

# CANINE DISC RULES & REGULATIONS



February 2026

# TABLE OF CONTENTS

## Contents

1.0 - INTRODUCTION.....	4
1.1    General .....	4
1.2    Objectives of Canine Disc Australia (CDA).....	4
1.3    Organisation & Structure.....	5
1.4    Aim of a CDA Sanctioned Competition.....	5
1.5    Event Entry Liability .....	5
1.6    Accepted Canine Breeds.....	5
1.7    Change of Ownership .....	6
1.8    Rule Change.....	6
1.9    Policies.....	6
2.0 - DEFINITIONS.....	6
3.0 - CLUB REQUIREMENTS.....	7
4.0 - REGISTRATION & ELIGIBILITY TO COMPETE .....	7
4.1    Member Eligibility.....	7
4.2    Canine Eligibility .....	7
4.3    Vetting .....	8
4.4    Bitches in Oestrous.....	8
4.5    Competitor Misconduct.....	8
4.6    Certified Judges .....	8
5.0 - EVENT GUIDELINES .....	9
5.1    Event Sanctioning & Event Entries .....	9
5.2    Recording Scores at an Event .....	10
5.3    Field Specifications & Layout.....	10

5.4	General Rules of Competition .....	10
5.5	Rules for Practice at a CDA Event .....	12
5.6	Disqualifications .....	13
6.0	TYPES OF EVENTS.....	13
6.1	Competition Levels.....	13
7.0	DIVISIONS.....	18
7.1	Throw & Catch .....	18
7.2	Freestyle .....	19
7.3	Freestyle Skills .....	19
7.4	Games.....	19
8.0	QUALIFYING CARDS .....	20
8.1	Issuance of Qualification Cards .....	20
8.2	Card Types .....	20
8.3	Purchase of Qualification Cards .....	20
9.0	CLASSES.....	20
9.1	Throw & Catch .....	20
9.2	Freestyle .....	21
9.3	Games.....	21
10.0	TITLES & END OF YEAR AWARDS .....	21
10.1	Titles Summary .....	21
10.2	Throw & Catch Titles .....	22
10.3	Freestyle Titles.....	23
10.4	Games Dog Titles .....	25
10.5	End of Year Awards/Team Awards.....	25
11.0	DISCS .....	27
11.1	Disc Summary .....	27
11.2	Approved Discs .....	27

11.3	Tiny Dog Rules .....	28
12.0	JUDGING CRITERIA.....	28
12.1	Throw & Catch .....	28
12.2	Freestyle .....	35
12.3	Games.....	41
Appendix	.....	67
Appendix A	– Conversion Table .....	67
Appendix B	– Titles Summary .....	68
Appendix C	– Policy 001 Non-Social Behaviour/Aggressive Dog Policy.....	69
Appendix D	– Policy 002 Social Media Policy.....	72
Appendix E	– Player Code of Conduct.....	73
Appendix F	– Extreme Weather Policy.....	74

## 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.

The first draft of these regulations came into effect from 1 January 2013. The current rules were last edited on the 12 February 2026.

### 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 wellbeing 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.

The 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 a dog or loss of personal property.

## 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 Dogo Argentino, Fila Brasileiro, Japanese Tosa, American Pit Bull Terrier, Perro de Presa Canario, Domestic/Non-Domestic hybrids (ie. Wolf-dog or Dingo-dog crosses) 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 2008 (QLD) or Customs Act 1901. Or as defined in any other State, Territory or Commonwealth of Australia equivalent Act.

## 1.7 Change of Ownership

If the ownership of a CDA registered dog has changed the new owner is required to complete the registration amendment request form. The dog's CDA registration number will not change.

Any titles, points and qualifiers previously earned by the dog will stand.

## 1.8 Rule Change

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

- Any financial member may suggest additional rules or rule changes.
- Suggestions are to be in writing.
- 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 fee 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.
  - Submissions should include the entire current rule to be changed.
  - The proposed new rule with all changes highlighted in Yellow and in its entirety.

## 1.9 Policies

In Addition to these Regulations Canine Disc Australia has the following Policies that must be adhered to at all times by all members

- Policy No 1: Non-Social Behaviour Policy
- Policy No 2: Social media
- ~~Policy No 3: Covid 19 (See appendix R) repealed~~
- Policy No 4: Player Code of Conduct
- Policy No 5: Extreme Weather Policy

## 2.0 - DEFINITIONS

**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)

**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.

**Canine Member** – a dog that is handled by a member 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.

**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

Affiliated, Non-Affiliated, Training Groups and other organisations 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 of any dog participating in any CDA sanctioned event must be current financial members of CDA.
- Membership is annual.

### 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 events so that qualifying certificates can be attributed to the correct dog.
- All dogs must have a CDA number before competing at any CDA sanctioned event.
- Each dog that has a CDA 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 as outlined in section 11.
- Dogs must be measured as 13 inches tall and under at the shoulder (withers) are eligible to compete as tiny dogs in throw and catch divisions.
- Dogs must be a minimum of 18 months (540 days) old to compete in all classes except NFC. 18 months is determined to be 540 days from the dog’s date of birth (DOB).
- Dogs must be a minimum of 4 months old (120 days) to compete in NFC rounds. 4 months is determined to be 120 days from the dog’s DOB.

- Handlers found to be lying about a dogs age will face sanctions determined by the CDA Board.
- The CDA registration number represents one dog. A dog cannot have more than one registration number.
- Registration Fees are shown 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 Oestrous

Bitches in oestrous or showing a coloured discharge of any sort are not 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 Player Code of Conduct at all sanctioned events.

- Abusive actions, repeated acts of disrespect or obscene language directed at the judge, other handlers or members of the public 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 attempting to influence judging decisions will not be tolerated.
- Handlers are responsible for the behaviour of the dogs that you compete with regardless of whether you own the dog or not. Disciplinary action can be taken against both the handler and the dog if deemed necessary.

### 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.

**4.6.2** Each of Levels of certification supersede the previous, so any individual aspiring to become a Head judge will need to have met the criteria and passed any relevant exams of the previous 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** Field 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.
- 4.6.5** Head Judges are not permitted to compete with their own dogs at any Championship Events they are appointed to judge at.
- 4.6.6** If no Judge of the appropriate level is available to judge at an event, the CDA board may make exceptions based on the location of an event. Exceptions can be applied for in the online sanction form.

## 5.0 - EVENT GUIDELINES

### 5.1 Event Sanctioning & Event Entries

- Clubs wishing to hold a CDA sanctioned event must submit a Sanctioned Event Form.
- An event application must be submitted to CDA at least 4 weeks prior to the proposed close of entries date.
- Clubs/Groups will be charged a \$10 administration fee for every sanctioned event.
- All applications must be completed in full to be considered. This includes at least the Head Judge's name. Incomplete applications may be returned.
- The Head Judge for all Championship Events is to be certified head judge
- The Head Judge for Local Competitions can be of a lower level than a head judge but must be approved by the board.
  - If no Judge of the appropriate level is available to judge at an event, the Board may make exceptions based on the location of an event. Exceptions can be applied for in the online sanction form.
  - The Board may appoint a more senior judge to oversee proceedings at any event, where the head judge is not of suitable level. This judge's responsibility will be to act on any judging disputes that may arise, and mentor the lower-level judge where necessary.
  - Appointed Head Judges are not permitted to compete with their own dogs at any Championship Events they are appointed to judge at.
- Affiliate clubs may limit entries and reject late entries.
- CDA has no set limit for entry fees per round of competition, it is up to individual clubs to set event entry fees.
- Clubs are encouraged to take early entries at the standard fee. It will be up to the club's discretion if they choose to charge late entry fees.
- Event Entries are to be taken using CDA's official entry form which will be provided to clubs hosting sanctioned events once the event has been approved.

## 5.2 Recording Scores at an Event

Clubs hosting sanctioned events have two options for officially recording teams scores.

- Online Scoring System
  - CDA has available an online scoring system to capture the scores of each round and overall results.
- Manual Score Sheets
  - CDA has available manual scoresheets for download from the CDA website.
  - Manual Scoresheets must be completed with all required team information in full (i.e.: Must include Full Name of Member & Registration Number).

### 5.2.1 Event Result Submissions

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

If the competition is run through CDA Online Scoring System, ensure all results are finalised by checking the results finalised box in each class/round.

If the competition is run using manual score sheets – submit the following.

- Copies of the scoresheets to be emailed to the CDA Board, all sheets must be signed by the Judge.
- Overall Results submitted on the electronic template provided by CDA.
- Results are to be submitted correctly for overall placings.
- Any ties for placings should be noted and how the tie was split.

**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.**

### 5.2.2 Team Awards/End of Year Results

If results from Championship Events have not been submitted or finalised prior to the cutoff date for Team award calculations, any scores/qualification cards yet to be calculated on that event will not count towards that year's awards.

## 5.3 Field Specifications & Layout

Because Canine Disc is an American sport, our competition fields are marked in yards.

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 5 yards buffer around the entire playing field.

The Playing Field shall be a Minimum width of 30 yards and a minimum length of 60 yards.

## 5.4 General Rules of Competition

- 5.4.1 **All dogs must be registered with CDA to compete in any Canine Disc Australia sanctioned event.**

- 5.4.2 In all CDA Throw and Catch, Games and Freestyle formats, for a catch to be deemed successful the dog must have control of the disc in it's mouth, the catch must be made in bounds and it must meet all the requirements for the round being played. In the case of a disc being knocked on, the catch is scored at the point where the disc is controlled. For example in a Throw and Catch round, if the dog nose bumps the disc in the 20 yard zone and then catches the disc in the 30 yard zone, the catch will be scored as 3 or 3.5 points.
- 5.4.3 Dogs must be a minimum of 18 months old (540 days) to compete. The exception is the NFC Class, which requires the dog to be a minimum of 4 months old (120 days).
- 5.4.4 No dog can be entered in any more than 8 rounds of competition per day, inclusive of all types of events. If this includes rounds of freestyle or freestyle skills this then changes to six rounds per day.
- 5.4.5 Dogs with physical deformities, disabilities or unusual gaits require clearance from their veterinarian stating that they are fit to compete.
- 5.4.6 Dogs may wear a decorative flat buckle type collar and/or a simple bandana whilst competing, provided they do not interfere with the dog's movement or affect the dog's ability to see.
- 5.4.7 No special training collars, harnesses or garments may be worn by the dog whilst competing, including but not limited to Slip, Martingales, Prong, Chain, Electric, Correctional or Head Halti's.
- 5.4.8 Dogs are not permitted to wear any Footwear/boots without written medical advice outlining the medical condition and why the dog is required to wear these aids, this must be submitted to the host club & CDA prior to the commencement of the event
- 5.4.9 No eye wear such as Rex Specs, Doggles or other eye wear is to be permitted to be worn without written medical advice outlining the medical condition and why the dog is required to wear these aids, this must be submitted to the host club & CDA prior to the commencement of the event
- 5.4.10 Dogs are not permitted to participate in sanctioned events if they have been administered prescription medication/s as a means of allowing them to compete.
- 5.4.11 Dogs should not be competing if they have been given prescription medication to cover/mask injury or illness. If a competitor is found to have breached this rule, they will be referred to the CDA Board for disciplinary action.
- 5.4.12 Dogs are allowed to have strapping of wrists/hocks provided it does not limit/interfere with the dog's gait/movement and that the strapping is not covering an injury. Host clubs may check for injury as part of the vetting process.
- 5.4.13 No food is to be brought into the boundaries of the competition field, this includes during practice time, food in pockets and treat pouches.
- 5.4.14 No toys other than the official disc used in competition are to be brought onto the competition field or used during the competition round (whilst under judges time). At the completion of the round a toy can be used to reward the dog outside of the competition field. The exception to this is in NFC rounds where a toy other than the official competition disc can be used to reward the dog during or at the completion of the round.
- 5.4.15 All dogs must be confined while not competing. Dogs must be toileted on a leash at competitions.

- 5.4.16 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. In Throw and Catch and games rounds 1 point will be deducted for each throw the handler has made prior to the transgression. In Freestyle and Freestyle Skills rounds 5 points will be deducted from the team's total. The application of this rule cannot result in a score lower than 0.
- 5.4.17 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.
- 5.4.18 Competitors must wait until they are given the okay to start by the line judge.
- 5.4.19 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.
- 5.4.20 Spectators are not permitted to enter the competition field.
- 5.4.21 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.
- 5.4.22 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 Judges.
- 5.4.23 CDA is an inclusive sport which aims to cater to all those wishing to play disc with their dogs. Therefore reasonable adjustments will be considered by the board on an individual basis for handlers with disabilities and/or impairments.

## 5.5 Rules for Practice at a CDA Event

- 5.5.1 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.
- 5.5.2 A practice area may be provided by the host club.
- 5.5.3 This area must not be visible to dogs competing on the competition field or must be used only when dogs are not competing.
- 5.5.4 It is recommended that only one dog may practice in this area at a time.
- 5.5.5 Competitors may practice at a competition provided they are out of sight of the competition field and it is safe to do so.

## 5.6 Disqualifications

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

- 5.6.1 Abusive actions, repeated acts of disrespect or obscene language directed at the judge.
- 5.6.2 Abusive treatment of a dog (their own or anyone else's)
- 5.6.3 Abusive actions, repeated acts of disrespect or obscene language directed at other competitors or the general public.
- 5.6.4 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).
- 5.6.5 Aggressive dog (a dog that has demonstrated in some way that it may be a danger to the judge, other dogs, competitors or spectators).
- 5.6.6 Repeatedly using obscene language after being warned at least once.
- 5.6.7 Obviously trying to sabotage another competitor's performance.
- 5.6.8 Have been proven to be trying to influence judging decisions.
- 5.6.9 Proven to be administering prescription medications to a dog to improve performance or enable them to compete.
- 5.6.10 All disqualified competitors forfeit all of their entry fees.
- 5.6.11 Any competitor that is disqualified from a competition or individual class must be given a written reason for the disqualification by the head judge. A copy of the written reason must be sent to the CDA along with the trial results by the competition secretary.
- 5.6.12 Entrants are not to be disqualified for trivial incidences.
- 5.6.13 Disqualified competitors may be asked to leave the premises at the judge's and host club's discretion.
- 5.6.14 The judge has the authority to disqualify any entrant for any reason he/she feels is warranted.
- 5.6.15 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 Competition Levels

Competitions shall comprise of 3 levels being Local/Online Competitions, Standard Championship/Special Championship or State, National or Regional Championship Events

#### 6.1.1 Local Competitions

Will comprise of no more than 2 rounds of competition. The competition rounds as selected by the host club can be made up of any 2 Class types, where a class has varying divisions, each round will offer all divisions for that class. i.e. a Throw & Catch round will offer all 5 divisions. Local competitions are not used in the accumulation of Team Awards.

