a leg towards the Games Dog Titles is a minimum of 9 points.

### **12.3.3 Double Up**

1. The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 30 yards. (See Appendix C)
2. Teams will compete from the designated end of the field that the host club decides upon.
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 competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 60 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 dependent on the timing system used by the host club. If manual timing/stopwatch is used time will start when the dog crosses the throwing line. If electronic countdown timing is used time will commence after the countdown 3-2-1-GO.
10. Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
11. In order for the catch to be deemed successful, the dog must catch the disc while they have at least one paw within the specified scoring zone & all four paws in the specified Double zone.
12. Teams score points by making catches between 10 Yards and 20 Yard Lines (Scoring Zone). 1 point is scored for an on-the-ground catch and 1.5 points are scored for a mid-air catch with all four paws off the ground while the dog is an obvious leaping motion.
13. Teams can double their progressive score by making a catch with all four paws inside a Circle (Double Zone), which is a marked circle positioned at the centre of the width of the field. It is 10 yards in diameter tangential to and extending out beyond the 20 Yard line.
14. Teams must Double at least once to qualify.
15. The qualifying score in the Double Up Game for earning a leg towards the Games Dog Title is a minimum of 8 points.

For example, Team Alpha makes the following throws within their time limit:

- Throw 1 is an on-the-ground catch within the Scoring zone. This adds 1 point to their score and their progressive total is 1 point.
- Throw 2 is a mid-air catch within the Scoring zone. This adds 1.5 points to their score and their progressive total is now 2.5 points.
- Throw 3 is a mid-air catch with only 3 paws inside the Double-Up Circle. The team's score is unchanged and remains at 2.5 points.
- Throw 4 is a mid-air catch within the Double-Up Circle. This doubles the team's score and their progressive total is now 5.0 points.
- Throw 5 (which is released only two seconds before the expiry of time) is an on-the-ground catch within the Scoring zone. This adds 1 point to their score and their final total becomes 6.0 points.

### 12.3.4 Long Distance

**Note: The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations. The Judge will record on the score sheet the disc used.**

1. The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 70yards. (See Appendix G)
2. Teams will compete from the designated end of the field that the host club decides upon.
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 competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 60 second timed event.
8. The handler and their dog must both be behind the throwing line before time can commence.
9. Time commences at the release of the first throw. Any throw that leaves 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. If a dog makes a catch in mid-air with all four paws off the ground then the throw is scored from the landing position of the trailing paw.
10. For a throw to count, the dog must be completely behind the throwing line at the moment the disc is released.
11. Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
12. In order for the catch to be deemed successful, the dog must catch the disc while they have at least one paw within the specified playing field.
13. Each team gets a maximum of two throws to release during the 60 seconds.
14. 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 be wasted.
15. The scoring judge will run onto the field to mark the exact position of each team's longest throw, which shall be measured after the conclusion of a team's turn
16. The longest catch is measured from the throwing line to the position of the dog's trailing paw using a line of measure perpendicular (90 degrees) to the throwing line

17. A handler may utilise the services of another person to hold their dog in a ready position for either or both of their throws while the handler commences to release their throw.

18. The qualifying score in the Long Distance Game varies depending upon whether the handler is male or female. A male handler needs to make a catch beyond 40 yards in order to earn a Qualifying Certificate towards the Games Dog Title. A female handler needs to make a catch beyond 35 yards

19. To qualify for inclusion as an Australian Frisbee Dog Record the record must be established by an Australian citizen during a CDA Sanctioned Event of Long Distance and be documented sufficiently to evidence the record claim. The four Long Distance Records are based upon a single throw. For records purposes, juniors are defined as any boy or girl who has not yet had their 15th birthday.

There are four available long distance record options, which are:

- Men's Long Distance Record
- Women's Long Distance Record
- Junior Boy's Long Distance Record
- Junior Girl's Long Distance Record

### 12.3.5 Black Jack

1. The Playing Field for this class is a typical Toss & Fetch field being a Minimum width of 30 yards with a minimum length of 60 yards. (See Appendix A) with two additional lines that run parallel to the sidelines (known as Train Tracks), located 2.5 yards to the left and right of the middle of the field and extending out until at least 45 yards from the throwing line. The lines distinguish premium scoring zones down the centre of the field that are 5 yards wide and other lower-scoring zones on the outside of the "train tracks". (See Appendix E)
2. Teams will compete from the designated end of the field that the host club decides upon.
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 competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 60 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 or the disc crosses the throwing line.
10. Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
11. In order for the catch to be deemed successful, the dog must catch the disc while they have at least one paw within the specified playing field.
12. Teams score points by strategically making catches in different zones of the field (*See Appendix E*)
13. Only throws that are caught by the dog at a distance of at least 10 yards score points. The score is calculated based upon the highest scoring paw/s at the time the catch is made (on-the-ground catch) or where the paw/s land after making a mid-air catch. A paw on the line shall score the higher of the point's possibilities. No additional points are scored for an in-the-air catch compared to an on-the-ground catch
14. The following summarizes the points scoring zones: (*See Appendix E*)
  - Catch at any distance **beyond 40 yards**: Left of the train tracks = **4 points**; Inside the train tracks = **20 points**; Right of the train tracks = **4 points**
  - Catch between **30-40 yards**: Left of the train tracks = **3 points**; Inside the train tracks = **9 points**; Right of the train tracks = **3 points**
  - Catch between **20-30 yards**: Left of the train tracks = **2 points**; Inside the train tracks = **7 points**; Right of the train tracks = **2 points**
  - Catch between **10-20 yards**: Left of the train tracks = **1 point**; Inside the train tracks = **5 points**; Right of the train tracks = **1 point**

To help handlers calculate their scores and plan their subsequent throws it is recommended to the competition organizers of Blackjack Games that they either paint the following grid on the ground in front of the throwing line or distribute the grid as handouts for the handler's visual reference.

