

# CANINE DISC RULES & REGULATIONS



1<sup>ST</sup> EDITION

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# 1.0 INTRODUCTION

## 1.1 General

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

These regulations came into effect from January 1st 2013.

## 1.2 Objectives of Canine Disc Australia (CDA)

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

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

## 1.3 Organisation & Structure

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

## 1.4 Aim of a CDA Sanctioned Competition

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

## 1.5 Event Entry Liability

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

## 1.6 Accepted Canine Breeds

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

### 1.6.1 Restricted Breeds

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

## 1.7 Change Of Ownership

- If the ownership of a CDA registered dog has changed the new owner is required to complete the registration amendment request form. The dog's number will not change.
- Any titles, points and qualifiers previously earned by the dog will stand

## 1.8 Rule Changes

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

- Any handler may suggest additional rules or rule changes.
- Suggestions are to be in writing and signed by the primary handler with their dog's competition number.
- Reasons for the additional rule or rule change should accompany the suggestion.
- The CDA Board will review all proposals.
- All handlers that submit rule suggestions will be contacted in writing regarding any decisions that the CDA Board makes concerning their submission.
- Handlers are encouraged to make suggestions that they feel may make the competition:
  - More fair
  - Run more efficiently
  - Safer
  - More fun
  - Address any new issues that appear in competition
- There is no charge to propose rule changes.
- Handlers should not submit material that criticizes individuals.
- Names other than the handler that is submitting the rule change should not be mentioned in the application.
- Submissions can be sent via email or post

- 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 (See appendix P)
- Policy No 2: Social Media Policy (See appendix Q)
- Policy No 3: Covid 19 (See appendix R)

## **2.0 DEFINITIONS**

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

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

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

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

## **3.0 CLUB REQUIREMENTS**

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



## 4.0 REGISTRATION & ELIGIBILITY TO COMPETE

### 4.1 Member Eligibility

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

### 4.2 Canine Eligibility

- A one-time fee is required to register each dog.
- Each dog must be registered
- Each dog's registration number must accompany all entries for trials so that qualifying legs and points earned can be attributed to the right dog.
- All dogs must have a CDA number before competing at any CDA sanctioned event.
- Each dog that has a CDA competition number is eligible to apply for titles.
- Dogs that are 15 inches tall and under must be measured to be eligible to use Small Discs.
- Dogs must be a minimum of 18months old to compete in all classes except the NFC. 18 months is determined by the Month the dog is born, eg if the dog DOB is 16<sup>th</sup> July it will be determined he will be 18months from the 1<sup>st</sup> January.
- The CDA registration number represents one dog. A dog cannot have more than one registration number.
- Registration Fees are as set on the registration form.

### 4.3 Vetting

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

### 4.4 Bitches in Oestrus

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

### 4.5 Competitor Misconduct

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

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

### 4.6 Certified Judges

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

To become a certified judge one must meet the criteria as outlined for each level and pass the relevant exams. You will be required to keep track of your

own Judging Experience, by filling out the Judging Log Sheets and ensure they are signed off by the appropriate person at the event in which you judged. When you feel you have met the criteria and are ready to sit for your exam, you must fill out the application form and send into the Board for consideration. You will then be given access to the Exam appropriate for the Level you are applying for.

**4.6.3** Accepting a judging appointment is not a paid position, CDA Judges are not allowed to accept monetary payment for their judging appointments, however they can accept reimbursements for expenses incurred whilst travelling to and from the competition, they are also allowed to accept gifts from the host club. It is up to the host club and the individual judge as to the arrangements they make for each appointment

**4.6.4** 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.

**4.6.4.1** The CDA Board recognizes that there may be a lack of judges with the sport starting off in new and/or regional areas, and in the interest of Sport Development we will make exceptions for regional areas and states where the sport is small and/or new for individuals to compete and judge in the same division. The Board reserves the right to remove this exception at any time.

**4.6.5** Head Judges are not permitted to compete with their own dogs at any Championship Events they are appointed to judge at.

## **5.0 EVENT GUIDELINES**

### **5.1 Event Sanctioning**

- Clubs wishing to hold a CDA sanctioned event must submit an official Competition Schedule Application Form.
- An event application must be submitted to CDA at least four (4) weeks prior to the proposed event date.
- Clubs/Groups will be charged a \$10 administration fee for every schedule submitted.
- All applications must be completed in full to be considered. This includes at least the Head Judge's name. Incomplete applications may be returned.
- The Head Judge for all Championship Events is to be a minimum Level 4.
- The Head Judge for Local Competitions is to be a minimum Level 2.2 Judge.
  - The CDA Board recognizes that there may be a lack of judges with the required certification level within the sport, and in the interest of Sport Development we may make exceptions for regional areas and states where the sport is small and/or new for Head Judges to be appointed with a lower certification Level.
  - The Board may appoint a more senior judge to oversee proceedings at any event, where the head judge is not a Level 4. 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.
  - Exceptions are applied for by submitting your Sanctioned Event Application Form.
  - The Board reserves the right to remove this exception at any time.
- Events may be limited by a pre-registration date.
  - CDA has no set limit for entry fees per round of competition, it is up to individual clubs to set event entry fees, however CDA recommends that entry fees be \$5 per round of competition.
  - Clubs are encouraged to take early entries at the standard fee (normally \$5 per round / per class) – It will be up to the clubs discretion if they choose to charge late entry fees, but CDA will limit late entries to no more than \$2 above the early entry fee, for e.g. if entry fees for each round of Throw & Catch are \$5 per round, late entries will be no more than \$7 per round.
  - Entry fees for NFC entrants will be no more than \$5 for participation in 2 rounds within the Throw & Catch events, Late Entry Fees will be no more than \$2 more than the standard entry fee.

## 5.2 Event Result Submissions

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

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

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

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

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

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

## 5.3 Field Specifications & Layout

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

- For a recommended Toss & Fetch/Freestyle Field Layout – See Appendix A
- For a recommended Bonus Chase Layout – See Appendix B

- For a recommended Super Toss & Fetch Layout - See Appendix C
- For a recommended Double Up Layout - See Appendix D
- For a recommended Accuracy Game Layout - See Appendix E
- For a recommended Black Jack Layout – See Appendix F
- For a recommended Time Trial Layout – See Appendix G
- For a recommended Long Distance Layout – See Appendix H
- For a recommended Fast 50 Layout – See Appendix A
- For a recommended Speed Disc Layout – See Appendix I
- For a recommended Discentric Layout - See Appendix J

#### 5.4 General Rules of Competition

- **All dogs must be registered with the CDA to compete in any Canine Disc Australia sanctioned event.**
- Dogs must be a minimum of 18months old to compete. The exception is the NFC Class, which requires the dog to be a minimum of 16 weeks old.
- No dog can be entered in any more than 8 rounds of competition per day, inclusive of all types of events.
- Dogs with physical deformities, disabilities or unusual gaits require a note from their veterinarian stating that they are fit to compete.
- 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. Flounces, ruffles and other similar headwear are not allowed
- 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.
- Dogs are not permitted to wear any Footwear / boots without written medical advice outlining the medical condition and why the dog requires to wear these aids, this must be submitted to the host club & CDA prior to the commencement of the event
- 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 requires to wear these aids, this must be submitted to the host club & CDA prior to the commencement of the event
- Dogs are not permitted to participate in sanctioned events if they have been administered prescription medication/s as a means of allowing them to do so. *(ie: Dogs should not be competing if they have been given prescription medication to cover/mask injury or illness therefore allowing the dog to compete or continue competing when it otherwise wouldn't be sound or healthy enough, this may exclude a prescribed medication/s the dog requires to take as part of daily life, ,ie: seizure medication. if in doubt contact the CDA Board by email for clarification).*

- Dogs are allowed to have strapping of wrists/hocks provided it does not limit/interfere with the dogs gait/movement.
- No food or toys (other than the official discs used in competition) are to be brought onto the competition field, this includes during practice time, this includes No food in pockets and treat pouches.
- No food is to be used during the competition round (whilst under judges time), and No food is allowed to be used within the boundaries of the Playing Field, for Games & Freestyle classes the exclusion zone will be the same as a Throw & Catch Playing Field, this includes during the practice time & entire event for competitions held over more than one day.
- No toys other than the official disc used in competition are to be used during the competition round (whilst under judges time), at the completion of the round a toy can be used to reward the dog, with the exception of 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.
- All dogs must be on leash or confined while not competing.
- No dog or handler may practice on the competition field on the day of the competition, unless it is in the designated practice time allotted by event organisers.
- Competitors must wait until they are given the okay to start by the line judge.
- 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.

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

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

## 5.6 Disqualifications

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

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

All disqualified competitors forfeit all their entry fees.

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

Entrants are not to be disqualified for trivial incidences.

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

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

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

## 6.0

## TYPES OF EVENTS

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

### **6.1.1 Local/Online 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.. ie a Throw & Catch round will offer all 5 divisions.

#### ***Online Competitions***

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

A Facebook Event is to be created on the host club or CDA facebook page.

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

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

Up to 2 1/2 minutes of unedited or live video will be required per Super Pro Skills team per round to be judged

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

Scoresheets will be made available for all to see how they scored after all rounds have been judged

#### ***For Games & Throw & Catch Rounds***

Games / Throw & Catch adapted Rule Criteria

Playing Field Width... for our Online Games we will allow a minimum field width of 5 meters, up to the standard field width of 30yards.

Competition field to be marked using marked 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

\* Keep it in frame for judging and throws caught outside of frame will not be counted

\* 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 for placings - scores will be determine if minimum criteria has been met for Qualification purposes only. Each Host club will determine and include in the schedule if prizes will be available

Local/Online Competitions will not be eligible for the issuing of LAPs

### **6.1.2 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 Games 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 Games can be played at any standard two day championship event

All Standard Championship Events will accumulate LAPs

### **6.1.3 Special Championship Events**

Will comprise of 3 rounds of the same class type. The competition rounds will be as selected by the host club. Ie a Games Championship Event where 3 different games are played or a Freestyle Championship Event where 3 rounds of Freestyle are offered in both Pro & Super Pro Divisions

All Special Championship Events will accumulate LAPs

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

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

National Championships are held every two years

State Championships are held every year.