### **6.1.2 Online Competitions**

Will comprise of no more than 2 rounds of competition and can only be of the following classes; online specified games, freestyle or freestyle skills. Online competitions are not used in the accumulation of Team Awards.

In addition to the standard CDA judging criteria the following criteria must also be followed:

A Facebook Event is to be created by the host club.

Judging will occur by the submission of video to the Facebook event page for judging.

Online competitions are to be judged live or to have a 48 hour window within which members can film and upload their rounds. The 48 hour timeframe is to begin at the release of the schedule. There must be no advanced notice in fairness to all competitors.

#### ***For Freestyle & Freestyle Skills Rounds***

Up to 2.5 minutes of unedited or live video will be required per Super Pro Skills team per round to be judged.

Up to 2 minutes of unedited or live video will be required per Pro Skills team per round to be judged.

#### ***For Games Rounds***

Games adapted rule criteria

The following games are able to be played at online competitions:

- Slam Dunk
- Around the World
- Beat the Buzzer
- Time Trial

Playing field width for online games is a minimum field width of 15 yards.

The competition field is to be marked using lines and by the use of field markers at all intersection points where possible.

It is recommended you use the countdown timer which can be downloaded from the CDA website. To verify judging rounds if the countdown cannot be heard on the video the online judge will commence time when the dog or disc crosses the first throw line as per standard judging criteria.

Consider your camera angle, video must show a view all of the marked competition field. Submission videos with cameras below around 1 metre may be deemed not suitable for judging.

Only throws and catches within the video frame will be judged.

If your video is poor quality or too far away, CDA & the Host Club reserves the right to deem it not suitable for judging.

Generally, there will be no prizes or placings – scores will determine if the minimum criteria have been met for qualification purposes only. Each host club will include in the schedule if prizes will be available.

### **6.1.3 Standard Championship Events**

**Single Day Events** - Will have a minimum of 4 rounds and a maximum of 5 rounds. The competition rounds as selected by the host club can be made up of Throw & Catch, Games, Freestyle or Freestyle Skills classes, where a class has varying divisions, each round will offer all divisions for that class.

A Maximum of 2 Freestyle or Freestyle Skills rounds can be played at any standard single day championship event.

**Two Day Events** - Will have a minimum of 6 rounds and a maximum of 9 rounds. The competition rounds as selected by the host club can be made up of Throw & Catch, Games, Freestyle or Freestyle Skills classes, where a class has varying divisions, each round will offer all divisions for that class.

A Maximum of 4 Freestyle or Freestyle Skills rounds can be played at any standard 2 day championship event. Maximum 2 each day.

All championship events can run a maximum of 2 rounds of NFC per day.

**6.1.3.1** Any deviations from the above format of a Standard Championship Event will require approval from the Board.

### **6.1.4 State / National & Regional Championships**

State & National Championship Series Events differ from normal championship competitions.

National Championships can be held every two years.

State Championships can be held every year.

National or State Championship formats, including scoring formats, will not be permitted to be run at any Standard Championship Events.

CDA may also approve Regional Championship events. Where the format will be determined upon application

#### **6.1.4.1 State Throw & Catch Championship Overview**

Divisions for this event differ from normal championship competitions. There will be 2 Divisions – Novice & Open.

There are no prerequisites needed to enter; your current competition division will determine which division you compete in.

Competitors must have actively competed with all dogs that they enter in the prior 12 months to competing in the state championships. The only exception is if a handler enters their own dog which they have recently acquired.

Teams which currently compete in Beginners & Excellent Divisions will compete in the Novice Division.

Teams which currently compete in Open & Masters Divisions will compete in the Open Division.

There will be 4 rounds of Throw & Catch over 2 days of competition. The team with the highest cumulative score after the 4 rounds will be crowned the State Champion. Rounds will be made up of 2 Toss & Fetch and 2 Bonus Chase Classes.

### **State Freestyle Championship Overview**

Divisions for Freestyle include both Pro & Super Pro Divisions, your current competing division will determine which division you compete in for this event.

There will be 4 rounds of Freestyle competition over the 2 days. The team with the highest cumulative score in their best 3 rounds will be crowned the State Champion.

### **State Games Championship Overview**

There are no separate divisions for the Game's rounds. All teams will compete together.

There are no prerequisites needed to enter.

Teams will compete in 4 rounds/games, consisting of 1 x Accuracy, 1 x Black Jack, 1 x Double Up & 1 x Time Trial Games.

Champions will be determined based on the number of competitors and the placing you received after each round. The team with the highest cumulative score after all 4 games will be crowned the Games Champion.

For example, if there are 11 Competing teams entered into the Games Championship, teams will earn the following points for each round/game. 1st Place will receive 11 points, 2nd place 10 points, 3rd place 9 points, 4th place 8 points, 5th place 7 points and so on with 11th place receiving 1 point.

If places are tied, then the points will be split between the tied teams. For example, the 5th & 6th team are tied for 5th Place then they will both receive 6.5 points each. This is because 5th Place receives 7 points and 6th place receives 6 points, when

totalled together this is 13 points. This is then split between the 2 places so each team receives 6.5 points. 7th place then receives 5 points.

#### **6.1.4.2 National Championships**

There will be 3 separate National Championship Titles – Throw & Catch, Games & Freestyle.

##### **National Throw & Catch Championship Overview**

There will be 3 Qualifying rounds of Throw & Catch over the allocated days of competition where teams will compete in each of the 3 individual qualifying rounds as per normal competitions. The top 10 teams with the highest cumulative score after the 3 rounds in each of the combined divisions will then compete in the finals. There will be 2 divisions for the finals - Novice & Open. The finals will consist of 2 rounds of Throw & Catch consisting of (1 x Toss & Fetch & 1 x Bonus Chase).

Teams which compete in Beginners & Excellent Divisions will be vying for a spot in the Novice Division Finals. Teams which compete in Open & Masters Divisions will be vying for a spot in the Open Division Finals.

The Qualifying Rounds will be made up of 2 rounds of Toss & Fetch and 1 round of Bonus Chase.

Competitors must have actively competed with all dogs that they enter in the prior 12 months to competing in the state championships. The only exception is if a handler enters their own dog which they have recently acquired.

The Open and Novice Team with the highest accumulative score in the 2 Final Rounds will be crowned the Open and Novice Australian National Throw & Catch Champion.

##### **For the National Freestyle Championship**

There will be 3 rounds of Freestyle Competition over the duration of the event, the 2 highest scores of each team are calculated after the 3 rounds to determine who will be crowned the National Freestyle Champion.

Divisions for freestyle include both Pro & Super Pro divisions, your current competing division will determine which division you will compete in for this event.

##### **For the National Games Championship**

Teams will compete in 5 rounds/games, consisting of 1 x Accuracy, 1 x Black Jack, 1 x Double Up, 1 x Time Trial Games, plus 1 Other game.

There are no separate divisions for the game's rounds. All teams will compete together as in usual competitions.

National Games Champion will be determined based on the number of competitors and the placing you receive after each round. The top 30% of entries or the top 10 teams (whichever is greater) with the highest cumulative score after 4 games will be eligible to enter the final round. The points scored in the placing's in the 5th & final round will be added to the previous 4 rounds and the team with the highest points will

be crowned the National Games Champion.

For example, if there are 11 Competing teams entered into the Games Championship, teams will earn the following points for each round/game. 1st Place will receive 11 points, 2nd place 10 points, 3rd place 9 points, 4th 8 points, 5th place 7 points and so on with 11th place receiving 1 point.

If places are tied, then the points will be split between the tied teams. For example, the 5<sup>th</sup> & 6<sup>th</sup> team are tied for 5<sup>th</sup> Place then they will both receive 6.5 points each. This is because 5th Place receives 7 points and 6th place receives 6 points. Together this equals 13 points which is split between the 2 placings so each team receives 6.5 points. 7th Place then receives 5 points.

## 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 are considered to be juniors up until the day of their 14<sup>th</sup> birthday. 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 (CDB) Title. Typically, each Beginner team competes in two 90 second rounds of Throw & Catch.

**Excellent.** All competitions will have an Excellent Division. This division is for teams who have achieved their CDB title. 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.** All competitions will have an Open Division. This division is for teams who have achieved their CDE title. 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.** All competitions will have a Masters Division. 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 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.

- 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. The round time commences when the first disc leaves the handlers hand.

**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:

- 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. The round time commences when the first disc leaves the handlers hand.

## 7.3 Freestyle Skills

There are two Freestyle Skills divisions at a Canine Disc competition. Teams in these divisions typically compete in 1 or 2 rounds of Freestyle Skills. The event organiser 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 to compete in the Pro Skills Division. All Pro Skills teams compete in:

- 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. The round time commences when the first disc leaves the handlers hand.

**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. The round time commences when the first disc leaves the handlers hand.

## 7.4 Games

- There are no separate divisions for games. All teams compete together for Games rounds.

## 8.0 - QUALIFYING CARDS

### 8.1 Issuance of Qualification Cards

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

- 8.1.1** 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.
- 8.1.2** All Qualification Certificates must accompany all title applications, with the exception being the application for Sports Awards.
- 8.1.3** All Qualification Cards **can only be used once** towards the issuance of a Title.

### 8.2 Card Types

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 (EDD) or Elite Freestyle Dog (EFD) Titles. Elite Qualification Cards will be issued separately to division cards, these cards cannot be used for any other titles.
- Gold/Yellow Qualification Cards will be issued for Ultimate Disc Dog (UDD) or Ultimate Freestyle Dog (UFD) Titles. Ultimate Qualification Cards will be issued separately to division cards. These cards can be used for application of either the EDD/EFD or UDD/UFD Title; but can only be used once. Teams will forfeit the cards eligibility for the UDD/UFD Title if the card is submitted as part of the EDD/EFD Title.

### 8.3 Purchase of Qualification Cards

Affiliated clubs must purchase qualification cards from CDA.

## 9.0 - CLASSES

### 9.1 Throw & Catch

#### **9.1.1 Not For Competition (NFC)**

- NFC is primarily for young dogs from 16 weeks of age up until they reach competition age (18 months).

- Dogs that are under 18 months of age are only permitted to throw sliders or rollers, you must at the time of entering stipulate if your dog is less than 18 months.
- 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 an NFC round.
- Teams competing in NFC are ineligible for a placing and prizes.

#### **9.1.2 Toss & Fetch**

Only Dogs 18 months or older are eligible to compete in this class.

#### **9.1.3 Bonus Chase**

Only Dogs 18 months or older are eligible to compete in this class.

#### **9.1.4 Super Toss & Fetch**

Only Dogs 18 months or older are eligible to compete in this class.

## 9.2 Freestyle

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

#### **9.2.1 Freestyle Skills**

#### **9.2.2 Freestyle**

## 9.3 Games

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

#### **9.3.1 Time Trial**

#### **9.3.2 Accuracy**

#### **9.3.3 Long Distance**

#### **9.3.4 Double Up**

#### **9.3.5 Black Jack**

#### **9.3.6 Fast 50**

#### **9.3.7 Team Time Trial**

#### **9.3.8 Speed Disc**

#### **9.3.9 Discentric Game**

#### **9.3.10 Beat The Buzzer (*Online Game Only*)**

#### **9.3.11 Around The World (*Online Game Only*)**

#### **9.3.12 Slam Dunk (*Online Game Only*)**

# 10.0 - TITLES & END OF YEAR AWARDS

## 10.1 Titles Summary

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. This rule does not apply to games titles.

### **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 title's acronym after the Dog's name. The Qualifying Certificates must accompany applications for all Titles.

### **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 (e.g. 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 disc 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 disc and reliably returning it to the handler, within a 90 sec period.

**10.2.3 Canine Disc Excellent – CDE** Title is awarded when a team scores 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 disc and reliably returning it to the handler, within a 90 sec period.

**10.2.4 Canine Disc Open – CDO** Title is awarded when a team scores 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 disc and reliably returning it to the handler, within a 90 sec period.

- 10.2.5 Canine Disc Master – CDM** Title is awarded when a team scores 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 disc 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 21.5 points or more in each of 4 different rounds of a CDA Sanctioned Throw & Catch Competition. This Title demonstrates that the team has a very competent thrower and that the dog is very capable of catching the disc and reliably returning it to the handler. This title does not have any prerequisites and can be earned alongside all other Throw & Catch titles. 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 or more in each of 4 different rounds of a CDA Sanctioned Throw & Catch Competition. This Title demonstrates that the team has a very competent thrower and that the dog is very capable of catching the disc and reliably returning it to the handler. This title does not have any prerequisites and can be earned alongside all other Throw & Catch titles. 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.
- \* Tiny Dogs are exempt from this rule*
- 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.

*\* Tiny Dogs are exempt from this rule*

## 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 disc 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 disc 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 disc 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 disc and performing various tricks within a 120 sec period. This title is eligible for Multiple Achievements as outlined in 10.1.3.
- 10.3.2.5 Elite Freestyle Dog – EFD** Title is awarded when teams score a minimum of 36.0 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 advanced throws & releases and that the dog is capable of catching the disc and performing various tricks. This title does not have any prerequisites and can be earned alongside of all other Freestyle titles at any level. This title is eligible for Multiple Achievements as outlined in 10.1.3.
- 10.3.2.6 Ultimate Freestyle Dog – UFD** Title is awarded when teams score a minimum of 38.0 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 advanced throws & releases and that the dog is

capable of catching the disc and performing various tricks. This title does not have any prerequisites and can be earned alongside of all other Freestyle titles at any level. This title is eligible for Multiple Achievements as outlined in 10.1.3.

## 10.4 Games Dog Titles

- 10.4.1 Games Beginner Dog – GBD** 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.
- 10.4.2 Games Excellent Dog – GED** 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 GBD 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.
- 10.4.3 Games Open Dog – GOD** 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 GED 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.
- 10.4.4 Games Masters Dog – GMD** 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 GOD 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. This title is eligible for Multiple Achievements.