4 20 4  
3 9 3  
2 7 2  
1 5 1

**15.** The Scoring Judge should try to visually or verbally indicate scores for each throw so that the handler can plan their subsequent throws. No re-runs or other compensation can be offered because a competitor makes a mistake interpreting the Judge's score indication/s.

**16.** Placings are awarded based initially upon the team's score. 21 points beats all other scores with teams scoring 20 points placing next followed by 19 points etc. At the lower end of the scoreboard, 2 points beats 1 points beats 22 points beats 23 points beats 24 points etc. Teams that score 0 points finish last.

**17.** Ties on points are separated by time.

**18.** The qualifying criteria in the Blackjack Game for earning a leg towards the Canine Disc Games (CDG) Award requires the team to score exactly 21 points and then the dog must cross the throwing line within equal to or less than 60.00 seconds.

**19.** If a dog is inside the field of play at the time that the 60 seconds expires then their time will be recorded as the time the dog next crosses the line. If the dog is behind the throwing line at the time that the 60 seconds expires then their time will be recorded as exactly 60.00 seconds.

**20.** The following example show how teams are placed:

- Team Alpha scores 21 and then crosses the line in 43.90 seconds. They finish 1st and earn a Qualifying Card.
- Team Beta scores 21 and then crosses the line in 60.90 seconds. They finish 2nd but do not earn a Qualifying Card.
- Team Charlie scores 18 and the dog crosses the line after their final throw at 69.26 seconds. They finish 3rd and their official time is recorded as 69.26 seconds.
- Team Delta scores 15 and the dog is standing next to its handler behind the throwing line when the time expires. They finish 4th and their official time is recorded as 60.00 seconds.
- Team Edward scores 1 and the dog crosses the line after their final throw at 74.88 seconds. They finish 5th and their official time is recorded as 74.88 seconds.
- Team Frederick scores 22 and the dog then crosses the line in 32.33 seconds. They finish 6th and their official time is recorded as 32.33 seconds.
- Team Gonah scores 0 and the dog then crosses the line in 61.61 seconds. They finish 7th and their official time is recorded as 61.61 seconds.

## **12.3.6**

### **Fast 50**

- 1.** The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 60 yards. (See Appendix A)
- 2.** Teams will compete from the designated end of the field that the host club decides upon.
- 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 maximum of three discs for this game.
- 6.** The competition discs must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
- 7.** This is a 60 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 or the disc crosses the throwing line.
- 10.** Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
- 11.** The team must succeed in scoring 50 points, with a maximum number of 3 throws. A catch made past the 10 yard line will score 10 points, a catch made past the 20 yard line will score 20 points, a catch made past the 30 yard line will score 30 points and a catch made past the 40 yard line will score 40 points.
- 12.** After the last catch, the dog must return a disc across the foul line to stop time.
- 13.** Each Disc can only be thrown once. And each Disc must be thrown separately. The dog does not need to return the disc before the next disc is thrown. The dog does not need to bring the last disc caught across the line, but any of the three discs will be sufficient to top time.
- 14.** In order for the catch to be deemed successful, the dog must have all 4 paws in the correct zone at the time of the catch or upon landing after the catch.
- 15.** The dog must stop the clock in 50sec or less to Qualify. The Fastest time wins.
- 16.** The qualifying score in the Fast 50 Game for earning a leg towards the Games Dog Titles is a minimum of 50 points in 50sec or less.



## **12.3.6 Team Time Trial**

- 1.** The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 60 yards. (See Appendix A)
- 2.** Teams will compete from the designated end of the field that the host club decides upon.
- 3.** Spectators cannot be permitted to enter the competition field.
- 4.** Three handlers and their dogs compete on the field at any given time.
- 5.** Each thrower is restricted to the use of One Disc for this game.
- 6.** The competition discs must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
- 7.** This is a 90 second timed event.
- 8.** Teams of three handler/dog teams each with their own disc will throw in a predetermined sequential order to achieve three completed catches.
- 9.** All throws must originate with the handler standing behind the start line and all other dogs, discs, and handlers also behind the start line. If this rule is broken or the sequential order is not followed the throw made will be scored as a miss and the sequence will continue onto the next handler. All throws must come from behind the start line or a foot fault will be called and that throw will not be counted.
- 10.** After receiving permission to start from the Line Judge, time will commence when the first dog or the disc crosses the throwing line.
- 11.** Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
- 12.** At least Two Catches must be made past the 20 yard line.
- 13.** Time will end after the third completed catch is made and all discs, dogs, and handlers are back behind the start line.
- 14.** In the event of a tie for available places the teams involved will choose one handler and dog from their team and compete in a timed one throw twenty yard catch and retrieve sudden death round. The times of this round are only for deciding placements after a tie in the first round.
- 15.** A dog can run multiple times as long as it is not on the same three handler team.
- 16.** The Fastest Team Time wins.
- 17.** The qualifying score in the Team Time Trial Game for earning a leg towards a Games Dog Title is 3 catches in 70 seconds or less.