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

CDA may also approve Regional Championship events. Where the format is run similar or otherwise to a State or National Event, the format to be approved upon application of the Event.

#### **6.1.4.1 State Championships**

There will be Separate State Championship Titles, as outlined in each of the format overview



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

Divisions for this event differ from normal championship competitions, There will be 2 Divisions Novice & Open, which will also be divided into Men's & Women's.

There are no prerequisites need to enter, your current normal competition division will determine which division you compete in...

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 both days of competition the teams 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 Championships Overview**

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

There will be 4 rounds of Freestyle Competition over both days the team with the highest cumulative score after the 3 rounds will be crowned the Champion

### **State Games Championship Overview**

There are No separate divisions for the games rounds. All teams will compete together as in usual competitions however we will be crowning both a Mens & Womens Games Champion.

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 teams with the highest cumulative score after all 4 games will be determined the Champions.

For eg. if there are 11 Competing teams entered in to 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 eg the 5th & 6th team are tied for 5th Place then they will both receive 6.5 points each calculated as 5th Place receives 7 points, 6th place 6 points which total 13 points this is split between the 2 places so each team receives 6.5 points. 7th place 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 being Novice & Open. The finals will consist of 2 rounds of Throw & Catch being 1 x Toss & Fetch & 1 x Bonus Chase.

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

The Team with The highest accumulative score in the 2 Final Rounds will be crowned the 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 games rounds. All teams will compete together as in usual competitions.

National Games Champions will be determined based on the number of competitors and the placing you received after each round. The top 30% of entries or the top 10 teams (which is ever 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 in to 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, 4th 9 points, 5th place 8 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 eg the 5th & 6th team are tied for 5th Place then they will both receive 7.5 points each calculated as 5th Place receives 8 points, 6th place 7 points which total 15points this is split between the 2 places so each team receives 7.5 points. 7th place receives 6 points

### **LAPs for National & State Events are calculated as per section 10**

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

## 7.0 DIVISIONS

### 7.1 Throw & Catch

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

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

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

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

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

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

## 7.2 Freestyle

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

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

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

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

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

## 7.3 Games

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

## 7.4 Freestyle Skills

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

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

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

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

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

## 7.5 Division Eligibility Transition from ACDA – CDA

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

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

## 8.0 QUALIFYING CERTIFICATES

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

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

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

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

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

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

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

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

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

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

- Blue Qualification Cards will be issued for all Throw & Catch Divisions.
- Red Qualification Cards will be issued for all Freestyle Divisions.
- Pink Qualification Cards will be issued for all Freestyle Skills Divisions.
- Green Qualification Cards will be issued for all Game Divisions.
- Orange Qualification Cards will be issued for Elite Disc Dog or Elite Freestyle Dog Titles. Elite Qualification Cards will be issued separate to Division cards, these cards cannot be used for any other Titles.
- Gold/Yellow Qualification Cards will be issued for Ultimate Disc Dog or Ultimate Freestyle Dog Titles.-Ultimate Qualification Cards will be issued separate to Division cards. These cards can be used for application for 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.

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

## 9.0 CLASSES

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

### 9.1 Throw & Catch

#### 9.1.1 Not For Competition(NFC)

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

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

#### 9.1.2 Toss & Fetch

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

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

Only successful catches made by the dog before the disc makes contact with the ground score points. In order to score points, the dog must catch the disc while they have at least one paw within the specified competition field. Dogs that make a catch in mid-air with all four paws off the ground and while executing an obvious leaping effort score an extra half point.

Each throw made by the handler must be released from behind the throwing line. If, at any time during the motion of throwing before the throw has left the handler's hand, any portion of either of the handler's feet are over, on, or touching the throwing line that throw will be signaled as a foot fault by the Line Judge, and the throw will not score any points.

Teams have 90 seconds in which to make as many throws as possible, but only the "best five" scoring throws contribute to a team's total Toss and Fetch score. Once a team has successfully made five catches the handler is welcome to continue making throws in an effort to improve their team's score. Any throws that leave the handler's hand before time expires may count towards the team's total score although the actual catch may not be executed until after time has expired.

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

#### 9.1.3 Bonus Chase

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

Teams compete one at a time from their choice of end on a rectangular shaped playing field that is 30 yards wide and 40 yards long. Before time starts both the handler and the dog must be

completely behind the throwing line. After receiving permission to start from the Line Judge, time will commence when the dog crosses the throwing line.

Only successful catches made by the dog before the disc makes contact with the ground score points. In order to score points, the dog must catch the disc while they have at least one paw within the specified competition field. Dogs that make a catch in mid-air with all four paws off the ground and while executing an obvious leaping effort score an extra half point.

**The Bonus Zone score is only given if all four paws are inside the Bonus Zone at the time the dog makes the catch or lands after making the catch.** Each throw made by the handler must be released from behind the throwing line. If, at any time during the motion of throwing before the throw has left the handler's hand, any portion of either of the handler's feet are over, on, or touching the throwing line that throw will be signaled as a foot fault by the Line Judge, and the throw will not score any points.

Teams have 90 seconds in which to make as many throws as possible, but only the "best five" scoring throws contribute to a team's total Bonus Chase score. Once a team has successfully made five catches the handler is welcome to continue making throws in an effort to improve their team's score. Any throws that leave the handler's hand before time expires may count towards the team's total score although the actual catch may not be executed until after time has expired.

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

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

Super Toss & Fetch is based upon the K9 Frisbee Toss & Fetch League format of Canine Disc competition

Teams consist of one handler and one dog and must use a single [CDA approved competition disc](#).

Teams compete one at a time from their choice of end on a 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 as per the field setup in Appendix C.

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.

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.

Each throw made by the handler must be released from behind the throwing line. If, at any time during the motion of throwing before the throw has left the handler's hand, any portion of either of the handler's feet are over, on, or touching the throwing line that throw will be signaled as a foot fault by the Line Judge, and the throw will not score any points.

Teams have 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 although the actual catch may not be executed until after time has expired.



Only Dogs 18months or older are eligible to compete in these classes for CDA titles.

## **9.2 Freestyle**

### **9.2.1 Freestyle Skills**

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

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

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

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

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

Teams having a maximum time limit of 90 seconds (Pro Skills Division) or 2:00 minutes (Super-Pro Skills Division). Time starts when the first disc is put in flight. Any throws that leave the handler's hand before time expires may count towards the team's total score although the actual catch may not be executed until after time has expired.

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

### **9.2.2 Freestyle**

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

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

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

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

CDA offer 2 divisions for freestyle Pro & Super Pro.

Teams having a maximum time limit of 90 seconds (Pro Division) or 2:00 minutes (Super-Pro Division). Time starts when the first disc is put in flight. Any throws that leave the handler's hand before time expires may count towards the team's total score although the actual catch may not be executed until after time has expired.

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

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

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

## 9.3 Games

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

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

### 9.3.1 Time Trial

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

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

### 9.3.2 Accuracy

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

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

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

### 9.3.3 Long Distance

The Objective of this game is to throw the longest distance

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

Each team gets a maximum of two throws to release during a time limit of 60 seconds. Time commences at the release of the first throw. Any throw that leave the handler's hand before time expires may count towards the team's total score although the actual catch may not be executed until after time has expired. If a dog makes a catch in mid-air with all four paws off the ground then the throw is scored from the landing position of the trailing paw.

The qualifying score in the Long Distance Game varies depending upon whether the handler is male or female.

- A male handler needs to make a catch beyond 40 yards
- A female handler needs to make a catch beyond 35 yards

- A Junior Boy needs to make a catch beyond 25 yards
- A Junior Girl needs to make a catch beyond 20 yards

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

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

### **9.3.4 Double Up**

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

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

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

### **9.3.5 Black Jack**

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

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

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

### **9.3.6 Fast 50**

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

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

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

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

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

### **9.3.7 Team Time Trial**

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

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

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

### **9.3.8 Speed Disc**

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

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

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

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

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

The qualifying score in the Speed Disc Game for earning a leg towards the Games Dog Titles is a minimum of 10 Speed Points, obtained as per the timing/point scoring table.

### **9.3.9 Discentric Game (*under review*)**

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 Throw Circle to continue the game.

The dimensions of the Target Circles will be

- a circle with a 7ft (2.1mtr) 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.
- Or a circle with a 10yard diameter outer line & 7ft 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 a 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 the 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.

The qualifying score in the Discentric Game for earning a leg towards the Games Dog Titles is a minimum of 18 Points.

#### **9.3.10 Beat The Buzzer (*Under Review*)**

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.

The qualifying score in the Beat The Buzzer Game for earning a leg towards the Games Dog Titles is a minimum of 30 Points & at least 2 throws must be made from each Throw Line.

#### **9.3.11 Around The World (*Under Review*)**

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.

The qualifying score in the Around The World Game for earning a leg towards the Games Dog Titles is 22 points and a successful catch made from every Throw Point

#### **9.3.12 Slam Dunk (*Under Review*)**

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.

The qualifying score in the Slam Dunk Game for earning a leg towards the Games Dog Titles is a minimum of 20 Points including a successful Slam Dunk.

## 10.0 TITLES, AWARDS & LAPs

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

### 10.1.1 Submitting Title Applications

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

### 10.1.2 Qualification Certificate Eligibility

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

### 10.1.3 Multiple Achievements

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

## 10.2 Throw & Catch Titles

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

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

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

**10.2.4 Canine Disc Open – CDO** Title is awarded when teams score a minimum of 17.0 points in each of four different rounds of a CDA Sanctioned Throw & Catch Competition and have already been awarded the CDE Title. This Title demonstrates that the team has a competent thrower and that the dog is capable of catching the Frisbee and reliably returning it to the handler, within a 90 sec period.

- 10.2.5 Canine Disc Master – CDM** Title is awarded when teams score a minimum of 21.0 points in each of four different rounds of a CDA Sanctioned Throw & Catch Competition and have already been awarded the CDO Title. This Title demonstrates that the team has a competent thrower and that the dog is capable of catching the Frisbee and reliably returning it to the handler, within a 90 sec period. This title is eligible for Multiple Achievements as outlined in 10.1.3
- 10.2.6 Elite Disc Dog – EDD** Title is awarded when a team scores 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 Frisbee and reliably returning it to the handler. This title does not have any prerequisites and can be earned alongside of 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 Frisbee and reliably returning it to the handler. This title does not have any prerequisites and can be earned alongside of 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.