## 10.5 End of Year Awards/Team Awards

### 10.5.1 End of Year Awards

CDA will present End of Year Awards for each State and in some cases Region. In order for a State/Region to be eligible to receive End of Year Awards a minimum criterion of at least 5 Championship competitions must be met.

### 10.5.2 Throw & Catch

**Throw & Catch Team of The Year** - Any team is eligible for Throw & Catch Team of The Year. The Throw & Catch Team of the Year will be the team that has accumulated the highest cumulative score at all Throw & Catch rounds held at Championship Competitions for the calendar year in their State/Region.

**Junior Throw & Catch Team Of The Year** – Any Junior team is eligible for Junior Throw & Catch Team of The Year. The Throw & Catch Team of the Year will be the team that has accumulated the highest cumulative score at all Throw & Catch rounds held at Championship Competitions for the calendar year in their State/Region.

### 10.5.3 Freestyle/Freestyle Skills

**Freestyle Team of The Year** - Any team is eligible for Freestyle Team of The Year. The Freestyle Team of the Year will be the team that has accumulated the highest cumulative score at all Freestyle and Freestyle Skills rounds held at Championship Competitions for the calendar year in their State/Region.

**Junior Freestyle Team Of The Year** - Any Junior team is eligible for Junior Freestyle Team of The Year. The Freestyle Team of the Year will be the team that has accumulated the highest cumulative score at all Freestyle and Freestyle Skills rounds held at Championship Competitions for the calendar year in their State/Region.

### 10.5.4 Games

**Games Team of The Year** – Any team is eligible for Games Team of The Year. The Games Team of the Year will be the team that has accumulated the most qualification cards for games held at Championship Competitions across the calendar year in their State/Region.

**Junior Games Team Of The Year** - Any Junior team is eligible for Junior Games Team of The Year. The Junior Games Team of the Year will be the team that has accumulated the most qualification cards for games held at Championship Competitions across the calendar year in their State/Region.

### 10.5.5 Team Awards

The LAPs system used prior to 2026 will be superseded by Team Awards. Team Awards for Toss and Fetch and Freestyle will be based on the accumulation of the scores a team achieves at each competition entered across their competition life.

The Team Awards for games will be calculated by factoring the maximum score for each game as 25 points. This difference is due to games having a wider spread of scoring opportunity depending on the game being played e.g. Time Trial has a maximum score of 3 points whereas Fast 50 has a maximum score of 50 points. By evening out the scoring all games have the same scoring potential for Team Awards.

At the end of every event each team’s scores will be added to their lifetime total. These results will be published after the End of Year Awards each year.

### 10.5.6 Table of Awards

	<b>Toss n Fetch</b>	<b>Freestyle</b>	<b>Games</b>
<b>Crystal</b>	100	100	100
<b>Onyx</b>	500	500	500
<b>Amber</b>	1,000	1,000	1,000
<b>Jade</b>	1,500	1,500	1,500
<b>Amethyst</b>	2,000	2,000	2,000

<b>Sapphire</b>	2,500	2,500	2,500
<b>Emerald</b>	3,000	3,000	3,000
<b>Ruby</b>	4,000	4,000	4,000
<b>Obsidian</b>	5,000	5,000	5,000
<b>Diamond</b>	6,000	6,000	6,000

## 11.0 - DISCS

### 11.1 Disc Summary

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 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 Approved Discs

**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, Tenacious
- 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
- Frisbee Escape: Rocket, Raid

## 11.3 Tiny Dog Rules

**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

Dogs that measure 13 inches or less at the withers are eligible to compete as Tiny Dogs in throw and catch competition divisions. Tiny dog rules are outlined in Section 12.

## 12.0 - JUDGING CRITERIA

### 12.1 Throw & Catch

#### 12.1.1 NFC Rounds

1. NFC is primarily for young dogs from 16 weeks of age up until they reach competition age (18 months).
2. Dogs that are under 18 months of age are only permitted to throw sliders or rollers, you must at the time of entering stipulate if your dog is less than 18 months.
3. 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.

4. Teams must at the time of entering the event stipulate if they will be doing an NFC round.
5. Teams competing in NFC are ineligible for a placing and prizes.
6. The playing field shall be a minimum width of 30 yards and a minimum length of 60 yards.
7. Teams can participate from either end of the field that they choose. Once play has started, they are free to move around the field.
8. If handlers wish to utilise a long line during their NFC round they must seek approval from the head judge prior to the commencement of the competition. Judges have discretion over whether long lines are permitted or not.
9. Only one handler and their dog participate on the field at any given time.
10. This is a 90 second timed event.
11. The handler and their dog must both be behind the throwing line before time can commence.

### **12.1.2 Toss & Fetch**

1. Teams compete one at a time from their choice of end.
2. Only successful catches made by the dog before the disc contacts the ground score points. 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.
3. If a dog lands with their trailing paw on the 10, 20, 30 or 40 yard line, the catch will be considered to be in the higher scoring zone.
4. 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 the handler's feet are over, on, or touching the throwing line that throw will be signalled as a foot fault by the Line Judge, and the throw will not score any points.
5. 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 even if the disc is caught after time has expired.
6. 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
7. Only one handler and their dog compete on the field at any given time.
8. The thrower is restricted to the use of a single disc.
9. This is a 90 second timed event.
10. The handler and their dog must both be behind the throwing line before time can commence.
11. 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.

12. The points scoring opportunities are summarized in the following table:

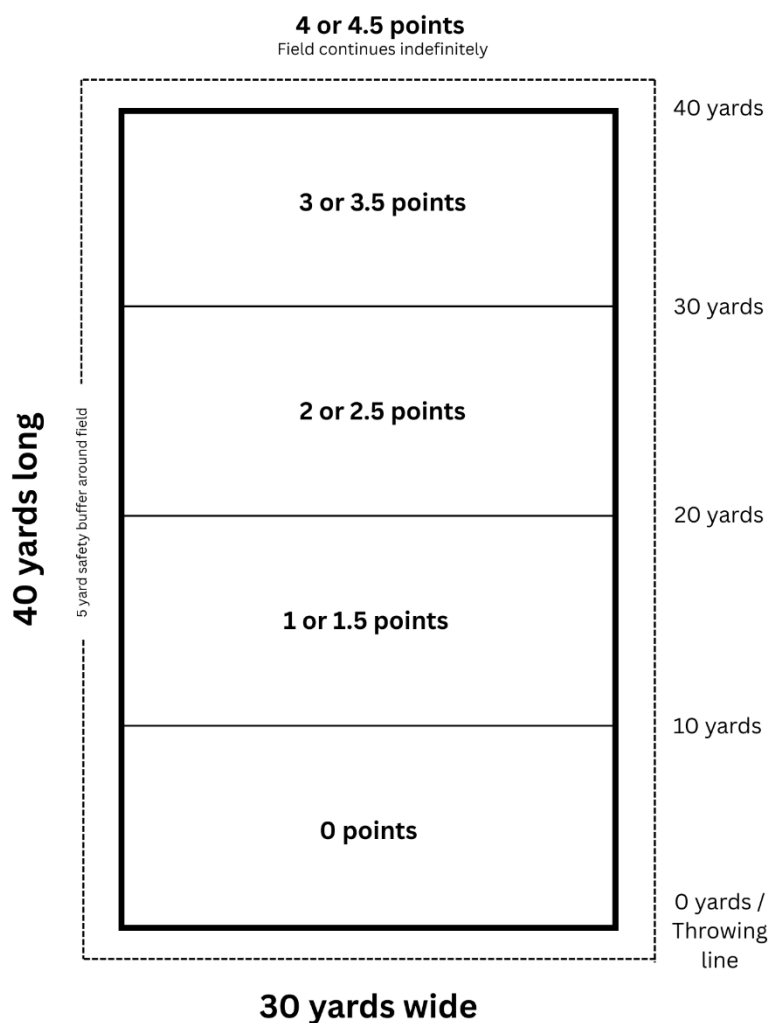
Yards	Ground Catch		Mid-Air Catch	
	Dog	Tiny Dog	Dog	Tiny Dog
0-10 Yards	0/1*	1	0/1*	1.5
10-20 Yards	1	2	1.5	2.5
20-30 Yards	2	3	2.5	3.5
30-40 Yards	3	4	3.5	4.5
More than 40 Yards	4	4	4.5	4.5

\* Junior Division only

13. Although this is a single disc event, teams where the dog is susceptible to damaging discs may bring one extra disc 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.
14. 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.

## Toss and Fetch

*Competitors can throw from either end.*



### 12.1.3 Bonus Chase

1. Teams compete one at a time from their choice of end.
2. Only successful catches made by the dog before the disc contacts the ground score points. 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.
3. **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 signalled as a foot fault by the Line Judge, and the throw will not score any points.

4. 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 even if the disc is caught after time has expired.
5. 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.
6. The Bonus Zone is a marked circle positioned at the centre of the width of the field. It is 10 yards in diameter between the 30 and 40 yard line.
7. Teams can compete from either end of the field that they choose or only from one end designated by the head judge if required for safety reasons.
8. Only one handler and their dog compete on the field at any given time.
9. The thrower is restricted to the use of a single disc.
10. The points scoring opportunities are summarized in the following table:

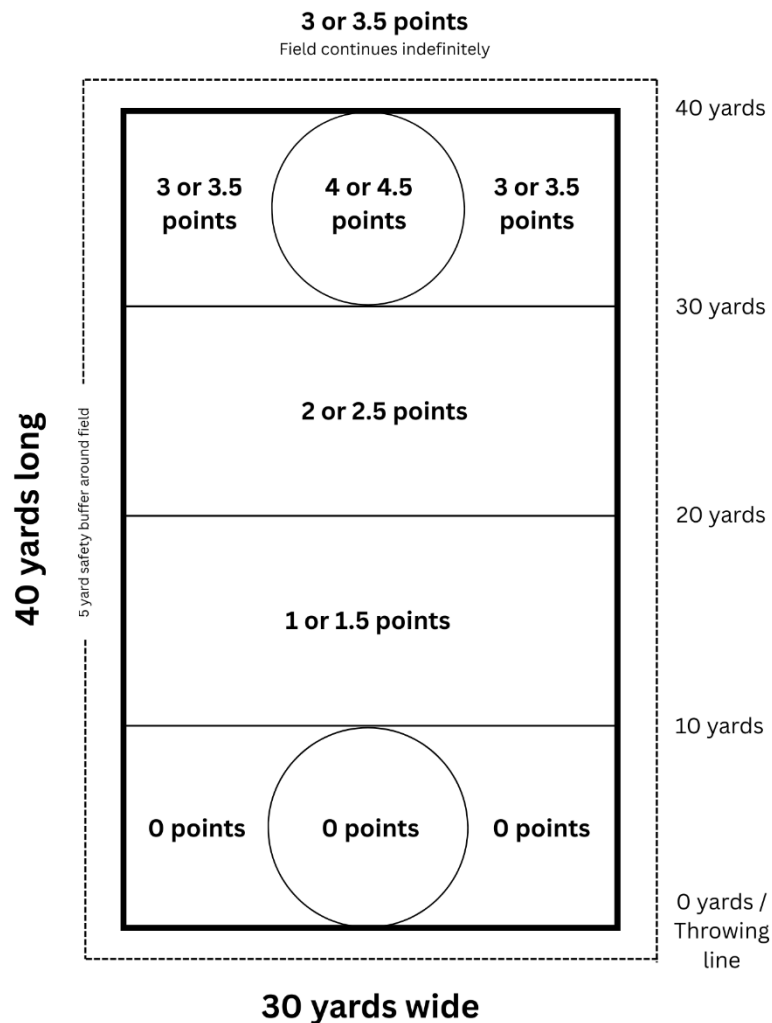
Yards	Ground Catch		Mid-Air Catch	
	Dog	Tiny Dog	Dog	Tiny Dog
0-10 Yards	0/1*	1	0/1*	1.5
10-20 Yards	1	2	1.5	2.5
20-30 Yards	2	3	2.5	3.5
30+ Yards	3	4	3.5	4.5
Bonus Circle	4	4	4.5	4.5

\* Junior Division only

11. Any throws that leave the handler’s hand before time expires may count towards the team’s total score although the disc may be caught after time has expired.
12. Although this is a single disc event, teams where the dog is susceptible to damaging discs may bring one extra disc 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 their disc. To exercise this option a handler must walk over and hand the disc to the Line Judge and then receive the 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.
13. 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.

## Bonus Chase

Competitors can throw from either end.



### 12.1.4 Super Toss & Fetch

1. Super Toss & Fetch is based upon the K9 Frisbee Toss & Fetch League format of Canine Disc competition.
2. Teams compete one at a time from their choice of end.
3. Before time starts both the handler and the dog must be completely behind the throwing line. Teams may opt to take one (1) practice throw with their dog before they begin the round. A Team can switch to a different end of the field after the practice throw, but they do not get another practice throw from the new end.
4. 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 will receive an Air Bonus of an extra half point.
5. Each throw made by the handler must be released from behind the throwing line. If the handlers feet are on or over the throwing line while the disc is being thrown,

that throw will be signalled as a foot fault by the line judge and the throw will not score any points.