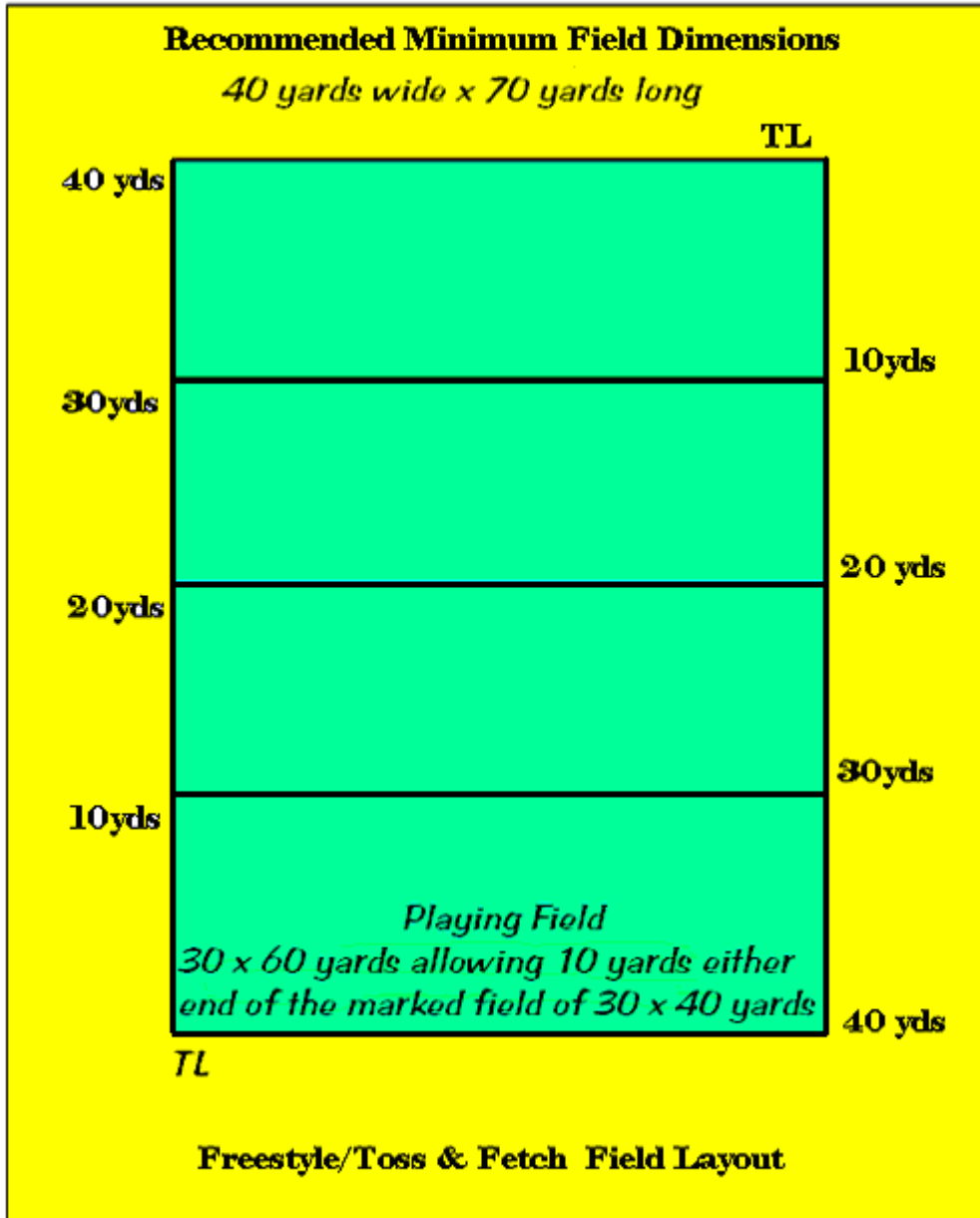
### **12.3.7 Speed Disc Game(Under Review)**

- 1.** The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 30 yards. (See Appendix G)
- 2.** Teams will compete from the designated end of the field that the host club decides upon.
- 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 maximum of three of the same discs for this game.
- 6.** The competition discs must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
- 7.** This is a 60 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 or the disc crosses the throwing line. After the start the dog may be anywhere on the field to complete the challenge.
- 10.** Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
- 11.** The clock shall be set to measure seconds in integers only, see timing/point scoring table. Teams who exceed the course maximum time of sixty (60) seconds will then go to the 30 second tie breaker.
- 12.** The time stops when the final disc caught breaks the throw line boundary, Once 60 seconds of time has passed the clock will stop once the last disc thrown is returned across the throwing line whether by the dog's return or the competitor's toss (if retrieved from the dog in the field).
- 13.** Each Disc must be thrown separately. The dog does not need to return the disc before the next disc is thrown.
- 14.** In order for the catch to be deemed successful, the dog must have at least 2 paws in the correct zone at the time of the catch or upon landing after the catch.
- 15.** In case of a tie in total points, the competitor with the fastest overall time will be the winner.
- 16.** Foot faults will be a 1 point deduction.