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

## **10.3.2 Freestyle**

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

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

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

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

**10.3.2.5 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 Frisbee 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 Frisbee 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

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

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

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

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

## 10.5. Competitive Merit Titles

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

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

**10.5.1. Canine Disc Superior – CDS title** is evidence that a team has been very competitive against other teams over a sustained period of time. The CDS Title is achieved when any team accrues at least 1000 LAPs in sanctioned Throw & Catch Rounds throughout their career. This title is eligible for Multiple Achievements as outlined in 10.5.4.

**10.5.2. Freestyle Dog Superior – FDS title** is evidence that a team has been very competitive against other teams over a sustained period of time. The FDS Title is achieved when any team accrues at least 1000 LAPs in sanctioned Freestyle Rounds throughout their career. This title is eligible for Multiple Achievements as outlined in 10.5.4.

**10.5.3. Games Dog Superior – GDS title** is evidence that a team has been very competitive against other teams over a sustained period of time. The GDS Title is achieved when any team accrues at least 1000 LAPs in sanctioned Games Rounds throughout their career. This title is eligible for Multiple Achievements as outlined in 10.5.4.

### 10.5.4. Multiple Achievements

The following Milestones apply for Multiple Achievement of Merit Titles

Title	Points Required
CDS – FDS - GDS	1000
CDS2 – FDS2 – GDS2	2000
CDS3 – FDS3 – GDS3	3000
CDS4 – FDS4 – GDS4	4000
CDS5 – FDS5 – GDS5	5000
CDS6 – FDS6 – GDS6	10000

## 10.6 Sports Awards

### 10.6.1 Novice Sports Awards

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

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

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

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

## **10.6.2 Advanced Sports Titles**

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

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

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

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

## 10.7 Lifetime Achievement Points (LAPs)

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

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

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

### 10.7.2 Bonus LAPs

Bonus LAP Points are additional LAP points added onto the overall placing score across all division.

From 1<sup>st</sup> January 2019 – CDA introduced Bonus LAPS Points determined by the following table

	Points Available
Division Win ** >5 competing Teams	20 Points
Division Win ** <5 competing Teams	Number of Competing Teams x 1
Qualifying Round	5 Points
Double Q	20 Points
States & National Championship Bonus LAPs will be doubled.	

\*\* Division Win – Bonus Lap points for a division win are available to those teams who Place 1<sup>st</sup> in their division, but may not have achieved the highest Overall Score on the Day, Division Win LAP points cannot be higher than the Overall LAP points.

In the event of any ties for placings the total numbers of LAPs available for those placings are shared evenly between the tied teams. For example, if the 2nd placed team would have been entitled to 60 LAPs and the third placed team entitled to 40 LAPs, but two

teams are tied for 2nd then both teams will earn 50 LAPS. LAPS will always be rounded up to a whole number if when split they result in a half point.

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

### **10.7.3 Judges LAPS**

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

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

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

#### **10.7.4.1 Throw & Catch**

**Throw & Catch Team Of The Year** - Any Team that no longer has Rookie Status is Eligible for Throw & Catch Team Of The Year. The Throw & Catch Team will be determined by the team that has accumulated the highest calculated LAP points at all Throw & Catch rounds held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results.

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

**Rookie Throw & Catch Team Of The Year** - Any New Team that has never competed before is eligible for Rookie Team of the Year, The Rookie Throw & Catch Team will be determined by the team that has accumulated the highest calculated LAP points at all Throw & Catch rounds held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results. A Team loses there Rookie status after competing in at least 3 championship events in their first year of competition or at least 2 championship events in their first two years of competition.

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

#### **10.7.4.2 Freestyle**

**Freestyle Team of The Year** - Any Team that no longer has Rookie Status is Eligible for Freestyle Team of the Year. The Freestyle Team will be determined by the team that has accumulated the highest calculated LAP points at all Freestyle rounds held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results. *(Freestyle Skills Rounds are not included in Freestyle Team of The Year)*

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

**Rookie Freestyle Team Of The Year** - Any New Team that has never competed before is eligible for Rookie Freestyle Team of the Year, Rookie Freestyle Team of The Year will be determined by the team that has accumulated the highest calculated LAP points at all Freestyle rounds held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results. A Team loses there Rookie status after competing in at least 3 championship events in their first year of competition or at least 2 championship events in their first two years of competition.*(Freestyle Skills Rounds are not included in Rookie Team of The Year)*

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

### 10.7.4.3 Games

**Games Team of The Year** - Any Team that no longer has Rookie Status is Eligible for Games Team Of The Year, The Games Team will be determined by the team that has accumulated the highest calculated LAP points at all Games held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results.

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

**Rookie Games Team Of The Year** - Any New Team that has never competed before is eligible for Games Team of the Year, The Rookie Games Team will be determined by the team that has accumulated the highest calculated LAP points at all Games rounds held at Championships Competitions for the calendar year in their State/Region, exceptions to this could be if the Board hold any event after the last scheduled Championship event for the year, and advertise that the LAPS will be calculated into the following years results. A Team loses there Rookie status after competing in at least 3 championship events in their first year of competition or at least 2 championship events in their first two years of competition

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

## 10.8 Victor Lees Trophy

The Victor Lees Trophy is a prestigious trophy in memory of one of our valued members father, who was brought great joy in hearing about his Sons achievements on the field.

The Victor Lees Trophy will be awarded to the Team who has the highest accumulative score from 2 rounds of Throw & Catch at the Brisbane Canine Disc Championships

Tie Breaker Rule for the Victor Lees Trophy will always be determined by a Sudden Death Throw Off.



## 11.0 DISCS

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

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

### Discs by Size/Weight Class:

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

- Wham-O: Fastback Standard, Flex & Super Flex
- Discovering The World: Chomper Standard, Flex & SuperFlex
- Innova Hero: 235's: AIR, Xtra & Super Aero
- DogStar: Standard and Crusher
- Mamadiscs: Light, Medium
- Frisbee Escape: Addict, 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 If your dog measures 15.00 inches (375mm) or less at the shoulder (measured at the withers), you may choose to compete with any of the discs defined above or those specified below. The same rules and penalties for mixing disc size/weights defined above apply.**

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

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

## **12.0 JUDGING CRITERIA**

### **12.1 Throw & Catch**

#### **12.1.1 Toss & Fetch**

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

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

1. The competition field shall be a rectangular shape with a minimum width of 40 yards and a minimum length of 70 total yards. With The Playing Field being a Minimum width of 30 yards and a minimum length of 60 yards
2. Teams can compete from either end of the field that they choose. However once play has started they cannot change ends.
3. Spectators cannot be permitted to enter the competition field.
4. Only one handler and their dog compete on the field at any given time.
5. The thrower is restricted to the use of a single disc.
6. The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 90 second timed event.
8. The handler and their dog must both be behind the throwing line before time can commence.
9. After receiving permission to start from the Line Judge, time will commence dependent on the timing system used by the host club. If manual timing/stopwatch is used time will start when the dog crosses the throwing line. If electronic countdown timing is used time will commence after the countdown 3-2-1-GO.
10. Only successful catches made by the dog before the disc makes contact with the ground score points.
11. In order to score points, the dog must catch the disc while they have at least one paw within the specified competition field.
12. Dogs that make a catch in mid-air with all four paws off the ground and while executing an obvious leaping effort score an extra half point.

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

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

**\*\* Junior Division Only**

14. During the 90-second time limit handlers are able to make as many throws as possible, but only the “best five” points scores contribute to a team’s total Toss and Fetch score. Once a team has successfully made five catches the handler is welcome to continue making throws in an effort to improve their team’s score.

15. Each throw made by the handler must be released from behind the throwing line. If, at any time during the motion of throwing before the throw has left the handler’s hand, any portion of either of the handler’s feet are over, on, or touching the throwing line that throw will be signaled as a foot fault by the Line Judge, and the throw will not score any points.

16. Any throws that leave the handler’s hand before time expires may count towards the team’s total score although the actual catch may not be executed until after time has expired.

17. Although this is a single disc event, teams where the dog is susceptible to damaging discs may bring extra discs with them to the starting line. At any time during their 90 seconds a thrower may inform the Line Judge that they will be exchanging discs in order to ensure that the handler does not use a disc that has a broken rim, tear, or other type of damage that may substantially impair the flight of the disc or potentially injure the dog. To exercise this option a handler must hand the disc that they have been using to the Line Judge before taking hold of their replacement disc. Time does not stop during this exchange. The handler has total discretion for deciding if and when such disc exchanges will take place.

18. If, during the allotted time, a dog takes a nature break on or off the field, time will be immediately stopped and will not resume. Handlers will be immediately required to thoroughly clean any affected area of the field. Teams will not be disqualified for such an infraction, but in addition to forfeiting the remainder of their time, points will be deducted from their score equal to the number of throws that had been made by the handler before the nature break took place. However, the application of this rule cannot result in a score lower than zero.

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

20. One or more Scoring Judges will assess the points scored by each throw and the total points scored by each team. The Scoring Judges have total discretion for determining scores, and their decisions will not be subject to review or appeal.

### **12.1.2 Bonus Chase**

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

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

1. The competition field shall be a rectangular shape with a minimum width of 40 yards and a minimum length of 70 total yards. With The Playing Field being a Minimum width of 30 yards and a minimum length of 60 yards
2. Teams can compete from either end of the field that they choose or only from one end designated by the competition organisers.
3. Spectators cannot be permitted to enter the competition field.
4. Only one handler and their dog compete on the field at any given time.
5. The thrower is restricted to the use of a single disc.
6. The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 90 second timed event.
8. The handler and their dog must both be behind the throwing line before time can commence.
9. After receiving permission to start from the Line Judge, time will commence dependent on the timing system used by the host club. If manual timing/stopwatch is used time will start when the dog crosses the throwing line. If electronic countdown timing is used time will commence after the countdown 3-2-1-GO.
10. Only successful catches made by the dog before the disc makes contact with the ground score points.
11. In order to score points, the dog must catch the disc while they have at least one paw within the specified competition field.
12. Dogs that make a catch in mid-air with all four paws off the ground and while executing an obvious leaping effort score an extra half point.