6. Teams have 60 seconds in which to make as many throws as possible to contribute to a team's total Super Toss and Fetch score. Any throws that leave the handler's hand before time expires may count towards the team's total score even if the disc is caught after time has expired.
7. The playing field shall be a trapezoidal shaped field that is 50 yards long and divided into 10 yard increments (scoring zones) with 10-yard-wide end lines and a 20-yard-wide midpoint. With the Competition Field being a minimum width of 35 yards and a minimum length of 70 yards allowing a 5-yard minimum buffer zone around the playing field.
8. Only one handler and their dog compete on the field at any given time.
9. The thrower is restricted to the use of a single disc.
10. 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 starts once a Team signals it is ready to begin, the Line Judge will announce, "Ready, Set, GO." Time begins on "GO" at which point the dog and disc can cross the starting line. If electronic countdown timing is used once a team has signalled it is ready to begin, the line judge will signal for time to start, and time will commence after the countdown 3-2-1-GO.
11. 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>2</b>	<b>2</b>
Zone 1 (10 – 20 yards)	2	2.5
Zone 2 (20 – 30 yards)	3	3.5
Zone 3 (30 – 40 yards)	4	4.5
Zone 4 (40 – 50 yards)	5	5.5
Any Catch where all 4 paws are past the 50 yard line will be scored out-of-bounds		

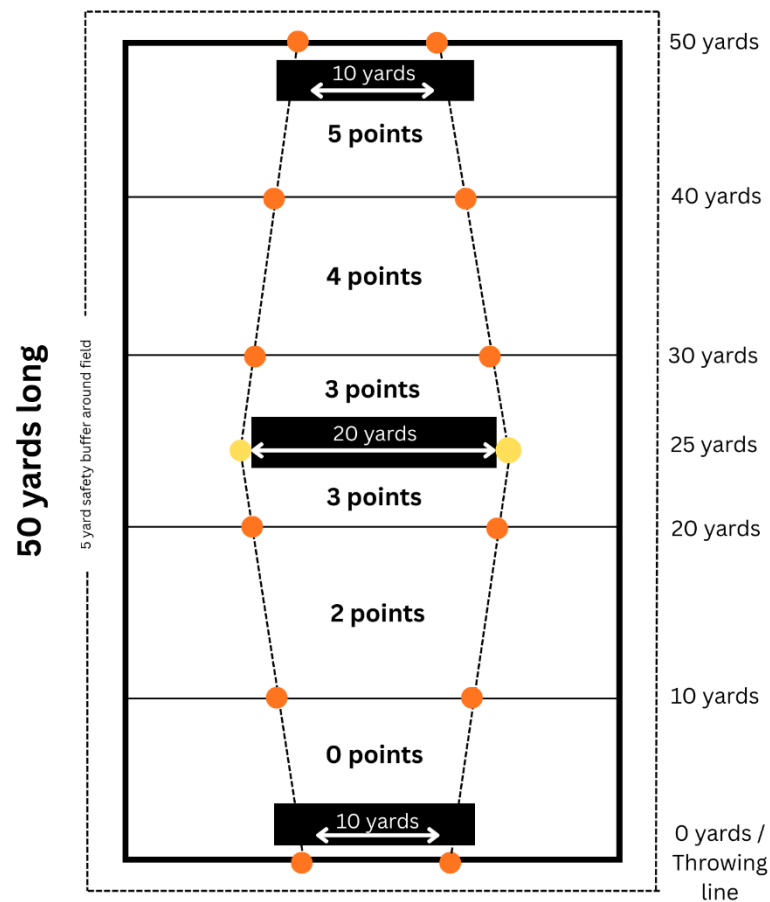
**\*\* Junior Scoring Only**

12. In an effort to reward success and encourage juniors, in addition to the standard scoring zones (2, 3, 4 & 5), a catch in the 0 to 10 yard zone or anywhere out-of-bounds, will be awarded 2 Points, provided the throw was a good faith attempt to throw at least 10 yards. The "attempt" clause is added to avoid purposeful, short little tosses to rack up points.
13. Although this is a single disc event, teams may bring extra discs with them to the starting line. At any time during their 60 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. Lure discs are allowed, however only one disc, the same disc, can be in play in a given round. If you're playing with a lure disc, try and make sure it's a different colour than the disc in play.

14. 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.

## Super Toss and Fetch

*Competitors can throw from either end.*



## 12.2 Freestyle

### 12.2.1 Freestyle

1. Teams consist of one handler and one dog.
2. Freestyle is judged over 4 main elements; Team, Player, Canine & Execution. How well each team does in each of these elements will determine who the winner is.
3. CDA offer 2 divisions for Freestyle Pro & Freestyle Super Pro.
4. Teams have 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 even if the disc is caught after time expires.

5. Teams may use up to 10 competition standard discs in their Freestyle routine. Teams can start anywhere on the playing field that is 30 yards wide and 40 yards long.
6. While it is not mandatory teams are encouraged to bring along selected music to go with their routine. Music must not contain any inappropriate language or references.
7. The Judges for any division of Freestyle 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 - 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 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 judges 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 Head Judge will inform all competitors 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 of competition will be **disqualified**.

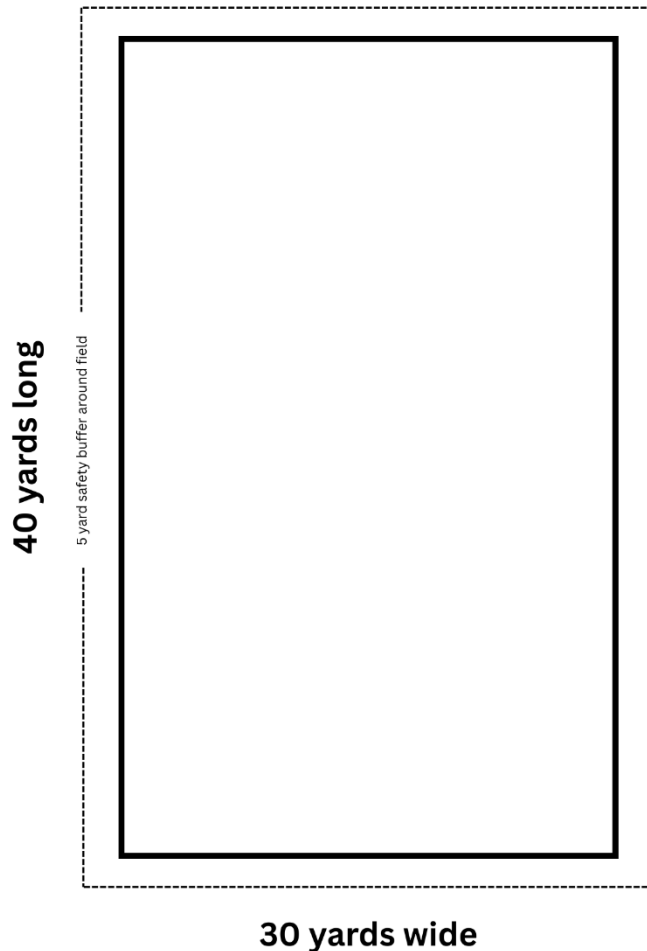
13. The following table summarizes the maximum scores a team can achieve using the Judging Criteria for Freestyle:

<b>Canine Elements</b>		
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 manoeuvres.	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 manoeuvres 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 whereby 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	___ Catches / ___ Throws x 10 =	<b>10.00</b>
	<b>TOTAL SCORE =</b>	<b>40.00</b>

## Freestyle



### 12.2.2 Freestyle Skills

1. Teams consist of one handler and one dog.
2. 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 as well as successful canine catches. The team with the highest element score and best execution will win. There are 2 divisions, Freestyle Pro Skills & Super Pro Skills.
3. Teams may use up to 10 competition standard discs in the same size and weight category in Freestyle Skills. Teams can start anywhere on the playing field that is 30 yards wide and 40 yards long.
4. Teams have 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 released. Any throws that leave the handler's hand before time expires may count towards the team's total score even if the disc is caught after time expires.

5. While it is not mandatory teams are encouraged to bring along selected music to go with their routine. Music must not contain any inappropriate language or references.
6. The Judges 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.
7. 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 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 Head Judge will inform all competitors 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 of competition will be **disqualified**.

8. The following table summarizes the maximum scores a team can achieve using the Judging Criteria for Freestyle Skills:

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 whereby 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>

\*Freestyle Skills utilises the same field design/layout as freestyle

## 12.3 Games

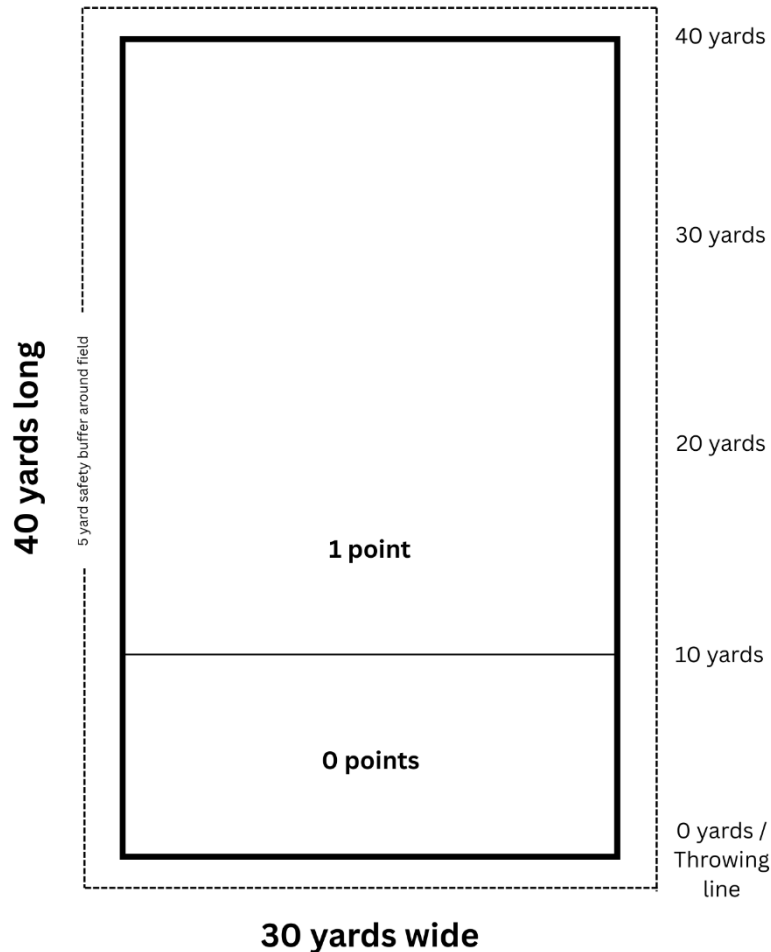
### 12.3.1 Time Trial

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.

1. The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 10 yards.
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Only one handler and their dog compete on the field at any given time.
4. The thrower is restricted to the use of a single disc.
5. This is a 60 second timed event.
6. The handler and their dog must both be behind the throwing line before time can commence.
7. After receiving permission to start from the Line Judge, time will commence when the dog crosses the throwing line.
8. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
9. 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.
10. After making 3 successful catches beyond the 10 yard line, the dog must return the disc over the line. Teams must stop the clock in 40 seconds or less to earn a qualifying certificate towards their Games Dog Title.

## Time Trial

*Competitors must throw from designated end.*



### 12.3.2 Accuracy

Teams have a 60 second time limit to hit 3 circled zones centred 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 circles can be positioned anywhere on the field and 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.

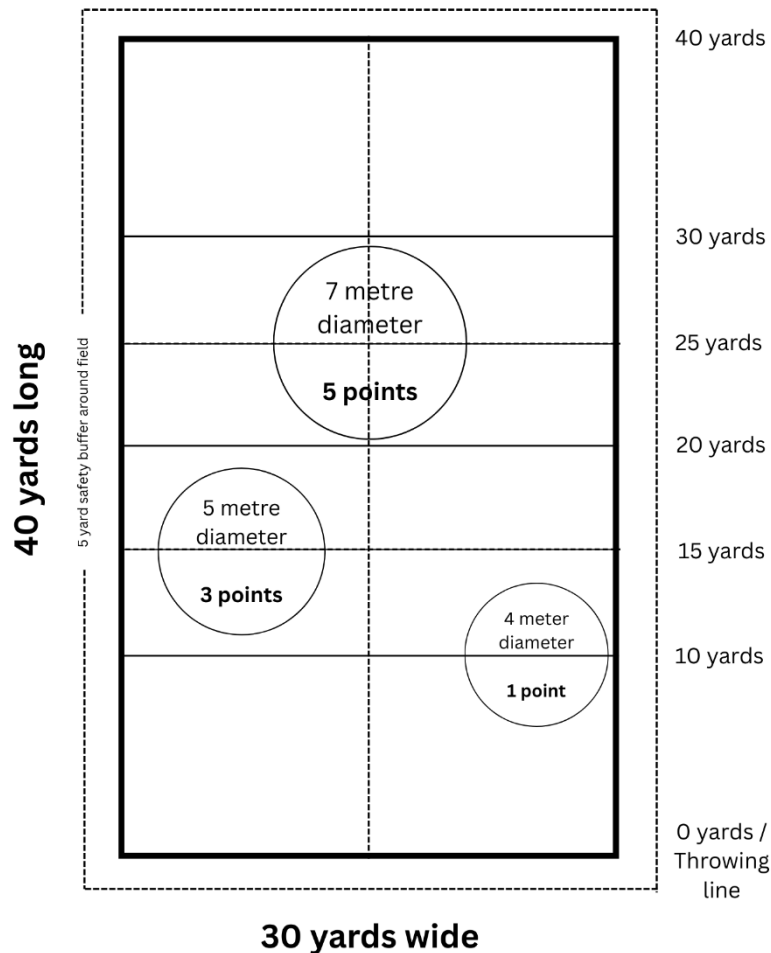
1. The Playing Field for this class shall be a minimum width of 30 yards with a minimum length of 40 yards.
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Only one handler and their dog compete on the field at any given time.

4. The thrower is restricted to the use of a single disc.
5. This is a 60 second timed event.
6. The handler and their dog must both be behind the throwing line before time can commence.
7. 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.
8. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch. Any throw that leaves the handler's hand before time expires may count towards the team's total score even if the disc is caught after time has expired.
9. 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 centred 10 yards, 15 yards and 25 yards away from the throwing line.
10. 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. 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.
11. The circle zones will not be in a straight line. The precise position of the circles will be revealed on the competition day.
12. The qualifying score in the Accuracy Game for earning a qualification card towards the Games Dog Title is a minimum of 9 points.

## Accuracy

Competitors must throw from designated end.

Circles can be placed anywhere across the field but must be on the 10, 15 and 25 yard lines.



### 12.3.3 Long Distance

The objective of this game is to complete a successful catch at the longest distance.