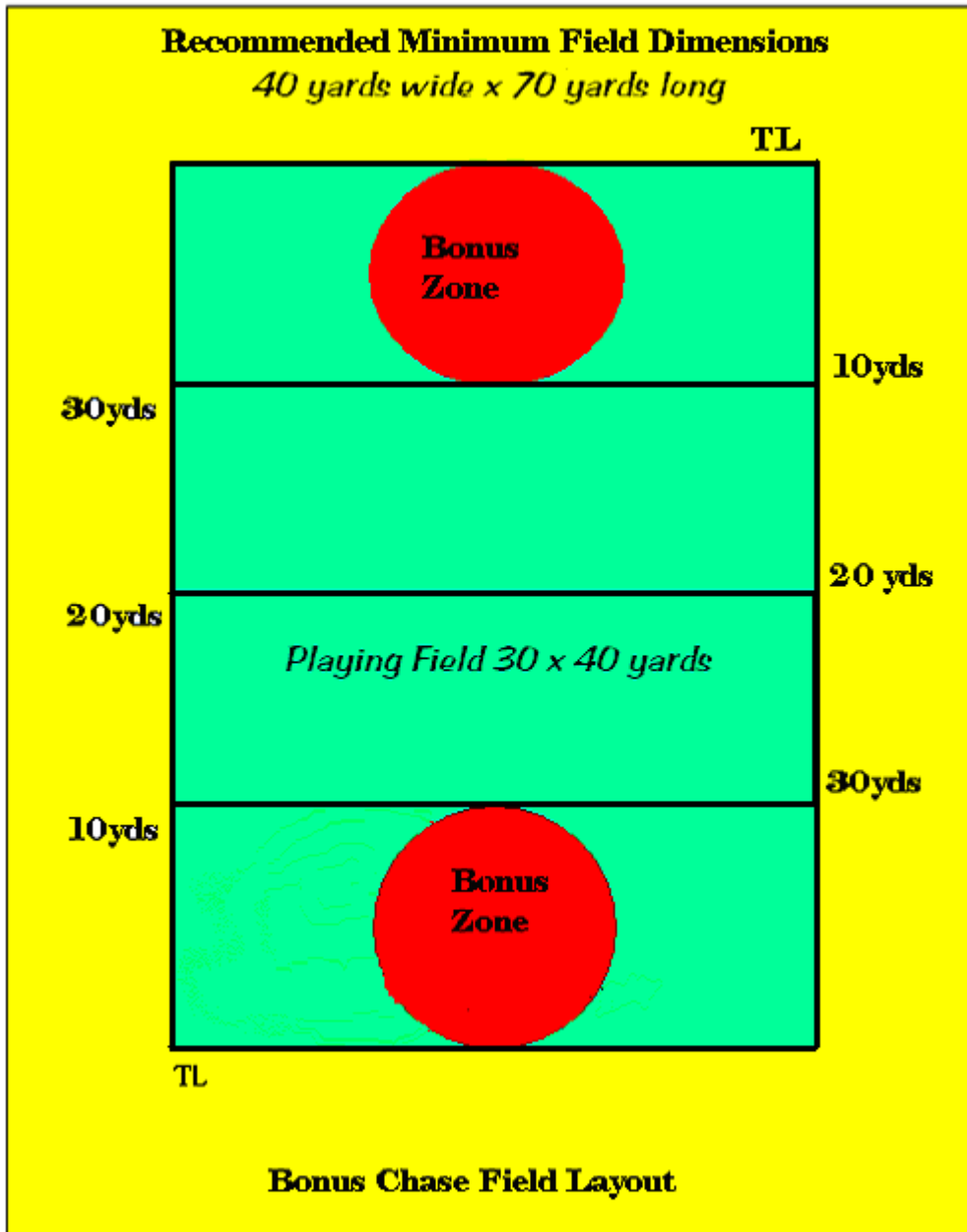
**17.** The qualifying score in the Speed Disc Game for earning a leg towards the Games Dog Titles is a minimum of 8 Speed Points. Obtained as per the following timing/point scoring table

Speed Time (seconds)	0-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61
Speed Points	10	9.5	9.0	8.5	8.0	7.5	7.0	6.5	6.0	5.5	0

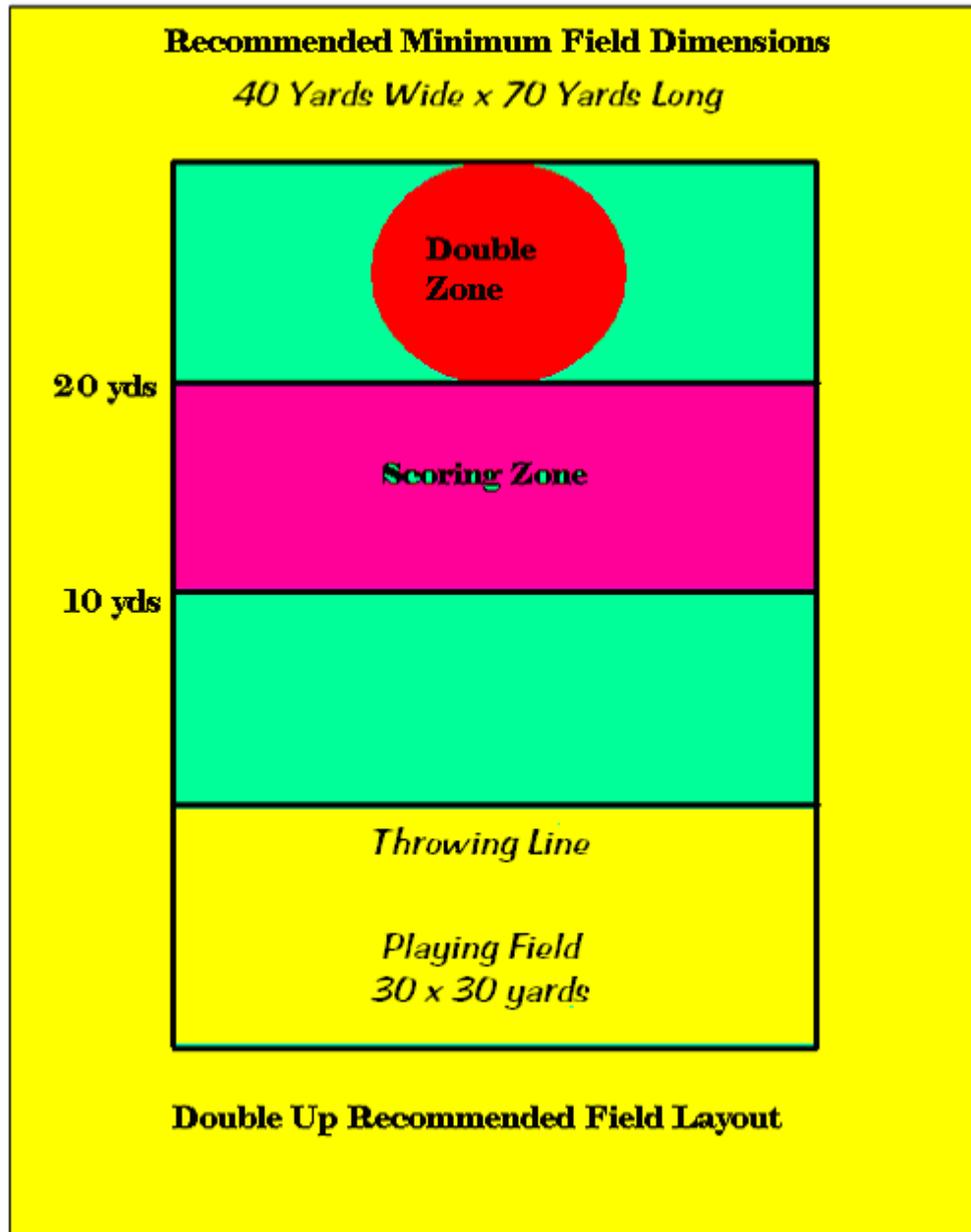
# Appendix A – Toss & Fetch Field Layout