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

Yards	Ground Catch	Mid-Air Catch
0-10 Yards **	1	1
More than 10	1	1.5
More than 20	2	2.5
More than 30	3	3.5
Bonus Zone	4	4.5

\*\* Junior Division Only

14. During the 90-second time limit handlers are able to make as many throws as possible, but only the “best five” points scores contribute to a team’s total Bonus Chase score. Once a team has successfully made five catches the handler is welcome to continue making throws in an effort to improve their team’s score.

15. Each throw made by the handler must be released from behind the throwing line. If, at any time during the motion of throwing before the throw has left the handler’s hand, any portion of either of the handler’s feet are over, on, or touching the throwing line that throw will be signaled as a foot fault by the Line Judge, and the throw will not score any points.

16. Any throws that leave the handler’s hand before time expires may count towards the team’s total score although the actual catch may not be executed until after time has expired.

17. Although this is a single disc event, teams where the dog is susceptible to damaging discs may bring extra discs with them to the starting line. At any time during their 90 seconds a thrower may inform the Line Judge that they will be exchanging discs in order to ensure that the handler does not use a disc that has a broken rim, tear, or other type of damage that may substantially impair the flight of the disc or potentially injure the dog. To exercise this option a handler must hand the disc that they have been using to the Line Judge before taking hold of their replacement disc. Time does not stop during this exchange. The handler has total discretion for deciding if and when such disc exchanges will take place.

18. If, during the allotted time, a dog takes a nature break on or off the field, time will be immediately stopped and will not resume. Handlers will be immediately required to thoroughly clean any affected area of the field. Teams will not be disqualified for such an infraction, but in addition to forfeiting the remainder of their time, points will be deducted from their score equal to the number of throws that had been made by the handler before the nature break took place. However, the application of this rule cannot result in a score lower than zero.

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

20. One or more Scoring Judges will assess the points scored by each throw and the total points scored by each team. The Scoring Judges have total discretion for determining scores, and their decisions will not be subject to review or appeal.

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

### **12.1.2 Super Toss & Fetch**

CDA have adopted the following Judging Criteria for Super Toss & Fetch for use in sanctioned competitions. These Judging Criteria are very simple and also provide the opportunity for Australian Canine Disc teams to compare their competition performance against other teams throughout the World.

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

1. 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.
2. Teams can compete from either end of the field that they choose. However once play has started they cannot change ends.
3. Spectators cannot be permitted to enter the competition field.
4. Only one handler and their dog compete on the field at any given time.
5. The thrower is restricted to the use of a single disc.
6. The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 60 second timed event.
8. The handler and their dog must both be behind the throwing line before time can commence.
9. After receiving permission to start from the Line Judge, time will commence dependent on the timing system used by the host club. If manual timing/stopwatch is used time 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 signaled 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.
10. Only successful catches made by the dog before the disc makes contact with the ground score points.
11. In order to score points, the dog must catch the disc while they have at least one paw within the specified competition field. A trailing paw on a Zone line earns the higher Zone points.
12. Dogs that make a catch in mid-air with all four paws off the ground and while executing an obvious leaping effort score an extra half point.

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

<b>Yards</b>	<b>Ground Catch</b>	<b>Mid-Air Catch</b>
<b>0-10 Yards **</b>	<b>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**

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.

14. During the 60-second time limit handlers are able to make as many throws as possible, to contribute to a team’s total Toss and Fetch score.

15. Each throw made by the handler must be released from behind the throwing line. If, at any time during the motion of throwing before the throw has left the handler’s hand, any portion of either of the handler’s feet are over, on, or touching the throwing line that throw will be signaled as a foot fault by the Line Judge, and the throw will not score any points.

16. Any throws that leave the handler’s hand before time expires may count towards the team’s total score although the actual catch may not be executed until after time has expired.

17. Although this is a single disc event, teams 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 color than the disc in play.

18. If, during the allotted time, a dog takes a nature break on or off the field, time will be immediately stopped and will not resume. Handlers will be immediately required to thoroughly clean any affected area of the field. Teams will not be disqualified for such an infraction, but in addition to forfeiting the remainder of their time, points will be deducted from their score equal to the number of throws that had been made by the handler before the nature break took place. However, the application of this rule cannot result in a score lower than zero.

19. If an interruption occurs during competition that is beyond the control of the competitor (ie, not a nature break), time will be suspended as quickly as possible by an indication from any of the field judges. The interruption will be dealt with (field cleared, offending interruption severely chastised) and the competitor will be allowed to continue with the rest of the round. Time will start immediately where it was suspended, and the canine may start anywhere on the field. Additionally, the competitor can be given the option to start the round over, but only with the support of the majority of the Judges in order to avoid interruptions that in the Judges’ opinions were intentionally caused by someone wanting to provide the competitor with a restart opportunity. As the interruption may have occurred early in the round, the competitor may choose to take their new



round immediately. If the interruption occurred in the second half of the round, the competitor may elect to move to the end of the order and start the round over after their dog has rested. Time will be suspended for all unforeseen distractions or interruptions that occur on the field and that may directly, or indirectly put the canine competitor at risk of injury or that hamper a team's ability to compete fairly. The decision to halt a team's round will be made at the discretion of Judges.

20. One or more Scoring Judges will assess the points scored by each throw and the total points scored by each team. The Scoring Judges have total discretion for determining scores, and their decisions will not be subject to review or appeal.

## **12.2 Freestyle**

### **12.2.1 Freestyle**

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

#### **Freestyle Judging Criteria**

1. Spectators cannot be permitted to enter the competition field.
2. Only one handler and their dog compete on the field at any given time.
3. The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations. Teams can use up to a maximum of ten (10) discs during a freestyle routine.
4. This is a timed event with teams having a maximum time limit of 90 seconds (Pro Division) or 2:00 minutes (Super-Pro Division). Time starts when the first disc is put in flight. Any throws that leave the handler's hand before time expires may count towards the team's total score although the actual catch may not be executed until after time has expired.
5. If, during the allotted time, a dog takes a nature break on or off the field, time will be immediately stopped and will not resume. Handlers will be immediately required to thoroughly clean any affected area of the field. Teams will not be disqualified for such an infraction, but in addition to forfeiting the remainder of their time, a 5 point penalty will be deducted from their total score out of forty points. However, the application of this rule cannot result in a score lower than zero.
6. If an interruption occurs during competition that is beyond the control of the competitor (i.e., not a nature break), time will be suspended as quickly as possible by an indication from any of the field judges. The interruption will be dealt with (field cleared, offending interruption severely chastised) and the competitor will be allowed to continue with the rest of the round. Time will start immediately where it was suspended, and the canine may start anywhere on the field. Additionally, the competitor can be given the option to start the round over, but only with the support of the majority of the Judges in order to avoid interruptions that in the Judges' opinions were intentionally caused by someone wanting to provide the competitor with a restart opportunity. As the interruption may have occurred early in the round, the competitor may choose to take their

new round immediately. If the interruption occurred in the second half of the round, the competitor may elect to move to the end of the order and start the round over after their dog has rested. Time will be suspended for all unforeseen distractions or interruptions that occur on the field and that may directly, or indirectly put the canine competitor at risk of injury or that hamper a team's ability to compete fairly. The decision to halt a team's round will be made at the discretion of CDA Judges.

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

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

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

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

11. The Execution Judge will calculate the Catch-Throw ratio for the team and multiply it by 10.0 to derive the Total Execution Score. To be counted as a throw (and a possible catch) the disc must be released from the player's hand before the dog attempts the catch.

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

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

➡ **Buckle:** The dog's legs touch first then collapse on landing to the point that another part of the dog's body (such as torso or head) also strikes the ground. (Two (2) points or Three (3) points deduction is allowed per occurrence.)

➡ **Slam:** Some part of the dog's body (back, chest, head, etc.) strikes the ground before the legs during a landing from a jump, vault, catch, or stall. (Excludes face first skids while pursuing low throws from a running stride.) (Three (3) points or Four (4) points deduction is allowed per occurrence.)

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

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

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

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

<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 maneuvers.	2.50
4. Grip	Before, during and after the moment of catching a disc, the canine must exhibit consistent commitment with adequate focus.	2.50
<b>Total Canine Score =</b>		<b>10.00</b>
<b>Player Elements</b>		
5. Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions.	2.50
6. Release Diversity	A diversity of throws must be demonstrated by the handler with variations in the grip and release, including a minimum of 3 different releases.	2.50
7. Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.50
8. Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.50
<b>Total Player Score =</b>		<b>10.00</b>
<b>Team Elements</b>		
9. Two Different Overs	2 different over the body elements.	2.50
10. Vaults	1 Vault with the dog making obvious contact with the body performed safely.	2.50
11. Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	2.50
12. Dog Catch	1 dog catch with the disc in flight.	2.50

13. Team Movement	Coordinated team movement i.e. spin together, weave under legs, etc.	2.50
14. Passing Segments	Consecutive throws where the dog passes close to the player at least twice in a straight line.	2.50
15. Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like.	2.50
<b>Total Team Score =</b>		<b>10.00</b>

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

## 12.2.2 Freestyle Skills

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

### Freestyle Skills Judging Criteria

1. Spectators cannot be permitted to enter the competition field.
2. Only one handler and their dog compete on the field at any given time.
3. The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations. Teams can use up to a maximum of ten (10) discs during a freestyle routine.
4. This is a timed event with teams having a maximum time limit of 90 seconds or 2:00 minutes. Time starts when the first disc is put in flight. Any throws that leave the handler's hand before time expires may count towards the team's total score although the actual catch may not be executed until after time has expired.
5. If, during the allotted time, a dog takes a nature break on or off the field, time will be immediately stopped and will not resume. Handlers will be immediately required to thoroughly clean any affected area of the field. Teams will not be disqualified for such an infraction, but in addition to forfeiting the remainder of their time, a 5 point penalty will be deducted from their total score out of forty points. However, the application of this rule cannot result in a score lower than zero.
6. If an interruption occurs during competition that is beyond the control of the competitor (i.e., not a nature break), time will be suspended as quickly as possible by an indication from any of the field judges. The interruption will be dealt with (field cleared, offending interruption severely chastised) and the competitor will be allowed to continue with the rest of the round. Time will start immediately where it was suspended, and the canine may start anywhere on the field. Additionally,

the competitor can be given the option to start the round over, but only with the support of the majority of the Judges in order to avoid interruptions that in the Judges' opinions were intentionally caused by someone wanting to provide the competitor with a restart opportunity. As the interruption may have occurred early in the round, the competitor may choose to take their new round immediately. If the interruption occurred in the second half of the round, the competitor may elect to move to the end of the order and start the round over after their dog has rested. Time will be suspended for all unforeseen distractions or interruptions that occur on the field and that may directly or indirectly put the canine competitor at risk of injury or that hamper a team's ability to compete fairly. The decision to halt a team's round will be made at the discretion of CDA Officials.