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

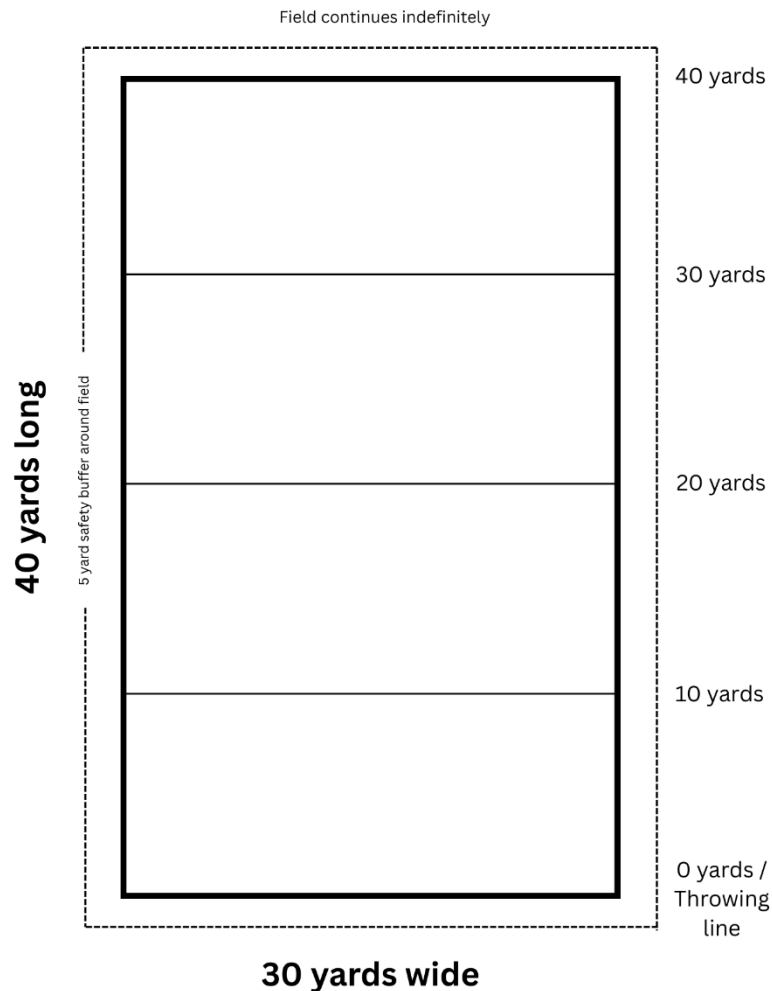
In this game, the disc must be thrown by the handler and cross the throw line before the dog crosses the throw line. Each team gets a maximum of two throws to release during a time limit of 60 seconds. Time commences at the release of the first throw. Any throw that leaves the handler's hand before time expires may count towards the team's total score even if the disc is caught 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.

1. The Playing Field for this class shall be a minimum width of 30 yards with a minimum length of 70 yards.

2. Teams will compete from the designated end of the field that the host club decides upon.
3. Only one handler and their dog compete on the field at any given time.
4. The thrower is restricted to the use of a single disc.
5. This is a 60 second timed event.
6. The handler and their dog must both be behind the throwing line before time can commence.
7. 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 caught 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.
8. For a throw to count, the dog must be completely behind the throwing line at the moment the disc is released. If the dog crosses the throwing line before the disc then the throw will not be measured.
9. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
10. 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.
11. Each team gets a maximum of two throws during the 60 seconds.
12. 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 signalled as a foot fault by the Line Judge, and the throw will not be measured.
13. The scoring judge will enter 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
14. 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
15. 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.
16. The qualifying score in the Long Distance Game varies depends on the age of the handler:
  - An adult handler must throw a minimum of 35 yards
  - A junior handler must throw a minimum of 20 yards.

## Long Distance

*Competitors can throw from either end.*



### 12.3.4 Double Up

In the Double Up Game, the teams score points by making catches between the 10 yard 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.

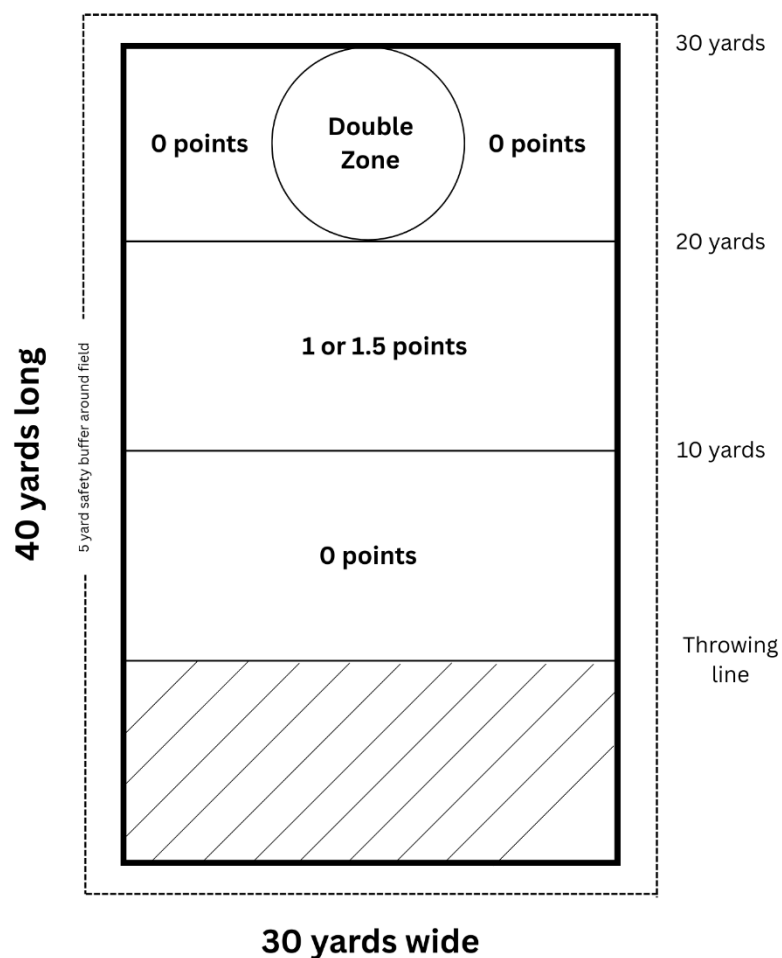
The time limit for this event is 60 seconds, teams can make as many throws and scoring catches as they like within the time limit.

1. The Playing Field for this class shall be a minimum width of 30 yards with a minimum length of 30 yards.  
Teams will compete from the designated end of the field that the host club decides upon.
2. Only one handler and their dog compete on the field at any given time.
3. The thrower is restricted to the use of a single disc.
4. This is a 60 second timed event.

5. The handler and their dog must both be behind the throwing line before time can commence.
6. 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.
7. Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
8. 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.
9. 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.
10. Teams can double their progressive score by making a catch with all four paws inside the Double Zone, which is a marked circle positioned at the centre of the width of the field.
11. Teams must Double at least once to qualify.
12. The qualifying score in the Double Up Game for earning a qualification card towards the Games Dog Title is a minimum of 8 points.

## Double Up

*Competitors must throw from designated end.*



### 12.3.5 Black Jack

In the Blackjack Game, teams score points by strategically making catches in different scoring zones on 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".

1. The Playing Field for this class is a typical Toss & Fetch field with a minimum width of 30 yards with a minimum length of 60 yards 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 and other lower-scoring zones on the outside.

2. Teams will compete from the designated end of the field that the host club decides upon.
3. Only one handler and their dog compete on the field at any given time.
4. The thrower is restricted to the use of a single disc.
5. This is a 60 second timed event.
6. The handler and their dog must both be behind the throwing line before time can commence.
7. After receiving permission to start from the Line Judge, time will commence when the dog or the disc crosses the throwing line.
8. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
9. 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.
10. Teams score points by strategically making catches in different zones on the field.
11. 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
12. The Scoring Judge should try to 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.
13. Placings are awarded based initially upon the team's score. 21 points beats all other scores regardless of time 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.
14. Ties on points are separated by time with the fastest time earning the higher placing.
15. The qualifying criteria in the Blackjack Game for earning a qualification card towards the Canine Disc Games Titles requires the team to score exactly 21 points and then the dog must cross the throwing line within equal to or less than 60 seconds.
16. 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.

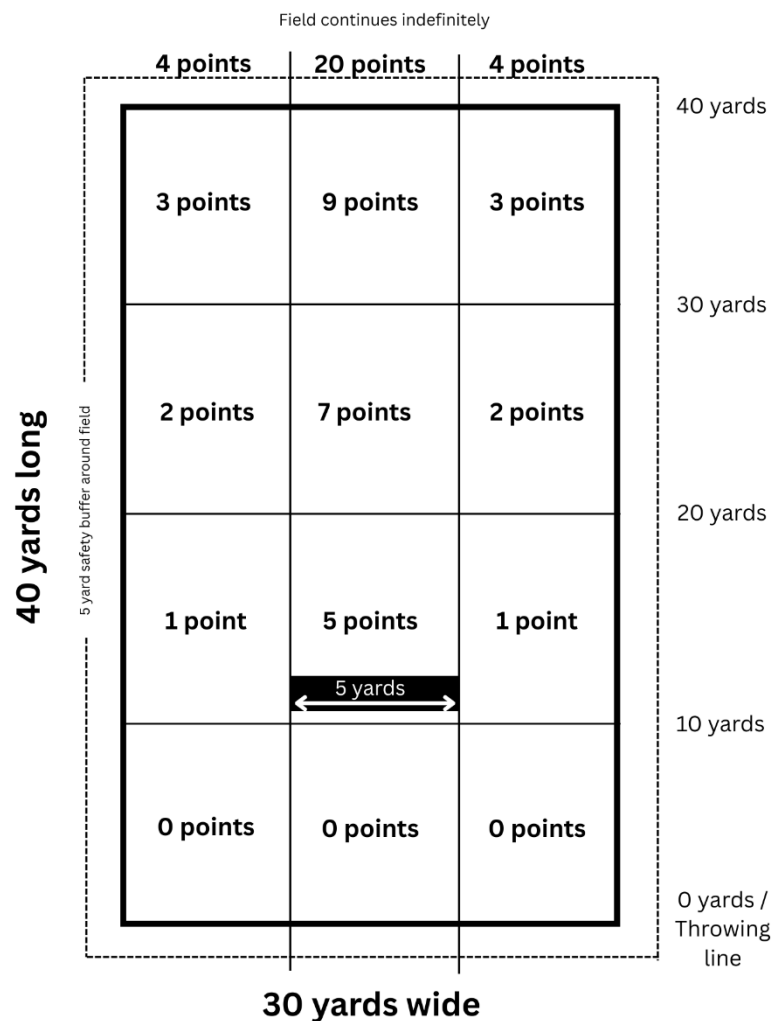
The following example show how teams are placed:

- 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.

## Black Jack

*Competitors must throw from designated end.*



### **12.3.6 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 between the 10 yard and 20 yard lines will score 10 points, a catch made between the 20 yard and 30 yard lines will score 20 points, a catch made between the 30 yard and 40 yard lines 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 upon landing after a successful catch for it to be scored. Any catch caught straddling 2 scoring zones will score 0 points.

Once the team has made 50 points, the dog **MUST** return a disc across the throw line to stop time.

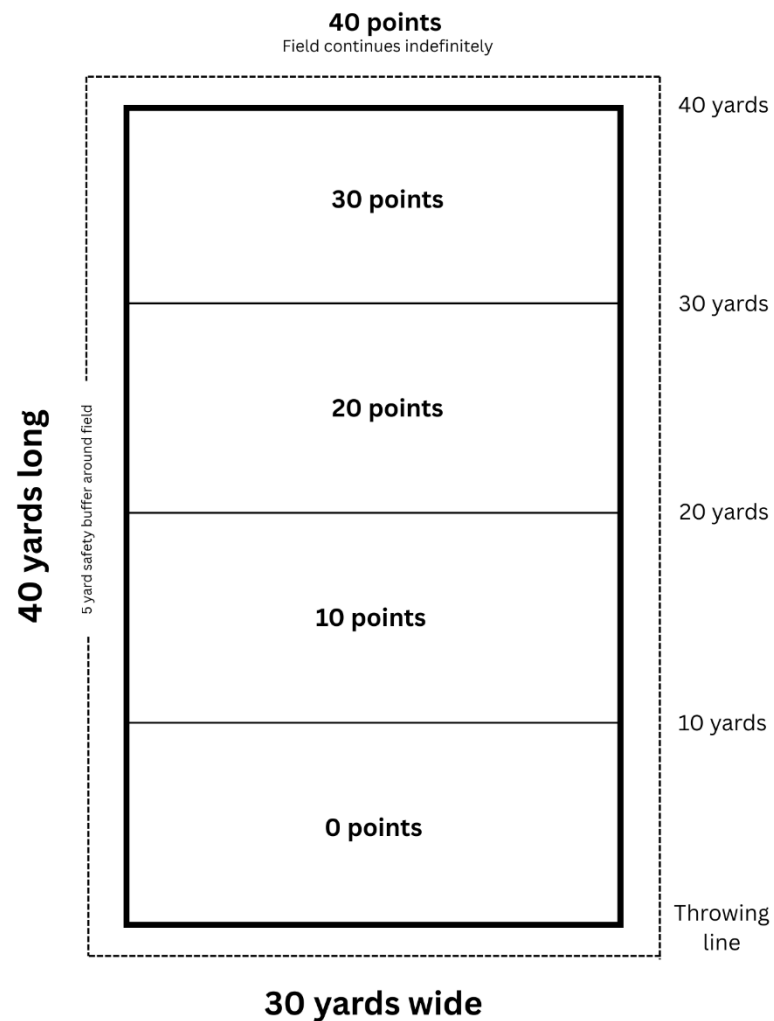
Dogs do not have to complete the first catch before the next disc is thrown. The dog does not have to return to the handler between throws.

1. The Playing Field for this class shall be a minimum width of 30 yards with a minimum length of 60 yards.
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Only one handler and their dog compete on the field at any given time.
4. The thrower is restricted to the use of a maximum of three discs for this game. Discs must be the same size and weight class.
5. 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, any of the three discs will be sufficient to stop time.
6. This is a 60 second timed event.
7. The handler and their dog must both be behind the throwing line before time can commence.
8. After receiving permission to start from the Line Judge, time will commence when the dog or the disc crosses the throwing line.
9. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
10. The team must succeed in scoring 50 points, with a maximum number of 3 throws. A catch made between the 10 and 20 yard line will score 10 points, a catch made between the 20 and 30 yard line will score 20 points, a catch made between the 30 and 40 yard line will score 30 points and a catch made past the 40 yard line will score 40 points.
11. After the last catch, the dog must return a disc across the throwing line to stop time.

12. 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. If the dog straddles 2 zones the catch will not count towards the final score.
13. The dog and disc must stop the clock in 50sec or less to qualify. The fastest time wins.
14. The qualifying score in the Fast 50 Game for earning a qualification card towards the Games Dog Title is a minimum of 50 points in 50sec or less.

