

## FREESTYLE SCORING METHOD

The Central Florida Flying Disc Challenge will use the AWI Freestyle scoring method. Up to 9 discs are allowed. These categories are:

### Dog

The Dog category scores the performance of the canine member of the team. Some elements used are focus, prey drive, excitement, willingness to cooperate with handler, speed, endurance, jumping ability (both aided, using the handler's body as a launch pad, and unaided), and body awareness displayed by control in the air and landing properly. The dog's ability to catch a disc while in a variety of positions, at varying distances, and in varying directions can also enhance the dog's score.

### Human

The Human category scores the performance of the human member of the team. Some elements used are athletic ability, coordination, smoothness of movement, ingenuity, innovation, creativity, and overall skill level. A variety of throws, disc control, and the difficulty level of the routine can also enhance the human's score.

### Team

The Team category scores both the dog and the human in their performance as a team. Some elements used are the flow of the routine, disc management, field management, innovation, and creative and effective use of multiple discs for fast-paced throws requiring the dog to change direction, move quickly, and communicate with the handler. Chaining throws together with a succession of different tricks and moves involving the dog and the disc will also enhance the team score. A routine should flow smoothly without long pauses between sequences to collect discs or for other purposes; however, brief pauses in flow to accommodate the setup for extremely difficult tricks may not negatively affect a team's score.

### Overall

The Overall category is a catch-all category used to score the overall impression given by a routine and to take into account other factors that may not be adequately scored under other categories. Some elements used are crowd appeal, energy level, excitement, "wow factor," showmanship, and effective showcasing of the abilities of the dog, the human, and the team. Interpretation of the music, artistic impression, and production may also enhance the overall score.

### Catch Ratio

A mathematically determined number that is obtained by dividing the number of completions by the number of attempts, multiplying by 10, and then rounding to the nearest tenth of a point. For example,  $(22 \text{ catches}) / (30 \text{ attempts}) * 10 = 7.3333$ , or 7.3 by rounding to the nearest tenth of a point.

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## Central Florida Dog & Disc Club

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The Central Florida Dog & Disc Club Presents :



## Competition Rules

Central Florida  
Flying Disc Challenge

Saturday, February 20, 2010

Avalon Park: 13461 Tanja King  
Blvd Orlando, FL 32828

## **THROW & CATCH RULES**

Teams participating in the **NOVICE** division will compete in two (2) rounds of Throw & Catch. Teams competing in the **ADVANCED** division and the *top 10 Ashley Whippet Invitational Open division qualifier* will have one round of Throw & Catch as a round of competition. Teams must use one (1) approved competition® disc to make as many throws and catches in one (1) minute. The field is 40 yards long x 20 yards wide, with scoring zones in ten yard increments. Scoring is based as follows: 0 - 10 yards = 0 points, 10 - 20 yards = 1 point, 20 - 30 yards = 2 points, 30 - 40 yards = 3 points, 40 + yards = 4 points. A 1/2 point bonus is awarded to teams that catch the disc with all four paws off the ground in a leaping effort by the dog.

Catches are scored at the leading edge of the disc where the dog lands. Dogs making leaping catches along the sidelines must have all four paws remaining in-bounds in order for the catch to count for score, catches made on or over the side line are considered out-of-bounds.

The dog & handler must be behind the throwing line at the start of their round. When the competing team is ready to start, they will indicate to the Line Judge that they are ready, who in turn will indicate to the Announcer they are ready to go. The Announcer will say, "READY, SET, GO"! And the round begins. The competitor's time will start when the disc leaves the thrower's hand. The dog and handler can go anywhere on the field after the first throw, but the handler must remain behind the throwing line when attempting a throw to their dog.

If a handler steps on or over the throwing line, the line judge will call a *foot fault*, and no score will be awarded for that throw. The Announcer will call remaining time at 45 seconds, 30 seconds, 10 seconds, then a 5 second countdown (5,4,3,2,1,TIME). If the disc leaves the thrower's hand before time is called, that throw will be counted for score.

If the handler feels that their dog significantly damaged their disc (broken rim, split, hole, etc.) the handler may exchange the disc for a replacement disc from the Line Judge by giving their broken disc to the Line Judge, who gives the handler their replacement disc. The time clock will continue during a disc exchange.

The Tie-Breaker for NOVICE division will be the completion percentage of both rounds (catches/misses). If there is still a tie, the second tie-breaker will be the team with the fewest amount of throws. The last NOVICE division tie - breaker will be the team with the highest number of 4 point catches or highest value score for both rounds.