# Appendix B – Bonus Chase Field Layout

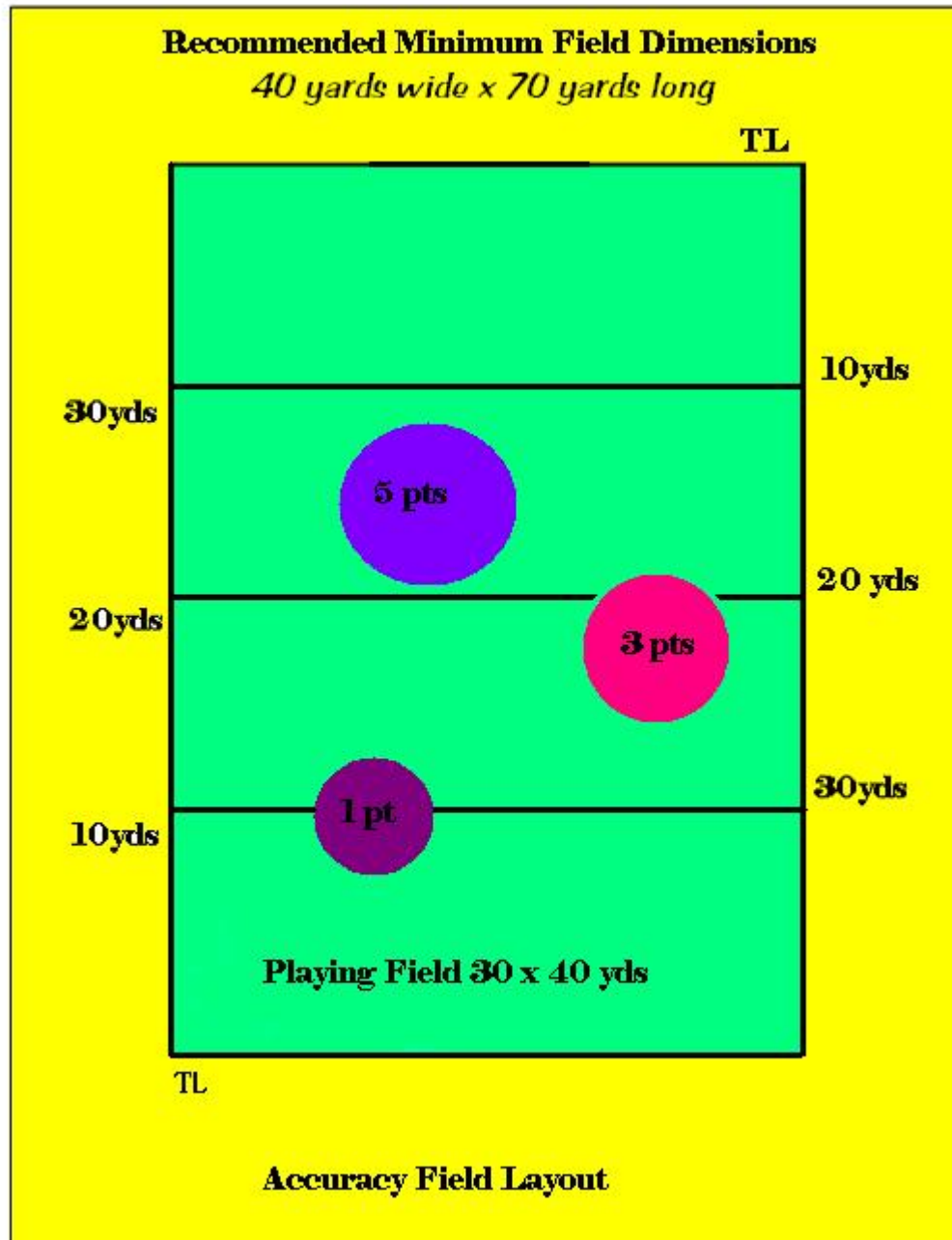


# Appendix C – Double Up Field Layout



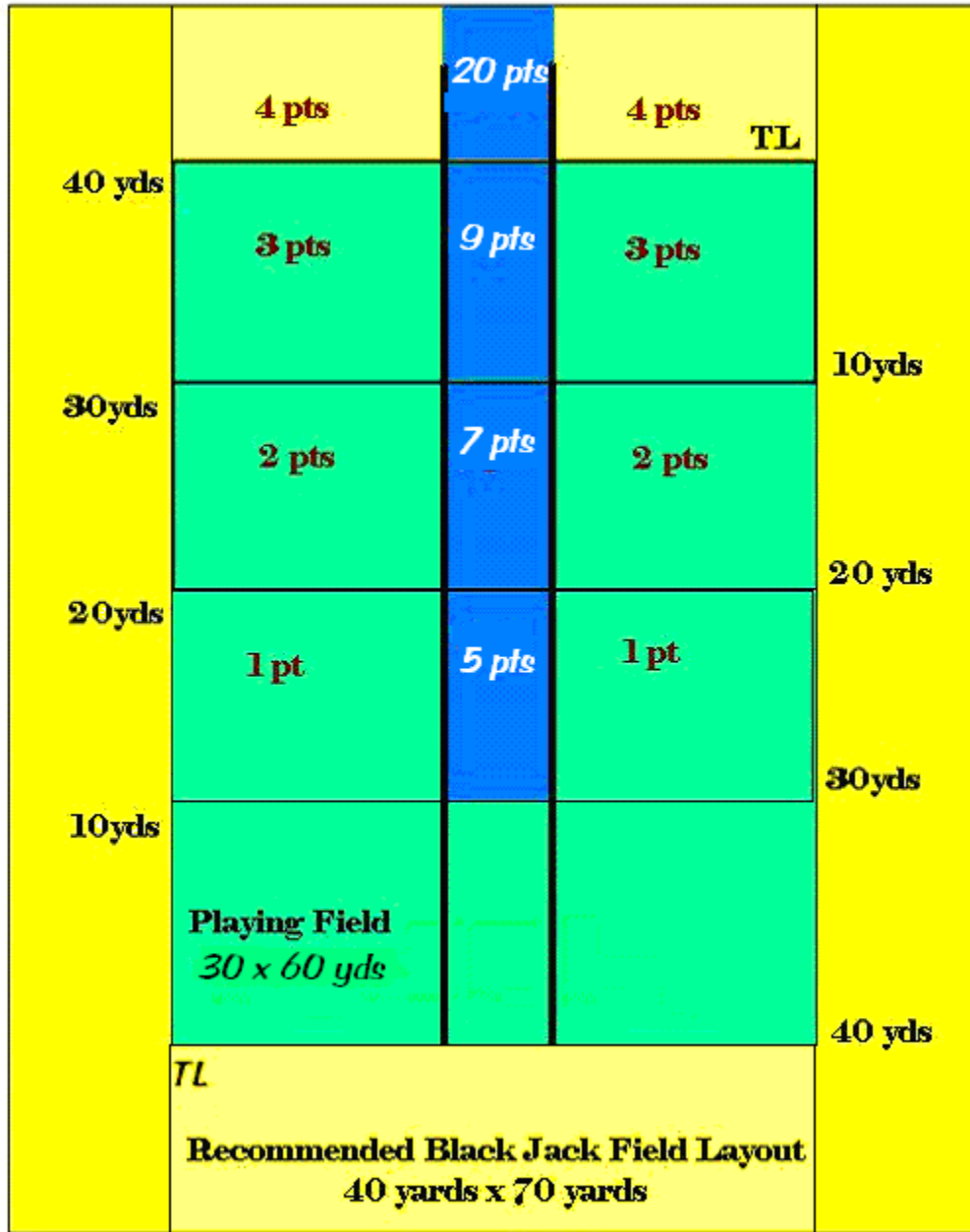
# Appendix D – Accuracy Field Layout

(Please Note this is just a recommended field layout, Circles