## Fast 50

*Competitors must throw from designated end.*



### 12.3.7 Team Time Trial

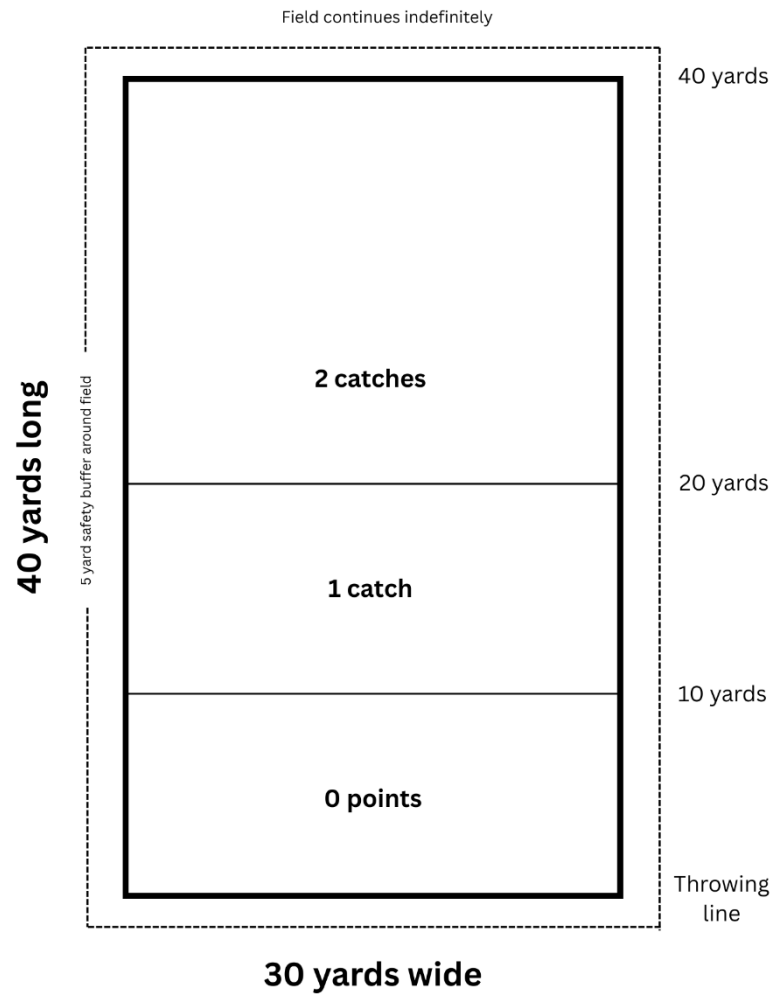
Team Time Trial is a team event, with 3 Dog and Handler Teams on the competition field at once. The objective of this game is to make 3 catches and retrieves within a 90-second time limit. The team that completes this objective in the fastest time wins. Time stops when the dog making the team's third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

Each dog and handler team throws in turn (based on their order in the running order) until the 3 required catches are completed or until time runs out.

1. The Playing Field for this class shall be a minimum width of 30 yards with a minimum length of 60 yards.
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Three teams consisting of a handler and a dog compete on the field at once. Teams throw in sequential order as per the running order for the competition to achieve 3 completed catches. Only one dog and handler team throw at a time, the other two teams must be under control behind the throwing line.
4. Each thrower is restricted to the use of one disc for this game.
5. This is a 90 second timed event.
6. All throws must originate with the handler standing behind the start line and all other dogs, discs, and handlers also behind the start line (all dogs must be under control). 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 throw line, or a foot fault will be called, and that throw will not be counted.
7. After receiving permission to start from the Line Judge, time will commence when the first dog or disc crosses the throwing line.
8. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
9. At least two catches must be made past the 20 yard line.
10. Time will end after the third completed catch is made and all discs, dogs, and handlers are back behind the start line.
11. 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.
12. A dog may compete in more than one team as long as it is not on the same team and it must run with a different handler provided that it does not exceed the maximum runs per day.
13. The fastest team time wins.
14. The qualifying score in the Team Time Trial Game for earning a qualification card towards a Games Dog Title is 3 catches in 70 seconds or less with at least 2x catches over the 20 yard line.

## Team Time Trial

*Competitors must throw from designated end.*



### 12.3.8 Speed Disc

Competitors earn points based on the time it takes to complete a catch in the three different scoring zones. Competitors may use up to 3 discs of the same size and weight class in this event.

- Zone 1 is a square 10 feet x 10 feet, whose centre 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 time starts the dog may be anywhere on the course to complete the challenge. The throw box will be marked on the throw line, all throws must originate from within the box.

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. For a catch to be deemed successful, two paws must land in the scoring zone.

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

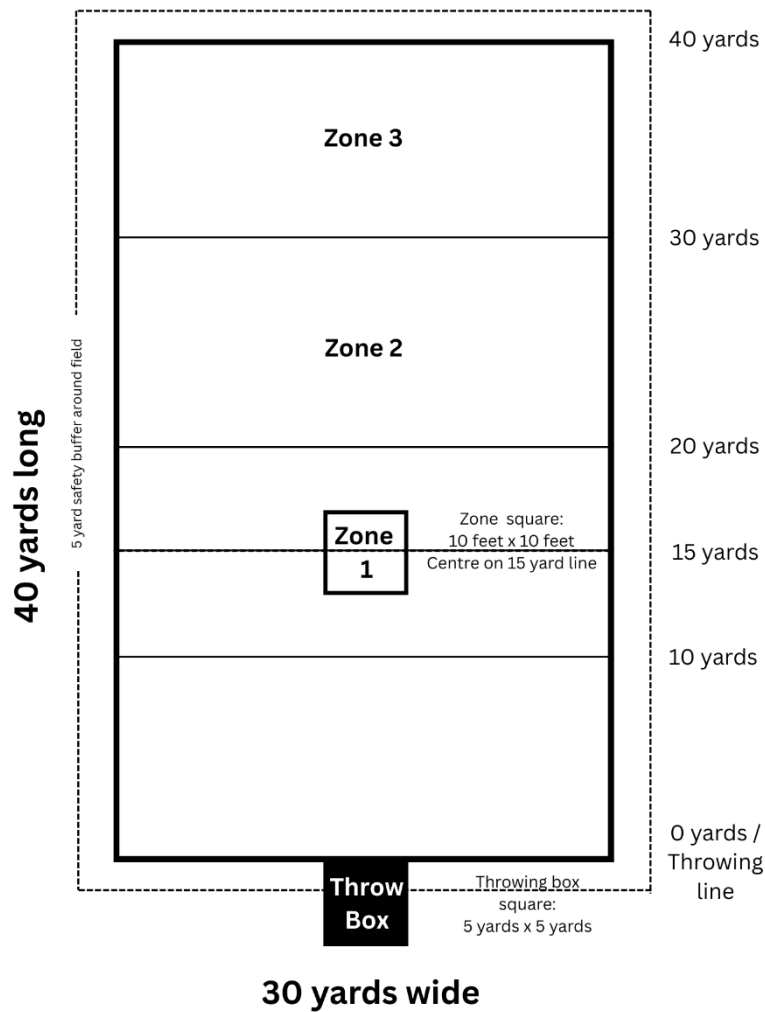
1. The Playing Field for this class shall be a minimum width of 30 yards with a minimum length of 30 yards.
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Only one handler and their dog compete on the field at any given time.
4. The thrower is restricted to the use of a maximum of three of the same discs for this game.
5. This is a 60 second timed event.
6. The handler and their dog must both be behind the throwing line before time can commence.
7. 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.
8. Each disc must be thrown separately. The dog does not need to return the disc before the next disc is thrown.
9. 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.
10. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
11. The time shall be rounded to the nearest full integer, see timing/point scoring table. Teams who exceed the course maximum time of sixty (60) seconds will score 0 points. If a tie occurs the Head Judge can choose to award 2 of the same placings or run a tie breaker round.
12. The time stops when a disc 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.
13. In case of a tie in total points, the competitor with the fastest overall time will be the winner.
14. Foot faults will be a 1 point deduction.
15. The qualifying score in the Speed Disc Game for earning a qualification card towards the Games Dog Title is a minimum of 10 Speed and Zone points. Obtained as per the following timing/point scoring table

Speed Time (seconds)	<b>0-15</b>	<b>16-20</b>	<b>21-25</b>	<b>26-30</b>	<b>31-35</b>	<b>36-40</b>	<b>41-45</b>	<b>46-50</b>	<b>51-55</b>	<b>56-60</b>	<b>61</b>
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Speed Points	10	9.5	9.0	8.5	8.0	7.5	7.0	6.5	6.0	5.5	0
Zone Points	<b>1 Point for each Zone completed</b>										

## Speed Disc

*Competitors must throw from designated end.*



### 12.3.9 Discentric Game

The objective of this game is to score as many points as possible.

In Discentric, teams must first make a successful catch in one of the two centre “Target Circles” before moving into the inner circle to continue the game.

The dimensions of the Target Circles will be:

- Inner Circle – a circle with a 7 foot (2.1 metre) diameter from the centre of the field clearly marked. A successful catch with all 4 paws in this circle earns 10 points and allows the team to move into the “Throw Circle” to continue the game.

- Target Circle – a circle with a 10 yard diameter outer line & 7 foot diameter inner line from the centre of the field, at least 1 paw in this target circle is required to earn 1 point and allow teams to move into the throw circle to continue the game.

Once teams have made a successful catch in an Inner or Target circle, they then move into the Centre Throw Circle to continue the game, where the objective is to score as many points as possible by making successful catches in any of the scoring zones.

After time starts the dog may be anywhere on the course to complete the challenge.

Handlers may leave the throw circle to retrieve any disc from the field but throws to the dog must be made from the throw circle.

1. The Playing Field for this game shall be a minimum width of 30 yards with a minimum length of 60 yards.
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Only one handler and their dog compete on the field at any given time.
4. The thrower is restricted to the use of a maximum of two of the same size and weight classed discs for this game.
5. This is a 60 second timed event.
6. The handler and their dog must both be behind the throwing line and within the playing field before time can commence. The throwing line will be any point within the playing field around the outer most circle from the designated end of the field.
7. 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 or the disc crosses the throwing line. If electronic countdown timing is used time will commence after the countdown 3-2-1 GO. After the start the dog may be anywhere on the field to complete the challenge.
8. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
9. Each disc must be thrown separately. The dog does not need to return the disc before the next disc is thrown.
10. Teams must first make a successful catch in one of the two Centre “Target Circles” before the handler moves into the Throw Circle to continue the game. The Throw Circle will be a 7 foot (2.1 metre) diameter circle from the centre of the field clearly marked.
11. In order for the catch to be deemed successful, the dog must catch the disc while they have at least 1 paw within the specified scoring zones or all 4 paws in the “Inner or “Target” Circles).
12. Teams score points by strategically making catches in different scoring zones.
13. Only throws caught by the dog within the scoring zones will score points. The score is calculated based upon the lowest 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 to the lower of the points possible. No additional points are scored for an in-the-air catch.
14. The following summarises the point scoring zones.

**Target Circles** (active only until the team's first successful catch)

Inner Circle 10 Points = this is a 7 foot (2.1 metre) diameter circle from the centre of the field clearly marked, all four paws required in this zone to earn 10 points.

Target Circle 1 Point = this is a circle with a 10 yard diameter outer line & 7 foot diameter inner line from the centre of the field, at least 1 paw in this target circle is required to earn 1 point and allow teams to move into the Throw circle to continue the game.

**Scoring Zones** (Once a team has made a successful catch in a target circle zone and moves into the Throw Circle the following zones become active.

0 Point = this is a circle with a 10-yard diameter outer line & 7 foot diameter inner line from the centre of the field, at least 1 paw in this scoring zone earns teams 0 points.

2 points = this is a circle with a 20 yard diameter outer line & 10 yard diameter inner line from the centre of the field, at least 1 paw in this scoring zone earns teams 2 points.

3 Points = this is a 30 yard diameter circle from the centre of the field, at least 1 paw in this scoring zone earns teams 3 points.

4 points = this is the area beyond the 3 point circle and within the boundaries of the playing field, a successful catch in this zone earns teams 4 points.

- In case of a tie in total points, the winner will be determined on a count back. Looking firstly at the highest scoring catch from the start of the round, i.e. if Team A dropped a catch on throw #3 & Team B had a 2 point score on throw #3, Team B wins.
- Foot faults will be a 1 point deduction.

15. The qualifying score in the Discentric Game for earning a qualification card towards the Games Dog Title is a minimum of 18 Points.

## Discentric

Competitors must throw from designated end.

Blue (outer) circle = 30 yard diameter

Red (3rd) circle = 20 yard diameter

Orange (2nd) circle = 10 yard diameter

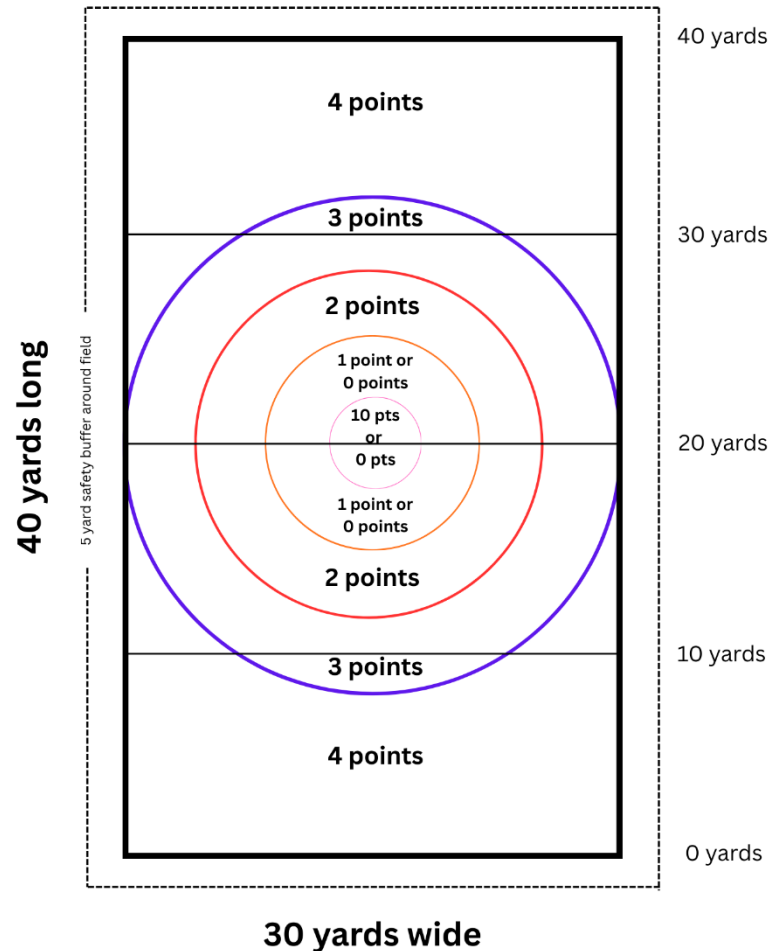
Pink (inner) circle = 7 foot / 2.1 metre diameter

First throw must be from outside all circles.