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

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

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

➡ **Buckle:** The dog's legs touch first then collapse on landing to the point that another part of the dog's body (such as torso or head) also strikes the ground. (Two (2) points or Three (3) points deduction is allowed per occurrence.)

➡ **Slam:** Some part of the dog's body (back, chest, head, etc.) strikes the ground before the legs during a landing from a jump, vault, catch, or stall. (Excludes face first skids while pursuing low throws from a running stride.) (Three (3) points or Four (4) points' deduction is allowed per occurrence.)

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

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

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

Freestyle Skills Elements		
1. Two Different Overs	2 different over the body elements.	2.50
2. Vault	1 Vault with the dog making obvious contact with the body performed safely.	2.50
3. Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	2.50

4. Dog Catch	1 dog catch with the disc in flight.	2.50
5. Team Movement	Coordinated team movement i.e. spin together, weave under legs, etc.	2.50
6. Passing Segments	Consecutive throws where the dog passes close to the player at least twice in a straight line.	2.50
7. Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like.	2.50
8. Release Diversity	A diversity of throws must be demonstrated by the handler with variations in the grip and release, including a minimum of 3 different releases.	2.50
	<b>Total Team Score =</b>	<b>10.00</b>

## **12.3 Games**

### **12.3.1 Time Trial**

1. The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 10 yards. (See Appendix G)
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Spectators cannot be permitted to enter the competition field.
4. Only one handler and their dog compete on the field at any given time.
5. The thrower is restricted to the use of a single disc.
6. The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 60 second timed event.
8. The handler and their dog must both be behind the throwing line before time can commence.
9. After receiving permission to start from the Line Judge, time will commence when the dog crosses the throwing line.
10. Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
11. In order for the catch to be deemed successful, the dog must catch the disc while they have at least one paw within the specified competition field.
12. After making 3 successful catches beyond the 10 Yard Line, Teams must stop the clock in 40sec or less to earn a qualifying certificate towards their Games Dog Titles.

### **12.3.2 Accuracy**

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



### 12.3.3 Double Up

1. The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 30 yards. (See Appendix D)
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Spectators cannot be permitted to enter the competition field.
4. Only one handler and their dog compete on the field at any given time.
5. The thrower is restricted to the use of a single disc.
6. The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 60 second timed event.
8. The handler and their dog must both be behind the throwing line before time can commence.
9. After receiving permission to start from the Line Judge, time will commence dependent on the timing system used by the host club. If manual timing/stopwatch is used time will start when the dog crosses the throwing line. If electronic countdown timing is used time will commence after the countdown 3-2-1-GO.
10. Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
11. In order for the catch to be deemed successful, the dog must catch the disc while they have at least one paw within the specified scoring zone & all four paws in the specified Double zone.
12. Teams score points by making catches between 10 Yards and 20 Yard Lines (Scoring Zone). 1 point is scored for an on-the-ground catch and 1.5 points are scored for a mid-air catch with all four paws off the ground while the dog is in an obvious leaping motion.
13. Teams can double their progressive score by making a catch with all four paws inside a Circle (Double Zone), which is a marked circle positioned at the centre of the width of the field. It is 10 yards in diameter tangential to and extending out beyond the 20 Yard line.
14. Teams must Double at least once to qualify.
15. The qualifying score in the Double Up Game for earning a leg towards the Games Dog Title is a minimum of 8 points.

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

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

## 12.3.4 Long Distance

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

1. The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 70yards. (See Appendix H)
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Spectators cannot be permitted to enter the competition field.
4. Only one handler and their dog compete on the field at any given time.
5. The thrower is restricted to the use of a single disc.
6. The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 60 second timed event.
8. The handler and their dog must both be behind the throwing line before time can commence.
9. Time commences at the release of the first throw. Any throw that leaves the handler's hand before time expires may count towards the team's total score although the actual catch may not be executed until after time has expired. If a dog makes a catch in mid-air with all four paws off the ground then the throw is scored from the landing position of the trailing paw.
10. For a throw to count, the dog must be completely behind the throwing line at the moment the disc is released.
11. Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
12. In order for the catch to be deemed successful, the dog must catch the disc while they have at least one paw within the specified playing field.
13. Each team gets a maximum of two throws to release during the 60 seconds.
14. If, at any time during the motion of throwing before the throw has left the handler's hand, any portion of either of the handler's feet are over, on, or touching the throwing line that throw will be signaled as a foot fault by the Line Judge, and the throw will be wasted.
15. The scoring judge will run onto the field to mark the exact position of each team's longest throw, which shall be measured after the conclusion of a team's turn
16. The longest catch is measured from the throwing line to the position of the dog's trailing paw using a line of measure perpendicular (90 degrees) to the throwing line
17. A handler may utilise the services of another person to hold their dog in a ready position for either or both of their throws while the handler commences to release their throw.
18. The qualifying score in the Long Distance Game varies depending upon whether the handler is male or female.

- A male handler needs to make a catch beyond 40 yards in order to earn a Qualifying Certificate towards the Games Dog Title.
- A female handler needs to make a catch beyond 35 yards
- A Junior Boy needs to make a catch beyond 25 yards
- A Junior Girl needs to make a catch beyond 20 yards

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

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

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

### 12.3.5 Black Jack

1. The Playing Field for this class is a typical Toss & Fetch field being a Minimum width of 30 yards with a minimum length of 60 yards. (See Appendix A) with two additional lines that run parallel to the sidelines (known as Train Tracks), located 2.5 yards to the left and right of the middle of the field and extending out until at least 45 yards from the throwing line. The lines distinguish premium scoring zones down the centre of the field that are 5 yards wide and other lower-scoring zones on the outside of the "train tracks". (See Appendix F)
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Spectators cannot be permitted to enter the competition field.
4. Only one handler and their dog compete on the field at any given time.
5. The thrower is restricted to the use of a single disc.
6. The competition disc must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 60 second timed event.
8. The handler and their dog must both be behind the throwing line before time can commence.
9. After receiving permission to start from the Line Judge, time will commence when the dog or the disc crosses the throwing line.
10. Only successful catches made by the dog before the disc makes contact with the ground will count a catch.
11. In order for the catch to be deemed successful, the dog must catch the disc while they have at least one paw within the specified playing field.
12. Teams score points by strategically making catches in different zones of the field (*See Appendix F*)
13. Only throws that are caught by the dog at a distance of at least 10 yards score points. The score is calculated based upon the highest scoring paw/s at the time the catch is made (on-the-ground catch) or where the paw/s land after making a mid-air catch. A paw on the line shall score the higher of the point's possibilities. No additional points are scored for an in-the-air catch compared to an on-the-ground catch
14. The following summarizes the points scoring zones: (*See Appendix F*)
  - Catch at any distance **beyond 40 yards**: Left of the train tracks = **4 points**; Inside the train tracks = **20 points**; Right of the train tracks = **4 points**
  - Catch between **30-40 yards**: Left of the train tracks = **3 points**; Inside the train tracks = **9 points**; Right of the train tracks = **3 points**

- Catch between **20-30 yards**: Left of the train tracks = **2 points**; Inside the train tracks = **7 points**; Right of the train tracks = **2 points**
- Catch between **10-20 yards**: Left of the train tracks = **1 point**; Inside the train tracks = **5 points**; Right of the train tracks = **1 point**

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

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

15. The Scoring Judge should try to visually or verbally indicate scores for each throw so that the handler can plan their subsequent throws. No re-runs or other compensation can be offered because a competitor makes a mistake interpreting the Judge's score indication/s.
16. Placings are awarded based initially upon the team's score. 21 points beats all other scores with teams scoring 20 points placing next followed by 19 points etc. At the lower end of the scoreboard, 2 points beats 1 points beats 22 points beats 23 points beats 24 points etc. Teams that score 0 points finish last.
17. Ties on points are separated by time.
18. The qualifying criteria in the Blackjack Game for earning a leg towards the Canine Disc Games (CDG) Award requires the team to score exactly 21 points and then the dog must cross the throwing line within equal to or less than 60.00 seconds.
19. If a dog is inside the field of play at the time that the 60 seconds expires then their time will be recorded as the time the dog next crosses the line. If the dog is behind the throwing line at the time that the 60 seconds expires then their time will be recorded as exactly 60.00 seconds.
20. The following example show how teams are placed:
  - Team Alpha scores 21 and then crosses the line in 43.90 seconds. They finish 1st and earn a Qualifying Card.
  - Team Beta scores 21 and then crosses the line in 60.90 seconds. They finish 2nd but do not earn a Qualifying Card.
  - Team Charlie scores 18 and the dog crosses the line after their final throw at 69.26 seconds. They finish 3rd and their official time is recorded as 69.26 seconds.
  - Team Delta scores 15 and the dog is standing next to its handler behind the throwing line when the time expires. They finish 4th and their official time is recorded as 60.00 seconds.
  - Team Edward scores 1 and the dog crosses the line after their final throw at 74.88 seconds. They finish 5th and their official time is recorded as 74.88 seconds.
  - Team Frederick scores 22 and the dog then crosses the line in 32.33 seconds. They finish 6th and their official time is recorded as 32.33 seconds.
  - Team Gonah scores 0 and the dog then crosses the line in 61.61 seconds. They finish 7th and their official time is recorded as 61.61 seconds.

### **12.3.6**

### **Fast 50**

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

### **12.3.6**

### **Team Time Trial**

- 1.** The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 60 yards. (See Appendix A)
- 2.** Teams will compete from the designated end of the field that the host club decides upon.
- 3.** Spectators cannot be permitted to enter the competition field.