are only a rough guide, please refer to judging criteria for field layout dimensions)



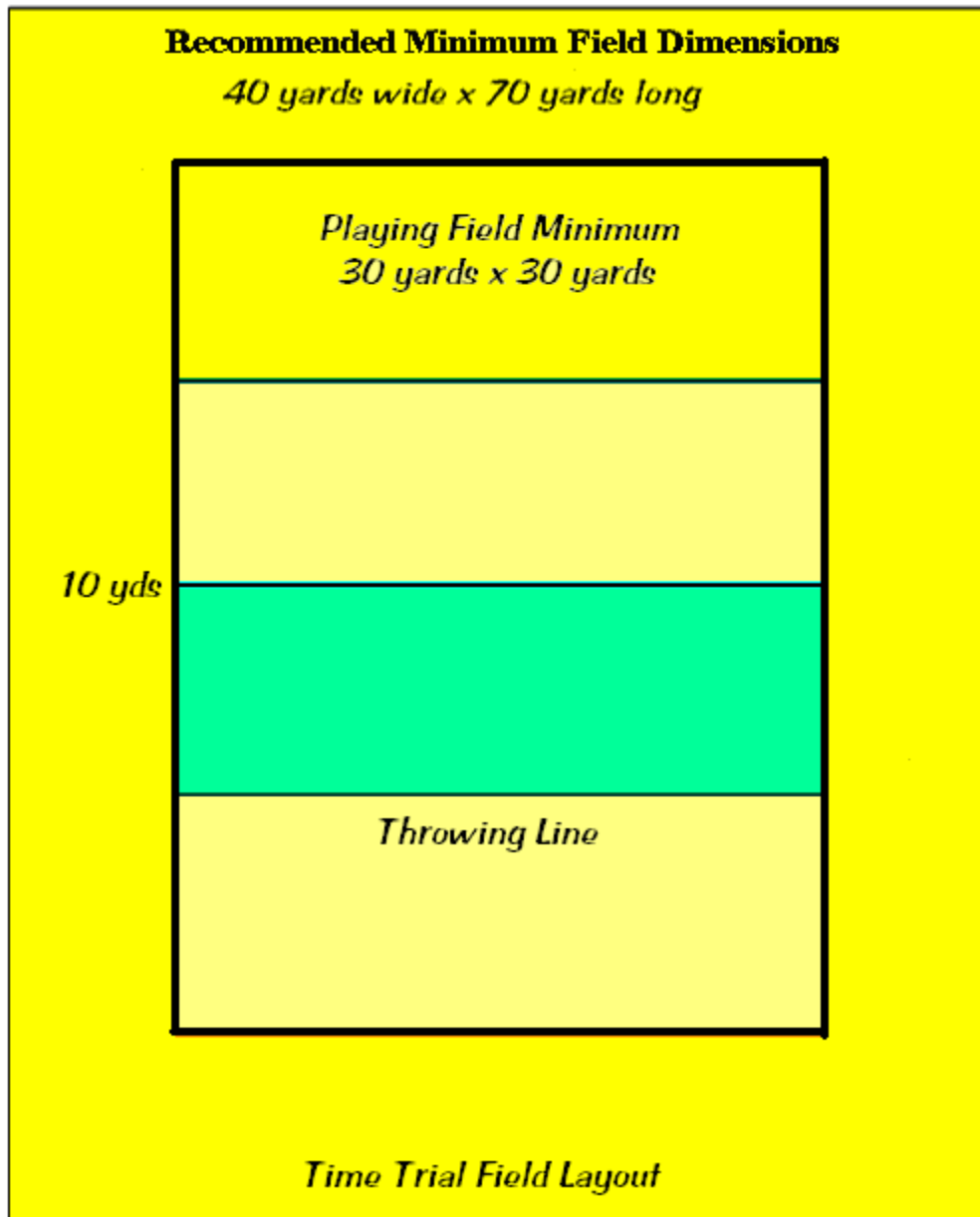
Circles will have a diameter of 4m, 5m & 7m, the Centre of which will be 10yard, 15 yards & 25 yards away from the throwing line.