Dog must land all 4 paws in innermost circle =

10 points, if straddle = 1 point. Handler must

move to inner circle to continue throwing.



### 12.3.10 Beat The Buzzer (*Online Game Only*)

The objective of this game is to score as many points as possible.

In Beat the Buzzer, teams use a maximum of 2 Discs and are required to make at least 2 throws from 3 different throw lines, into the score zone. Teams score points each time the dog makes a successful catch with at least one paw on or inside the line of the marked score zone.

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

Teams will start at Throw Line 1, both Handler & Dog must be behind Throw Line 1 before time can commence, after the time starts the dog may be anywhere on the course to complete the challenge.

Handlers may leave the throw lines to retrieve any disc from the field but throws to the dog must be made from behind a throw line.

1. The Playing Field for this game shall be a minimum width of 6 metres with a minimum length of 12.5 metres.
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Only one handler and their dog compete on the field at any given time.
4. The thrower is restricted to the use of a maximum of two of the same size and weight classed discs for this game.
5. This is a 60 second timed event.
6. The handler and their dog must both be behind the start throwing line and within the playing field before time can commence.
7. 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 or the disc crosses the throwing line. If electronic countdown timing is used time will commence after the countdown 3-2-1 GO. After the start the dog may be anywhere on the field to complete the challenge.
8. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
9. Each disc must be thrown separately. The dog does not need to return the disc before the next disc is thrown.
10. In order for the catch to be deemed successful, the dog must catch the disc while they have at least 1 paw within the specified scoring zones.
11. Teams score points by making catches from behind different throw lines.
12. Throws that leave the handlers hand before the time expires will count towards teams overall scores.
13. Only throws caught by the dog within the marked scoring zone will score points. The score is calculated based upon which throw line the disc was thrown from. No additional points are scored for an in-the-air catch.
14. The following summarises the point scoring zones:

#### **Score Zone**

This is a Semi Circle with a 5 metre maximum diameter, at least 1 paw in this zone is required to earn points.

#### **Throw Lines**

1 point = this is a throw line that is 3 metres from the Score Zone, a catch made from this throw line with at least 1 paw in the score zone earns teams 1 points.

3 Points = this is a throw line that is 5.5 metres from the Score Zone, a catch made from this throw line with at least 1 paw in the score zone earns teams 3 points.

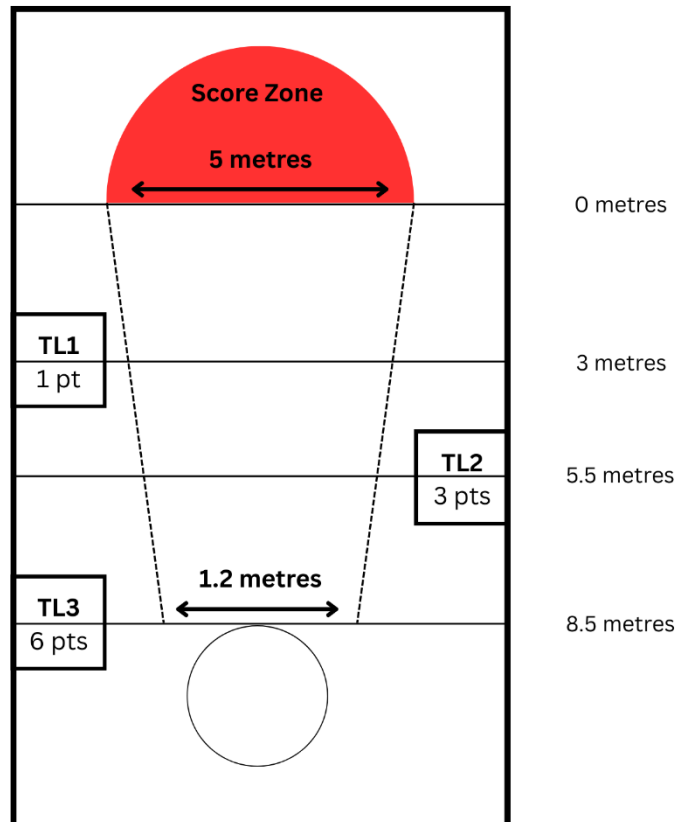
6 points = this is a throw line that is 8.5 metres from the Score Zone, a catch made from this throw line with at least 1 paw in the score zone earns teams 6 points.

15. In case of a tie in total points, the winner will be determined on a count back. Looking firstly at the highest scoring catch from the start of the round, i.e. if a Team A dropped catch on throw #3 & Team B had a 2 point score on throw #3, Team B wins.

16. Foot faults will be a 1 point deduction.
17. The qualifying score in the Beat the Buzzer Game for earning a qualification card towards the Games Dog Title is a minimum of 30 Points & at least 2 throws must be made from each Throw Line.

## Beat the Buzzer

*Competitors must throw from designated end.*



### 12.3.11 Around The World (*Online Game Only*)

In Around the World, teams are required to make successful catches from different points around the marked field into a score zone.

Teams score points each time the dog makes a successful catch with at least one paw on or inside the line of the marked score zone.

Teams must start at Marker Point 1 on the field, and move 'Around The World' in consecutive throws. It does not have to be a successful catch, but teams must move 'Around The World' with each consecutive throw made, after the time starts the dog may be anywhere on the course to complete the challenge.

Teams can use a maximum of 2 discs for this game, handlers may leave the throw points to retrieve any disc from the field but throws to the dog must be made from a throw point.

Teams may go around the world as many times as they like within the 60 second time limit.

1. The Playing Field for this game shall be a minimum width of 6 metres with a minimum length of 12.5 metres.
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Only one handler and their dog compete on the field at any given time.
4. The thrower is restricted to the use of a maximum of 2 of the same size and weight classed discs for this game.
5. This is a 60 second timed event.
6. The handler and their dog must both be at Point 1 and within the playing field before time can commence.
7. 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 or the disc crosses the throwing line. If electronic countdown timing is used time will commence after the countdown 3-2-1 GO. After the start the dog may be anywhere on the field to complete the challenge.
8. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
9. Each disc must be thrown separately. The dog does not need to return the disc before the next disc is thrown.
10. In order for the catch to be deemed successful, the dog must catch the disc while they have at least 1 paw within the specified scoring zones.
11. Teams score points by making catches from different points around the marked playing field.
12. Only throws caught by the dog within the marked scoring zone will score points. The score is calculated based upon which point the disc was thrown from. No additional points are scored for an in-the-air catch.
13. Throws that leave the handlers hand before the time expires will count towards teams overall scores.
14. The following summarises the point scoring zones.

**Score Zone 1-5**

This is a zone as outlined in the field layout, at least 1 paw in this zone is required to earn points.

**Score Zone -6**

This is a Semi Circle with a 5 Metre maximum diameter, located 8.5 metres from TP 6, at least 1 paw in this zone is required to earn points.

### **Throwing Points**

TP 1 = this is a point that is on the left side of the field & 2.5 metres from the Score Zone 1-5, a catch made from this throw line with at least 1 paw in the score zone earns teams 1 point.

TP 2 = this is a point that is on the left side of the field & 5.5 metres from the Score Zone 1-5, a catch made from this throw line with at least 1 paw in the score zone earns teams 2 points.

TP 3 = this is a point that is centre on the field & 8 metres from the Score Zone 1-5, a catch made from this throw line with at least 1 paw in the score zone earns teams 3 points.

TP 4 = this is a point that is on the right side of the field & 5.5 metres from the Score Zone 1-5, a catch made from this throw line with at least 1 paw in the score zone earns teams 4 points.

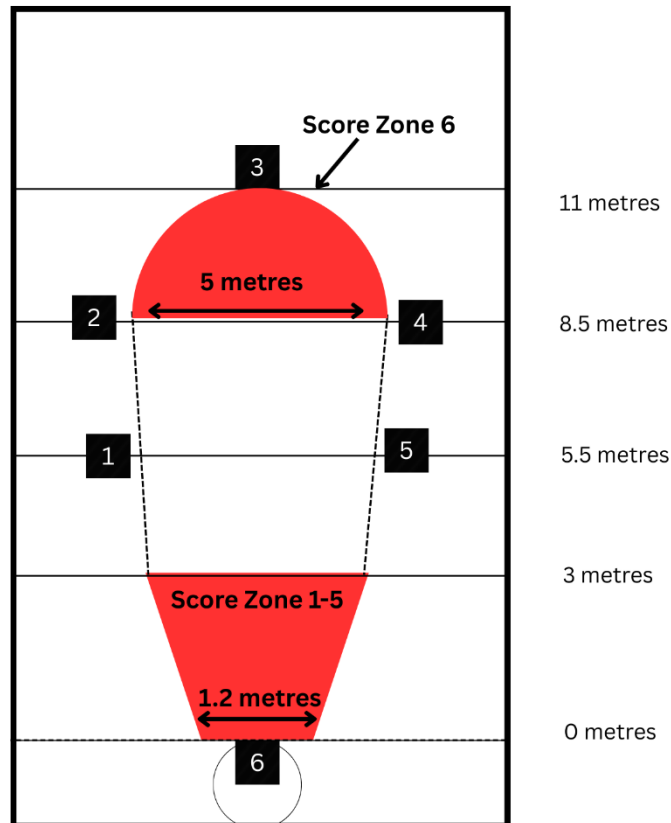
TP 5 = this is a point that is on the right side of the field & 2.5 metres from the Score Zone 1-5, a catch made from this throw line with at least 1 paw in the score zone earns teams 5 points.

TP 6 = this is a throw point that is 8.5 Metres from the Score Zone - 6, a catch made from this throw line with at least 1 paw in the score zone earns teams 7 points.

15. In case of a tie in total points, the winner will be determined on a count back. Looking firstly at the highest scoring catch from the start of the round, i.e. if a Team A dropped catch on throw #3 & Team B had a 2 point score on throw #3, Team B wins.
16. Foot faults will be a 1 point deduction.
17. The qualifying score in the Around the World Game for earning a qualification card towards the Games Dog Title is a minimum of 22 Points and a successful catch made from all Throw Points.

## Around the World

*Competitors must throw from designated end.*



### 12.3.12 Slam Dunk (*Online Game Only*)

In Slam Dunk, teams are required to make successful catches from 3 different throw lines, into the score zone, scoring as many points as possible before Slam Dunking. Teams score points each time the dog makes a successful catch with at least one paw on or inside the line of the marked score zone.

After the time starts the dog may be anywhere on the course to complete the challenge. Handlers may leave the throw lines to retrieve any disc from the field but throws to the dog must be made from behind a throw line.

Once a team has successfully Slam Dunked time stops.

1. The Playing Field for this game shall be a minimum width of 6 metres with a minimum length of 12.5 metres.
2. Teams will compete from the designated end of the field that the host club decides upon.

3. Only one handler and their dog compete on the field at any given time.
4. The thrower is restricted to the use of a maximum of one disc for this game.
5. This is a 60 second timed event.
6. The handler and their dog must both be behind the throwing line and within the playing field before time can commence. Teams can choose which throw line they wish to start from.
7. 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 or the disc crosses the throwing line. If electronic countdown timing is used time will commence after the countdown 3-2-1 GO. After the start the dog may be anywhere on the field to complete the challenge.
8. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
9. In order for the catch to be deemed successful, the dog must catch the disc while they have at least 1 paw within the specified scoring zones.
10. Teams score points by making catches from behind different throw lines.
11. Only throws caught by the dog within the marked scoring zone will score points. The score is calculated based upon which throw line the disc was thrown from. No additional points are scored for an in-the-air catch.
12. Throws that leave the handlers hand before the time expires will count towards teams overall scores.
13. The following summarises the point scoring zones.

#### **Score Zone**

This is a Semi Circle with a 5 metre maximum diameter, at least 1 paw in this zone is required to earn points.

#### **Throw Lines**

1 point = this is a throw line that is 3 metres from the Score Zone, a catch made from this throw line with at least 1 paw in the score zone earns teams 1 points.

2 Points = this is a throw line that is 5.5 metres from the Score Zone, a catch made from this throw line with at least 1 paw in the score zone earns teams 2 points.

5 points = this is a throw line that is 8.5 metres from the Score Zone, a catch made from this throw line with at least 1 paw in the score zone earns teams 5 points.

#### **Slam Dunk Zone**

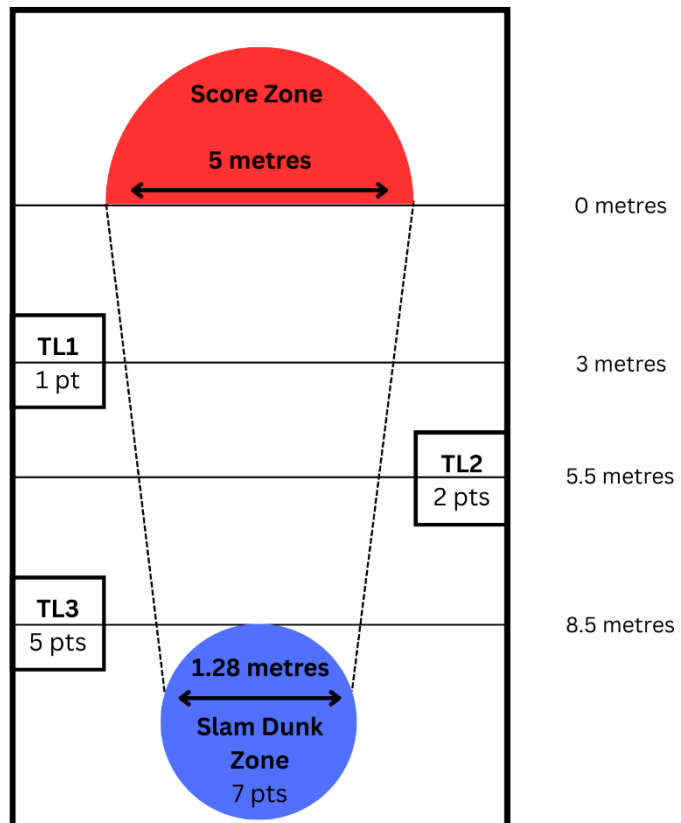
7 points = this is a Circle that is 1.28 metres in diameter and is 8.5 metres feet from the Score Zone, a catch made from this throw line with at least 1 paw in the score zone earns teams 7 points.