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

### **12.3.7 Speed Disc Game**

1. The Playing Field for this class shall be a Minimum width of 30 yards with a minimum length of 30 yards. (See Appendix I)
2. Teams will compete from the designated end of the field that the host club decides upon.
3. Spectators cannot be permitted to enter the competition field.
4. Only one handler and their dog compete on the field at any given time.
5. The thrower is restricted to the use of a maximum of three of the same discs for this game.

6. The competition discs must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.

7. This is a 60 second timed event.

8. The handler and their dog must both be behind the throwing line before time can commence.

9. After receiving permission to start from the Line Judge, time will commence when the dog or the disc crosses the throwing line. After the start the dog may be anywhere on the field to complete the challenge.

10. Only successful catches made by the dog before the disc makes contact with the ground will count a catch.

11. The clock shall be set to measure seconds in integers only, see timing/point scoring table. Teams who exceed the course maximum time of sixty (60) seconds will then go to the 30 second tie breaker.

12. The time stops when 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. Each Disc must be thrown separately. The dog does not need to return the disc before the next disc is thrown.

14. In order for the catch to be deemed successful, the dog must have at least 2 paws in the correct zone at the time of the catch or upon landing after the catch.

15. In case of a tie in total points, the competitor with the fastest overall time will be the winner.

16. Foot faults will be a 1 point deduction.

17. The qualifying score in the Speed Disc Game for earning a leg towards the Games Dog Titles is a minimum of 10 Speed Points. Obtained as per the following timing/point scoring table

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

### 12.3.8 Discentric Game

1. The Playing Field for this game shall be a Minimum width of 30 yards with a minimum length of 60 yards. (See Appendix J)

2. Teams will compete from the designated end of the field that the host club decides upon.

3. Spectators cannot be permitted to enter the competition field.
4. Only one handler and their dog compete on the field at any given time.
5. The thrower is restricted to the use of a maximum of two of the same discs for this game.
6. The competition discs must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
7. This is a 60 second timed event.
8. The handler and their dog must both be behind the throwing line 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.
9. After receiving permission to start from the Line Judge, time will commence dependent on the timing system used by the host club. If manual timing/stopwatch is used time will start when the dog 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.
10. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
11. Each Disc must be thrown separately. The dog does not need to return the disc before the next disc is thrown.
12. Teams must first make a successful catch in one of the two Centre "Target Circles" before moving into the Throw Circle to continue the game. The Throw Circle will be a 7ft (2.1mtr) diameter circle from the centre of the field clearly marked.
13. 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 Centre most "Target Circle"
14. Teams score points by strategically making catches in different scoring zones.
15. 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.
16. The following summarises the point scoring zones.

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

- 10 Points = this is a 7ft (2.1mtr) diameter circle from the centre of the field clearly marked, all four paws required in this zone to earn 10 points.
- 1 Point = this is a circle with a 10yard diameter outer line & 7ft 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 & 7ft 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.

**17.** 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, ie if a team A dropped catch on throw #3 & team B had a 2-point score on throw #3, team B wins.

**18.** Foot faults will be a 1-point deduction.

**19.** The qualifying score in the Discentric Game for earning a leg towards the Games Dog Titles is a minimum of 18 Points.

### **12.3.9 Beat The Buzzer Judging Criteria (*under review*)**

- 1.** The Playing Field for this game shall be a Minimum width of 6 metres with a minimum length of 12.5 metres. (See Appendix L)
- 2.** Teams will compete from the designated end of the field that the host club decides upon.
- 3.** Spectators cannot be permitted to enter the competition field.
- 4.** Only one handler and their dog compete on the field at any given time.
- 5.** The thrower is restricted to the use of a maximum of two of the same discs for this game.
- 6.** The competition discs must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.
- 7.** This is a 60 second timed event.
- 8.** The handler and their dog must both be behind the start throwing line and within the playing field before time can commence.
- 9.** After receiving permission to start from the Line Judge, time will commence dependent on the timing system used by the host club. If manual timing/stopwatch is used time will start when the dog 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.
- 10.** Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.
- 11.** Each Disc must be thrown separately. The dog does not need to return the disc before the next disc is thrown.

**12.** 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.

**13.** Teams score points by making catches from behind different throw lines.

**14.** Throws that leave the handlers hand before the time expires will count towards teams overall scores.

**15.** 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.

**16.** 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 points = 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.

**17.** 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, ie if a team A dropped catch on throw #3 & team B had a 2-point score on throw #3, team B wins.

**18.** Foot faults will be a 1-point deduction.

**19.** The qualifying score in the Beat The Buzzer Game for earning a leg towards the Games Dog Titles is a minimum of 30 Points & at least 2 throws must be made from each Throw Line.

### **12.3.10 Around The World Judging Criteria (*under review*)**

**1.** The Playing Field for this game shall be a Minimum width of 6 metres with a minimum length of 12.5 metres. (See Appendix L)

**2.** Teams will compete from the designated end of the field that the host club decides upon.

**3.** Spectators cannot be permitted to enter the competition field.

**4.** Only one handler and their dog compete on the field at any given time.

**5.** The thrower is restricted to the use of a maximum of 2 of the same discs for this game.

6. The competition discs must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.

7. This is a 60 second timed event.

8. The handler and their dog must both be at Point 1 and within the playing field before time can commence.

9. After receiving permission to start from the Line Judge, time will commence dependent on the timing system used by the host club. If manual timing/stopwatch is used time will start when the dog 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.

10. Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.

11. Each Disc must be thrown separately. The dog does not need to return the disc before the next disc is thrown.

12. 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.

13. Teams score points by making catches from different points around the marked playing field.

14. 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.

15. Throws that leave the handlers hand before the time expires will count towards teams overall scores.

16. The following summarises the point scoring zones.

#### **Score Zone 1-5**

This is a zone as outlined in the field layout (Appendix L), 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.

**17.** 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, ie if a team A dropped catch on throw #3 & team B had a 2-point score on throw #3, team B wins.

**18.** Foot faults will be a 1-point deduction.

**19.** The qualifying score in the Around The World Game for earning a leg towards the Games Dog Titles is a minimum of 22 Points and a successful catch made from all Throw Points.

### **12.3.11 Slam Dunk Judging Criteria (*under review*)**

**1.** The Playing Field for this game shall be a Minimum width of 6 metres with a minimum length of 12.5 metres. (See Appendix K)

**2.** Teams will compete from the designated end of the field that the host club decides upon.

**3.** Spectators cannot be permitted to enter the competition field.

**4.** Only one handler and their dog compete on the field at any given time.

**5.** The thrower is restricted to the use of a maximum of one disc for this game.

**6.** The competition discs must be approved for competition use by Canine Disc Australia (CDA). As Outlined in Section 11 of the Rules & Regulations.

**7.** This is a 60 second timed event.

**8.** The handler and their dog must both be behind the a throwing line and within the playing field before time can commence. Teams can choose which throw line they wish to start from.

**9.** After receiving permission to start from the Line Judge, time will commence dependent on the timing system used by the host club. If manual timing/stopwatch is used time will start when the dog 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.

**10.** Only successful catches made by the dog before the disc makes contact with the ground will count as a catch.

**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.

**12.** Teams score points by making catches from behind different throw lines.

**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.** Throws that leave the handlers hand before the time expires will count towards teams overall scores.

**15.** 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 points = 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**

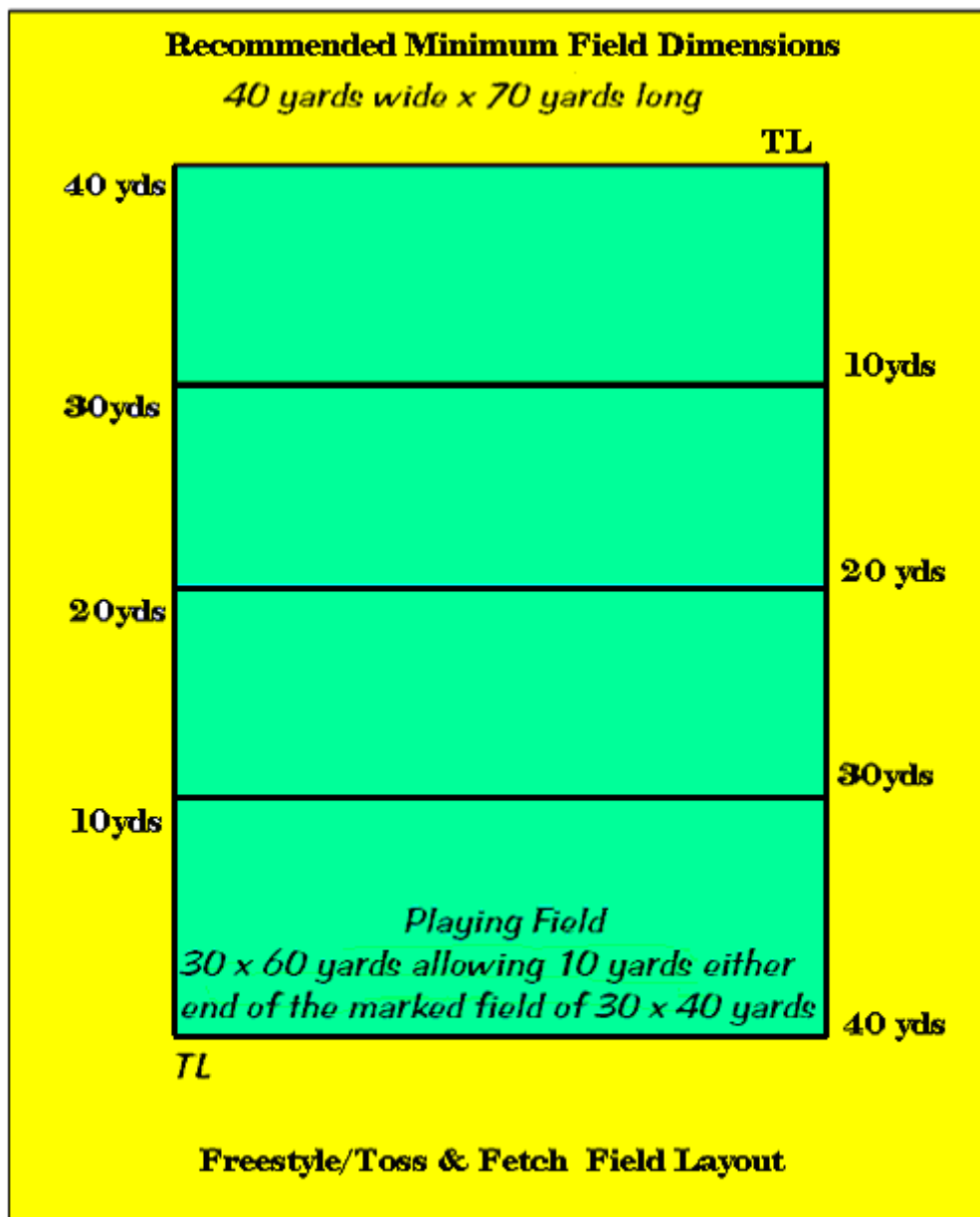
7 points = this is a Circle that is 1.28 Metres in diameter and is 8.5 Metres from the Score Zone, a catch made from this throw line with at least 1 paw in the score zone earns teams 7 points.