# Appendix E – Black Jack Field Layout

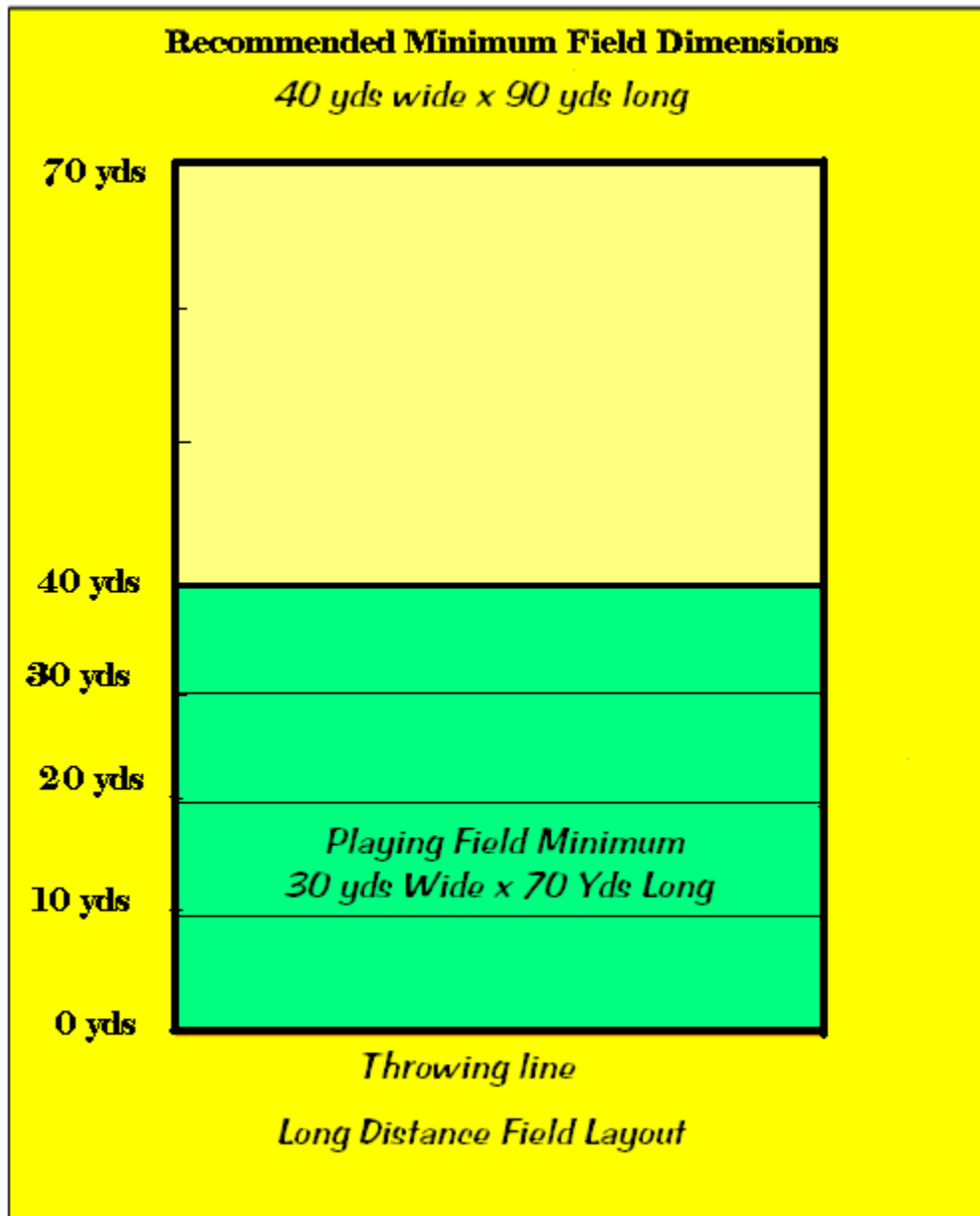




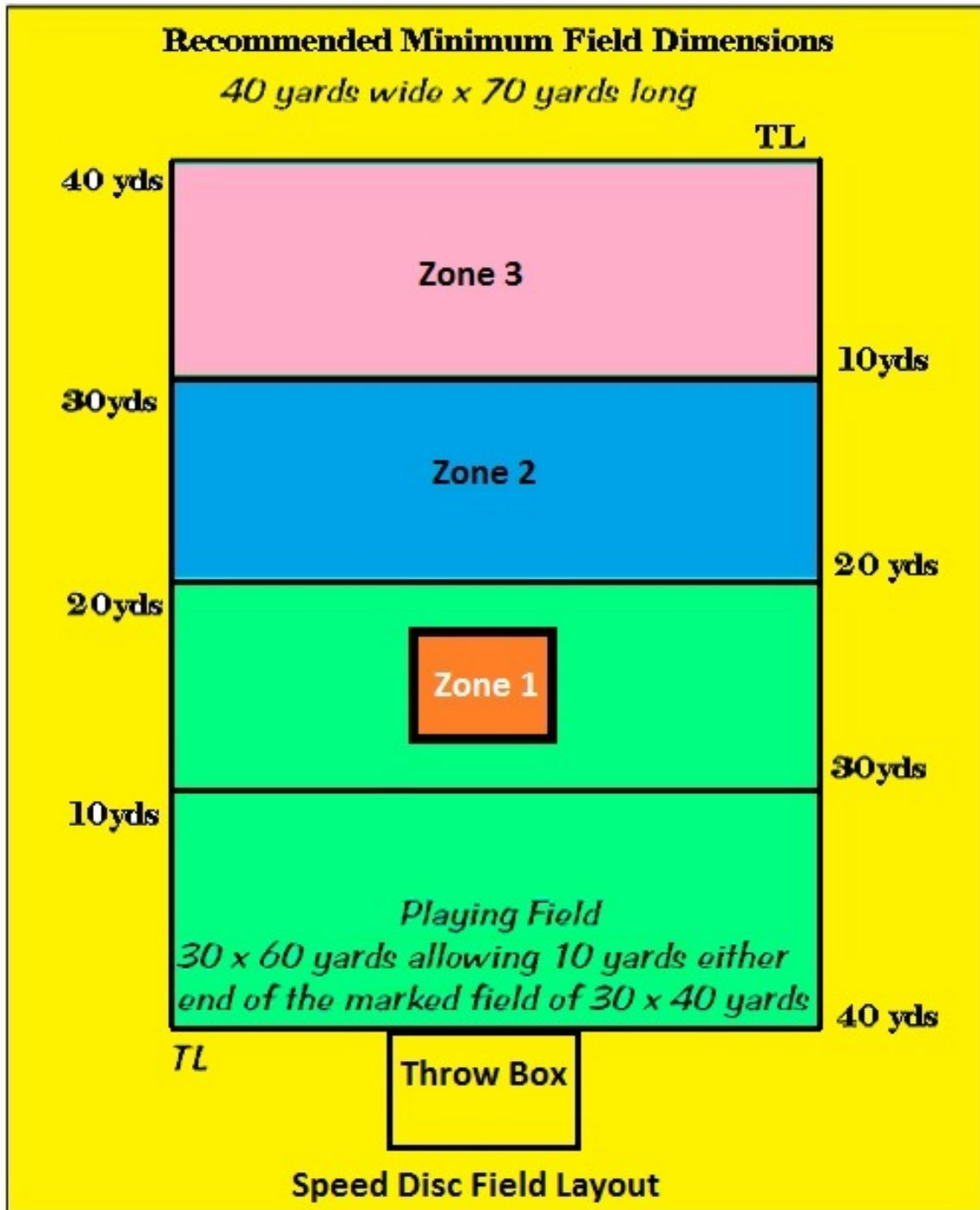
## Appendix F – Time Trial Field Layout



## Appendix G – Long Distance Field Layout



# Appendix H – Speed Disc Field Layout



## Appendix I – Conversion Table

<b>Yards</b>	<b>Metres</b>
10	9.14
15	13.71
20	18.28
25	22.86
30	27.43
40	36.57
50	45.72
60	54.86
70	64.00
80	73.15
90	82.29

## Appendix I -CDA Titles Summarized

Throw & Catch Titles	Minimum Points Needed	Number of Cards Required	Card Colour	Multiplier Available
CDJ	4.5	4	Blue	
CDB	7	4	Blue	
CDE	12	4	Blue	
CDO	17	4	Blue	
CDM	21	4	Blue	Yes
CDS	1000	LAPs		Yes
EDD	22.5	7	Orange	Yes
UDD	22.5	7	Gold/Yellow	Yes
Freestyle Skills Titles	Minimum Catches/Elements Required	Number of Cards Required	Card Colour	Multiplier Available