## **ACCURACY RULES**

Teams in the **ADVANCED, INTERMEDIATE** and **OPEN** divisions will compete in one round of Accuracy as a part of their competition. Teams must use one (1) approved competition disc to make up to seven (7) completed catches within 2 minutes (2:00) in the following Landing Zones: a 10' diameter circle at 20 yards, a 12' x 12' square at 30 yards and a 14' x 14' square at 40 yards. Scoring for each of the Landing Zones is based as follows: 20 yards = 2 points, 30 yards = 3 points, 40 yards = 5 points.

The dog & handler must be behind the throwing line at the start of their round. The dog can go anywhere on the field after the first throw, the handler must remain behind the throwing line when attempting a throw to their dog.

When the handler is ready to begin, they will indicate to the Line Judge they are ready. The Announcer will say: "READY, SET, GO"!

The Elapsed time begins when the disc leaves the thrower's hand. Teams must make the first three (3) throws in sequence (20, 30, 40 yards).

Any completed catch in a Landing Zone not in sequence for the first 3 throws will not count for score. After the first three attempts to each of the three Landing Zones, the remaining four throws can then be made to any Landing Zone the competitor chooses. If any of the last four throws is a completed catch inbounds but outside of a Landing Zone, a one (1) point score will be awarded.

Dogs must catch the disc and land with at least one paw making contact with the Landing Zone in order to score.

Upon completion of the seventh and final throw, the team's Elapsed Time will be called when the dog returns to the handler at the Throwing Line.

The team's Elapsed Time will then be recorded. Competing dogs must return to the Throwing Line after their final throw in order for their team's score to count.

The tie-Breaker for teams competing in the **ADVANCED** division will use their Elapsed Time (E.T.) in the event of a tie. The team with the lowest Elapsed Time (E.T.) will be declared the winner, with the teams' completion percentage, then fewest throws used as a final tie-breaker.



*An Accuracy Landing Zone: Competitor's dogs try to "Just Catch It!"*

## **FREESTYLE RULES**

Teams participating in the **INTERMEDIATE** and **OPEN** divisions and Ashley Whippet Invitational qualifier will compete in one round of Freestyle. Teams may use approved competition® discs in their Freestyle routines.

**INTERMEDIATE** division teams will have 90 seconds (1:30) for their routines, **OPEN** division competitors will have 2 minutes for their routines. Time begins on the first attempted trick with the dog making an attempt to catch the disc.

For the **INTERMEDIATE** division, the Announcer will call 60 seconds remaining, 30 seconds, 10 seconds, and a five second countdown (5,4,3,2,1 and Time).

All **OPEN** division competitors will have time called by the Announcer at 90 seconds, 60 seconds, 30 seconds, 10 seconds and a five second countdown (5,4,3,2,1 and Time).

Roller throws, where discs are thrown on edge along the ground, will not be counted as catches but will be considered as a component of their showmanship category score.

While entertaining, the use of vaults (where competitors use their body as a launch pad for their dogs) must be tempered with the safety and welfare of their dog at all times. Excessive heights or frequent repetition of vaults will not increase the likelihood of a higher score.

Dogs that leap in an awkward manner ("flailing") or that "crash" (collapse) upon completing a leaping move or vault may receive a 1 to 3 point deduction of their Freestyle score, pending the severity of the landing as determined by the Freestyle Judging staff.

While also entertaining, the use of costumes and adornments must be tempered with the safety and welfare of the competing dog and handler. Physical props; (i.e., hoops, poles, etc.) are not allowed in competition.

If competitors have ANY questions regarding costumes, competition format, etc., please contact the Competitor Liaison or Tournament Director prior to the beginning of the competition, or at the Player's Briefing At 8:45 AM.

Teams competing in the **INTERMEDIATE** and **OPEN** divisions will use the Freestyle **DRIVE & ATHLETICISM** and **INGENUITY** combined scores as a Tie-Breaker.

The team with the highest combined score from these categories wins the tie-breaker.

If a tie still exists, judges will then use the Freestyle **CATCH RATIO** as a tie breaker. The team with the highest Catch Ratio will then be declared the winner.

If there is still a tie, then the **ACCURACY** round scores will be used, with the winner being the highest Accuracy score, or the Lowest Elapsed Time (E.T.) as a final tie-breaker.