**16.** 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, ie if a team A dropped catch on throw #3 & team B had a 2-point score on throw #3, team B wins.

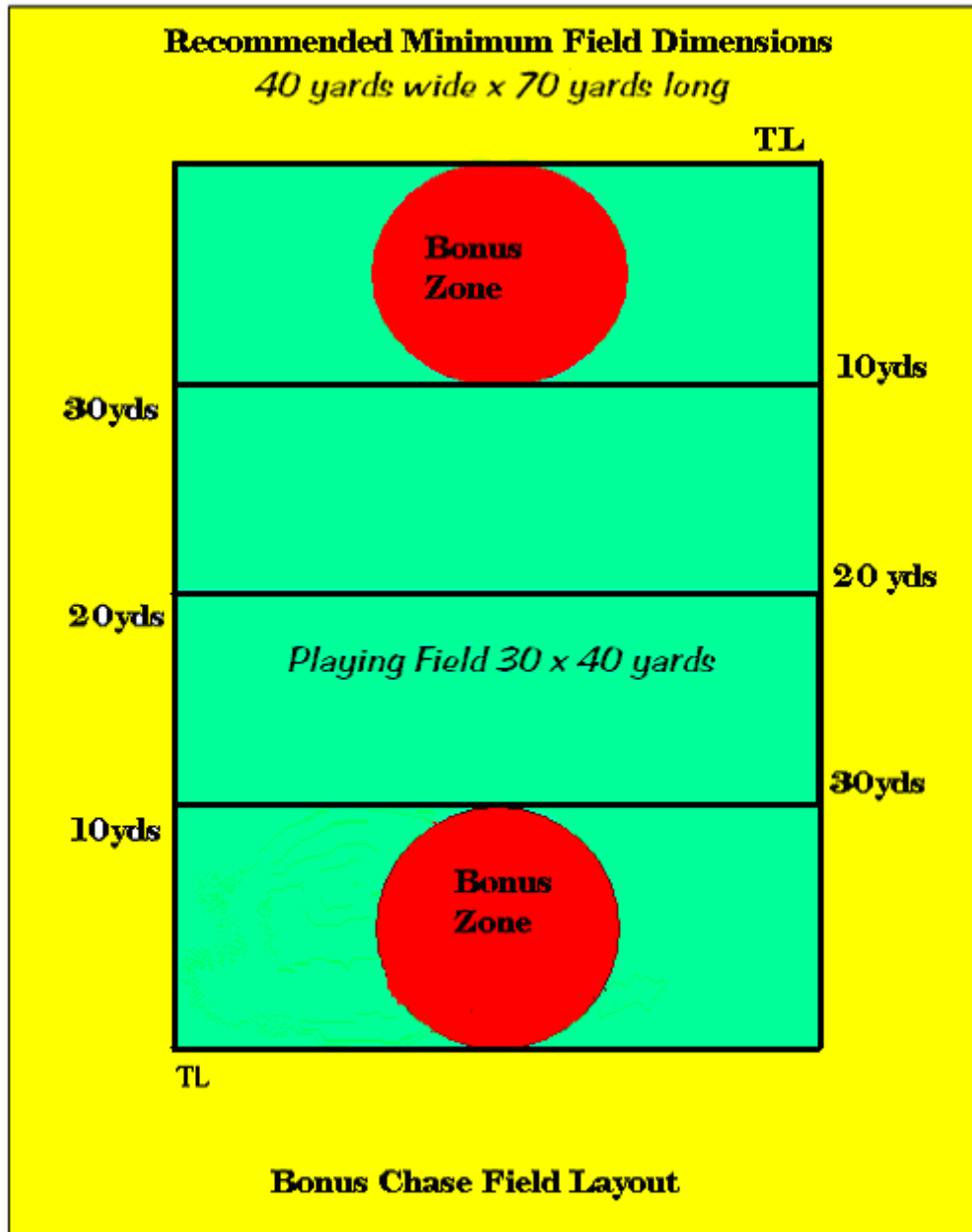
**17.** Foot faults will be a 1-point deduction.

**18.** The qualifying score in the Slam Dunk Game for earning a leg towards the Games Dog Titles is a minimum of 20 Points, and must include a successful Slam Dunk.

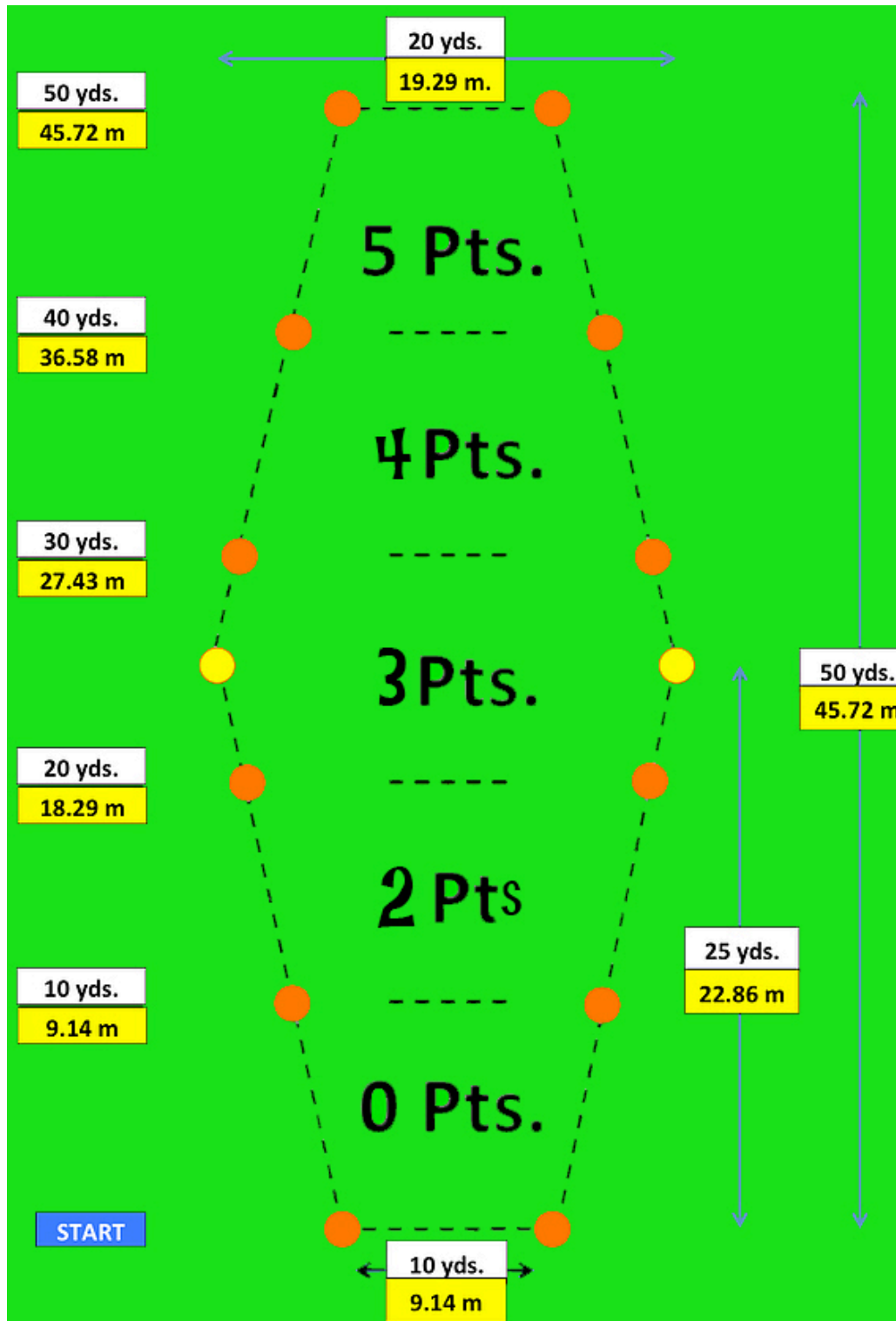
# Appendix A – Toss & Fetch Field Layout