14. In case of a tie in total points, the winner will be determined on a count back. Looking firstly at the highest scoring catch from the start of the round, i.e. if a Team A dropped catch on throw #3 & Team B had a 2-point score on throw #3, Team B wins.
15. Foot faults will be a 1 point deduction.

16. The qualifying score in the Slam Dunk Game for earning a qualification card towards the Games Dog Title is a minimum of 20 Points and must include a successful Slam Dunk.

## Slam Dunk

*Competitors must throw from designated end.*



17.

## Appendix

### Appendix A – Conversion Table

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

## Appendix B – Titles Summary

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
EDD	22.5	4	Orange	Yes
UDD	22.5	4	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
Games Titles	Minimum No of Games	Number of Cards Required	Card Colour	Multiplier Available
GBD	2 of Any	3	Green	
GED	3 of Any	6	Green	
GOD	1TT, 1ACC, 1DU, 1 BJ	9	Green	
GMD	2TT, 2ACC, 2DU, 2BJ	12	Green	Yes

## Appendix C – Policy 001 Non-Social Behaviour/Aggressive Dog Policy

It is ALWAYS the handler and/or owner's responsibility to make sure their dog has enough space and to notify other handlers of their dog's required space. It is also expected that ALL owners/handlers will be aware of their requirement to keep their dog controlled at any CDA sanctioned Event or Activity.

- Non-Social Behaviour would be defined as a dog that attempts or repeatedly attempts actions which may be potentially harmful or dangerous to persons or other animals. Such actions might be, but are not limited to, snapping, growling, baring teeth, charging or lunging, raising hackles.
- Aggression would be defined as a dog that bites a person or a dog that initiates aggression toward another dog.

### Reporting

It is mandatory for an incident report to be written for the following circumstances:

- Any dog to person aggression
- Any aggressive contact between dogs, and
- Where there is any injury to a person or dog however caused.

All incidents reported will be kept on file by CDA Board.

CDA has adopted and encourages owners to follow the yellow dog lead/harness give me space system.



### Non-social behaviour by dogs towards dogs/people at CDA Events – Response Policy

A warning given by the Head Judge at the event at the time of witnessed incident.

No later than three days following the event, the Head Judge at the event shall file a detailed report with the Host Club & CDA Board describing the incident and actions taken.

#### *1<sup>st</sup> Offence*

- Notification to Owner and/or Handler of dog outlining complaint and what action, if any, needs to be taken. This may include, but is not limited to, behaviour modification counselling, muzzling, leash control at all times.

- Possible Suspension of the dog from all CDA sanctioned events and/or activities for up to 3 months as determined by CDA Board.
- CDA judges, and all CDA regional representatives shall be informed of the incident.

#### *2<sup>nd</sup> Offence*

- Notification to Owner and/or Handler of dog outlining complaint and what action, if any, needs to be taken. This may include, but is not limited to, behaviour modification counselling, muzzling, leash control at all times.
- Suspension of the dog from all CDA sanctioned events and/or activities for 6 – 12 months as determined by CDA Board.
- CDA judges, and all CDA regional representatives shall be informed of the incident.

#### *3<sup>rd</sup> Offence*

- Notification to Owner and/or Handler of dog outlining complaint and what action, if any, needs to be taken. This may include, but is not limited to, behaviour modification counselling, muzzling, leash control at all times.
- Suspension of the dog from all CDA sanctioned events and/or activities as determined by CDA Board.
- CDA judges, and all CDA regional representatives shall be informed of the incident.

If a written report/complaint from a member is received, an appointed mediator, not involved, may meet with all parties to determine what action, if any, needs to be taken. This may include, but is not limited to, behaviour modification counselling, muzzling, leash control at all times, and/or suspension of the dog (not the owner) from CDA events and/or activities for a specified period of time.

### **Dog Aggression toward dogs and/or people at any CDA sanctioned Event or Activity:**

#### *1<sup>st</sup> Offence*

- Immediate disqualification from the event with all scores deleted and the following notation made in the results: Dismissed – Aggression to dog and/or person.
- Suspension of the dog from all CDA sanctioned events and/or activities for 3 months.
- No later than one day following the event, the Head Judge at the event shall file a detailed report with the Host Club & CDA Board describing the incident and actions taken.
- CDA Board, CDA judges, and all CDA regional representatives shall be informed of the incident.

#### *2<sup>nd</sup> Offence*

- Immediate disqualification from the event with all scores deleted and the following notation made in the results: Dismissed –Aggression to dog and/or person.
- Suspension of the dog from all CDA sanctioned events and/or activities for 6 - 12 months as determined by CDA Board.
- No later than one day following the event, the Head Judge at the event shall file a detailed report with the Host Club & CDA Board describing the incident and actions taken.
- CDA Board, CDA judges, and all CDA regional representatives shall be informed of the incident.
- The information shall be published in an official CDA Club Notice.

### *3<sup>rd</sup> Offence*

- Immediate disqualification from the event with all scores deleted and the following notation made in the results: Dismissed –Aggression to dog and/or person.
- Suspension of the dog from all CDA sanctioned events and/or activities as determined by the CDA Board.
- No later than one day following the event, the Head Judge at the event shall file a detailed report with the Host Club & CDA Board describing the incident and actions taken.
- CDA Board, CDA judges, and all CDA regional representatives shall be informed of the incident.
- The information shall be published in the next CDA Club & Member Notice.

The Head Judge at an event where an incident occurs is the sole arbiter of any and all decisions made concerning faulty temperament and actions that dictate any of the policy described above.

## Appendix D – Policy 002 Social Media Policy

### **Purpose**

This policy sets out the appropriate standard of behaviour for all Members of Canine Disc Australia (CDA) accessing and using CDA's on-line social networking or similar type services.

The policy provides Canine Disc Australia Members with their obligations with regards to the management and dissemination of information which could be accessed by the general public (i.e., non-CDA members). All CDA members accessing and using CDA's on-line social networking or similar type services are required to comply with this policy and are required to comply with all laws including, but not limited to, laws relating to copyright, anti-discrimination, defamation, harassment and misuse of information and facilities and criminal activity.

### **Definitions**

For the purpose of this policy, social networking or media refers to any online sites or internet-based applications used for the sharing, interaction, creation or discussion of user-generated content, including but not limited to Facebook, Instagram, X.

### **Scope**

This policy applies when a CDA Member:

- Is authorised to represent CDA in the media for CDA business purposes; and/or
- Makes reference to CDA when accessing and using social networking or media.

### **Exclusions:**

This policy does not apply to personal interaction with:

- Social networking where a CDA member makes no reference to CDA or CDA related issues.

### **Policy Statement**

CDA seeks to celebrate and promote the sport of Canine Disc in Australia through social media engagement. In all social media, the CDA's position and profile must demonstrate a unified position and support its professional reputation.

### **Expected Conduct**

CDA Members must respect and care for the reputation and image of CDA and at all times conduct themselves in accordance with CDA's Code of Conduct and relevant laws. CDA expects that Members shall NOT:

- publish information that is defamatory, inappropriate, threatening, obscene or illegal that relates to CDA, its operation and/or its members and/or Sponsors (either directly or indirectly).
- use social media to send defamatory, inappropriate, threatening, obscene or illegal material and messages or images to other CDA Members and/or Sponsors.
- use social media to send racially and/or sexually harassing messages or images to other CDA Members and/or Sponsors (either directly or indirectly).
- publish images or make comments about CDA related activities via the general public accessible social media unless otherwise authorised by the CDA Board.

### **Breaches of this Policy**

A breach of this policy may result in action being taken against you by CDA including termination of membership.

## Appendix E – Player Code of Conduct

To ensure that all handlers, members, spectators, officials and volunteers have a very clear understanding of the behaviour that is expected from everyone and to make it clearly understood that breaches of this code will result in disciplinary action.

**JUDGES** are required to:

- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion
- Support, encourage and involve all players regardless of their talent level
- Never ridicule or yell at players for errors or poor performance
- Always consider the wellbeing and safety of participants before performance and results
- Encourage participants to value their performances and not just results
- Encourage and guide participants to accept responsibility for their own performance and behaviour both on and off the field
- Maintain respectful and appropriate relationships with all participants
- Ensure all activities are appropriate to the age, ability and experience of participants
- Promote the positive aspects of the sport (eg fair play)
- Display consistently high standards of good sporting behaviour and appearance
- Follow all guidelines laid down by CDA
- Hold appropriate judging qualifications before judging an event
- Never condone rule violations, unfair or unduly rough play or the use of prohibited substances
- Never use offensive language or behaviour towards dogs or handlers
- To act as a role model at all times.

**PLAYERS** are required to:

- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion
- Play by the rules and respect the judge's decisions
- Display good sporting behaviour at all times
- Never use offensive language or behaviour towards any person or dog
- Never engage in sledging or bullying of any person
- Adhere to CDA policies
- Never behave in a manner that would damage the reputation of CDA either on or off the field

***VOLUNTEERS and SPECTATORS*** are required to:

- Act as good role models and ambassadors for CDA at all times
- Always welcome opposition players, spectators, officials etc to the competition
- Never use offensive language or behaviour
- Treat everyone including the opposition with respect regardless of their gender, ability, cultural background or religion
- Display consistently high standards of good sporting behaviour including respecting the official's decisions
- Adhere to and support the CDA policies
- Be trustworthy

## Appendix F – Extreme Weather Policy

This policy was developed to reduce the likelihood of injuries from extreme weather events for all handlers, dogs, judges and the public.

### **Risk Assessments**

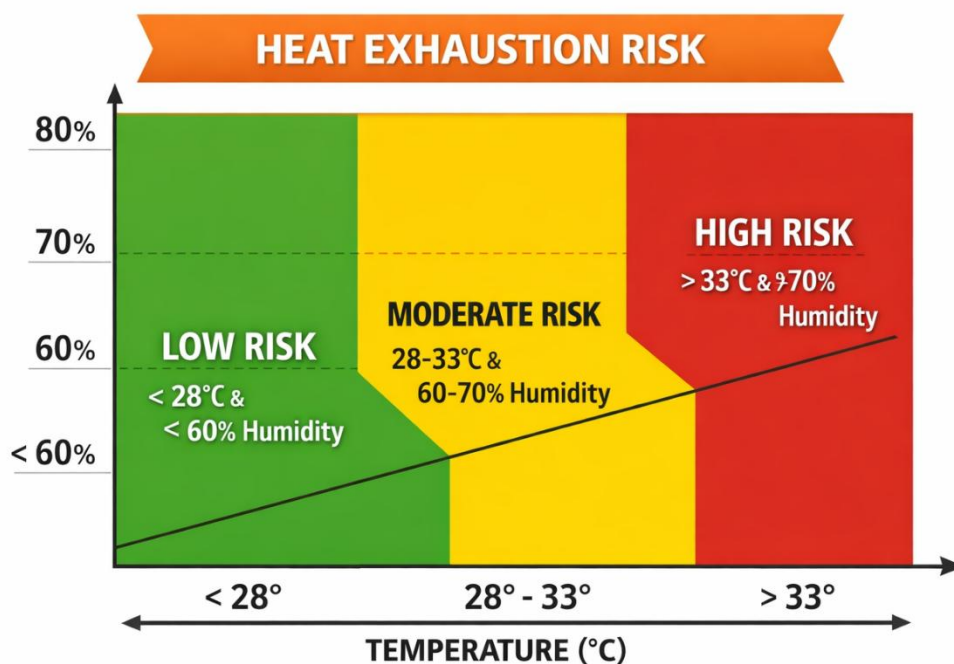
CDA assesses the risks of extreme weather for each event during the sanctioning process. CDA limits the number of rounds a dog can compete in, the number of events held per day of competition and also limits the sanctioning of events during extremely hot/stormy seasons. Each event is considered by the CDA Board prior to sanctioning to ensure that it meets all safety rules.

### **Temperature**

CDA limits the sanctioning of events in the summer months (Nov-Mar), especially in the northern parts of Australia. Any events held in these months must be held in locations where average daytime temperatures do not exceed 30°C unless the competition can be run at night under lights and the average nighttime temperature also does not exceed 30°C.

In the event of a heatwave, the Head Judge and Competition Secretary are responsible for managing a competition around the temperature. This includes but is not limited to stopping play for a period of time, altering the starting/finishing times of a competition, providing shade and cooling areas and, in extreme events, cancelling/postponing a competition.

Below is a guide for the risk levels to dogs based on ambient temperature and humidity levels, CDA recommends that all play cease if the ambient temperature is above 35°C.



Competitors are responsible for managing their own individual dogs and ensuring that they are not taking undue risks by over running them. Some breeds are more susceptible to heat than other and should be managed accordingly. A Head Judge has the right to stop any dog from playing if they believe the dog to be at a health risk.

### High Level Winds

The safety of a disc event is subject to the windspeed occurring on the day of competition. High levels of wind can turn safe throws into dangerous throws for dogs to chase. The speed and direction of the wind can impact the safety of particular locations differently.

In the event of dangerous winds, the Head Judge and Competition Secretary are responsible for managing a competition around them. This includes but is not limited to stopping play for a period of time, altering the starting/finishing times of a competition and, in extreme events, cancelling/postponing a competition.

Competitors are responsible for managing their own individual dogs and ensuring that they are not taking undue risks when throwing for them on windier days.

### Storms/High Rainfall Events

Storms are a risk in most parts of Australia, storms include lightning, thunder, hail, high level winds and large amounts of rainfall. In the event of a storm/rainfall event, the Head Judge and Competition Secretary are responsible for managing a competition around it. This includes but is not limited to stopping play for a period of time, altering the starting/finishing times of a competition and, in extreme events, cancelling/postponing a competition. Play should cease when thunder/lightning are

heard and should not recommence again for 30 minutes after the last sounds of the storm are heard.

Head judges and competition secretaries are responsible for ensuring that competitors are sheltered during a storm/rainfall event and are then responsible for assessing field conditions after a storm. Large puddles across a field are a slipping hazard for dogs and each field should be assessed for safety before play recommences.