FSB	5/3	4	Pink	
FSE	10/4	4	Pink	
FSO	15/5	4	Pink	
FSM	20/6	4	Pink	Yes
Freestyle Titles	Minimum Points Needed	Number of Cards Required	Card Colour	Multiplier Available
FRB	24	4	Red	
FRE	28	4	Red	
FRO	32	4	Red	
FRM	35	4	Red	Yes
FDS	1000	LAPs		Yes
Games Titles	Minimum No of Games	Number of Cards Required	Card Colour	Multiplier Available
GDB	2 of Any	3	Green	
GDE	3 of Any	6	Green	
GDO	1TT, 1ACC, 1DU, 1 BJ	9	Green	
GDM	2TT, 2ACC, 2DU, 2BJ	12	Green	Yes
GDS	1000	LAPs		Yes
Sports Awards	Throw & Catch	Freestyle Skills	Freestyle	Games
Novice Beginner	CDB	FSB	N/A	GDB
Novice Excellent	CDE	FSE	N/A	GDE
Novice Open	CDO	FSO	N/A	GDO
Novice Masters	CDM	FSM	N/A	GDM
Advanced Beginner	CDB	N/A	FRB	GDB
Advanced Excellent	CDE	N/A	FRE	GDE
Advanced Open	CDO	N/A	FRO	GDO
Advanced Masters	CDM	N/A	FRM	GDM