# Appendix B – Bonus Chase Field Layout

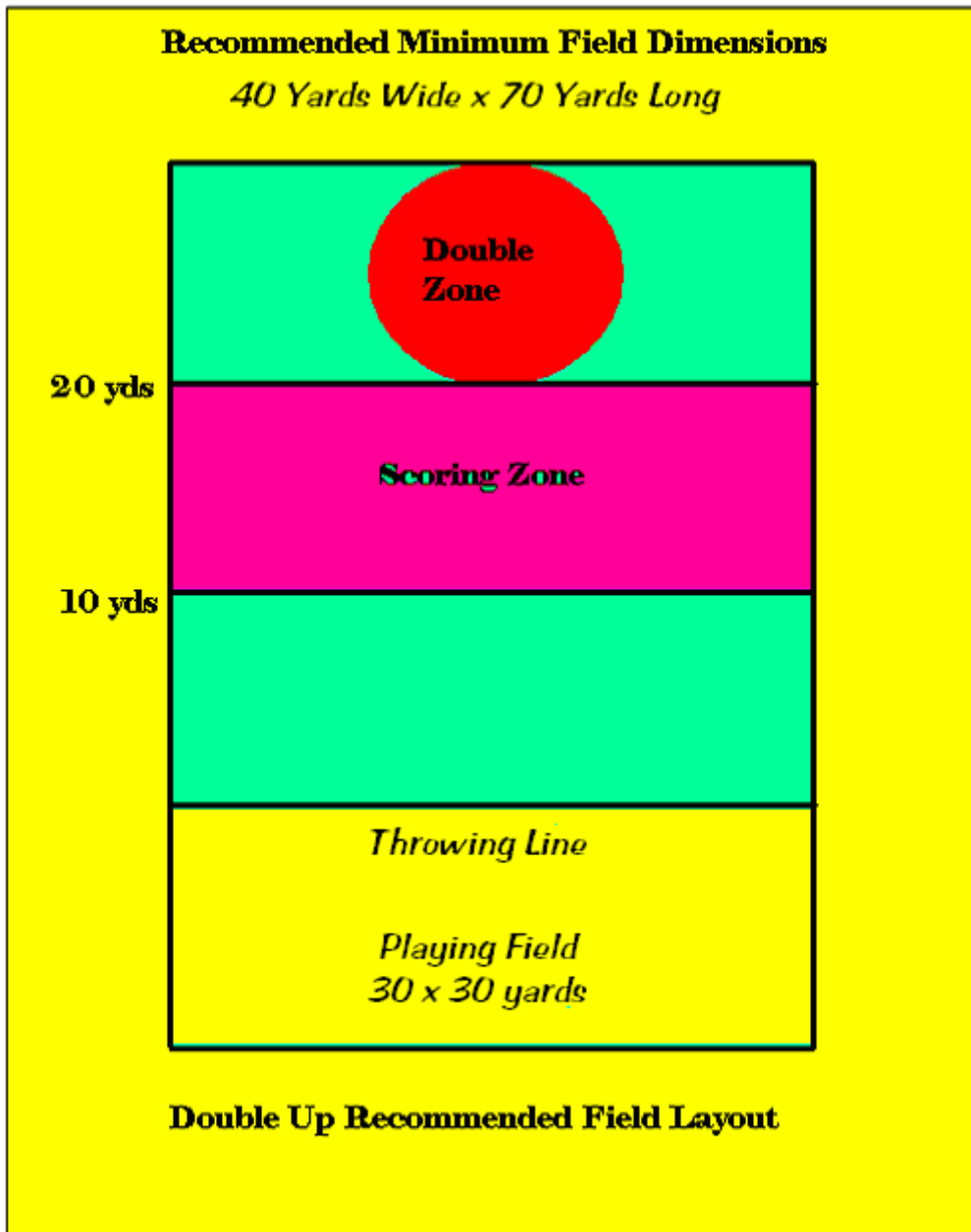


# Appendix C – Super Toss & Fetch Field Layout



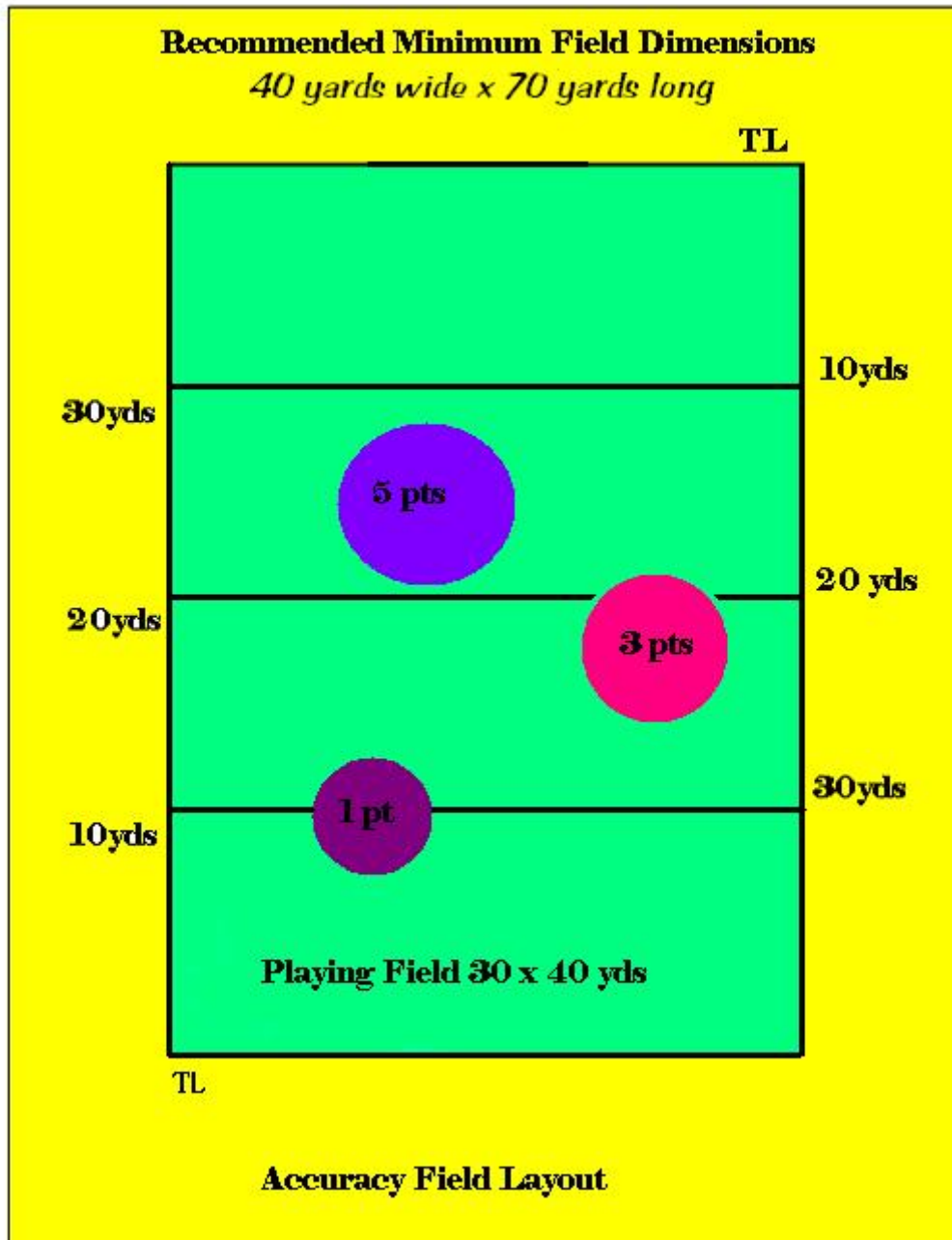


# Appendix D – Double Up Field Layout



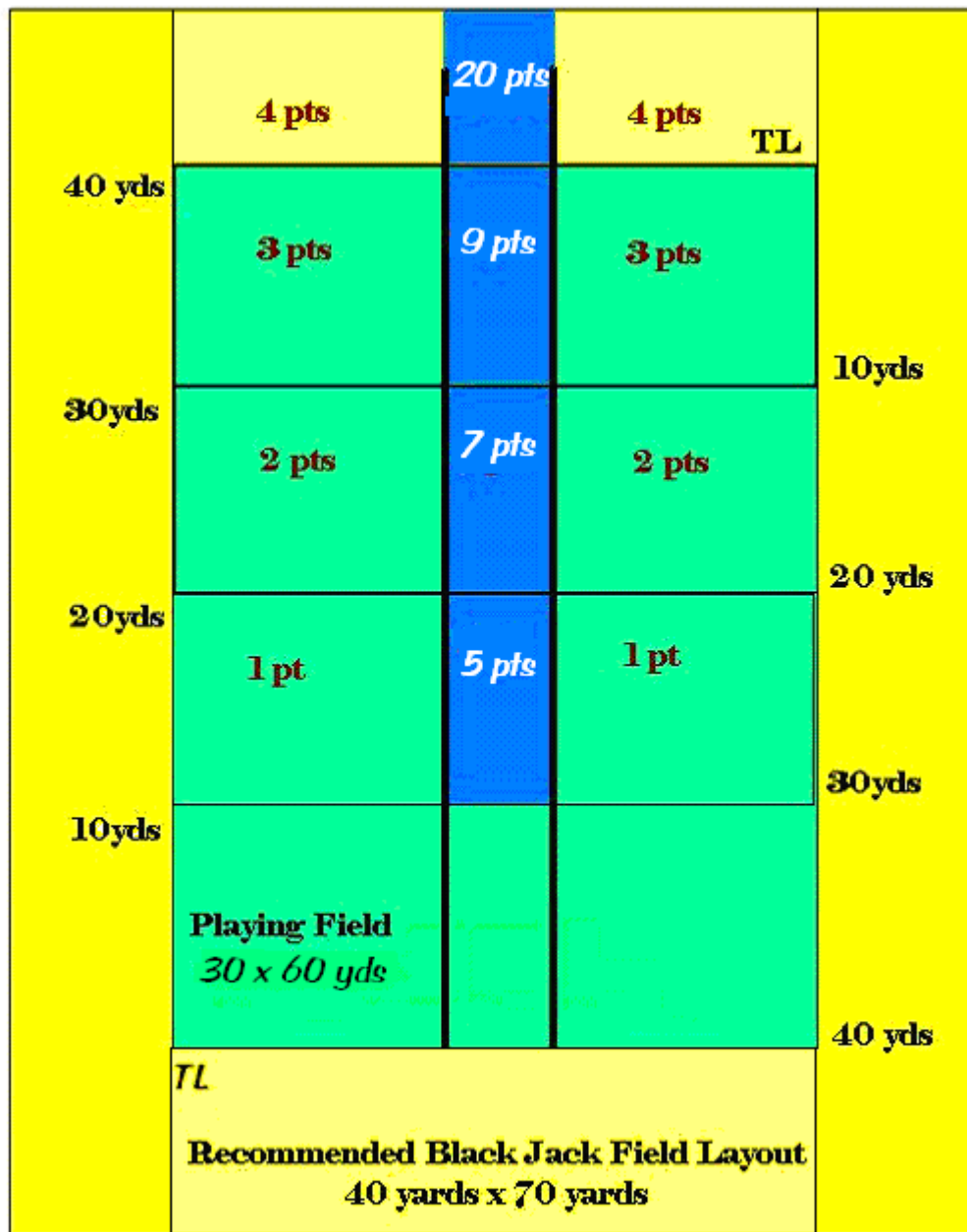
# Appendix E – Accuracy Field Layout

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

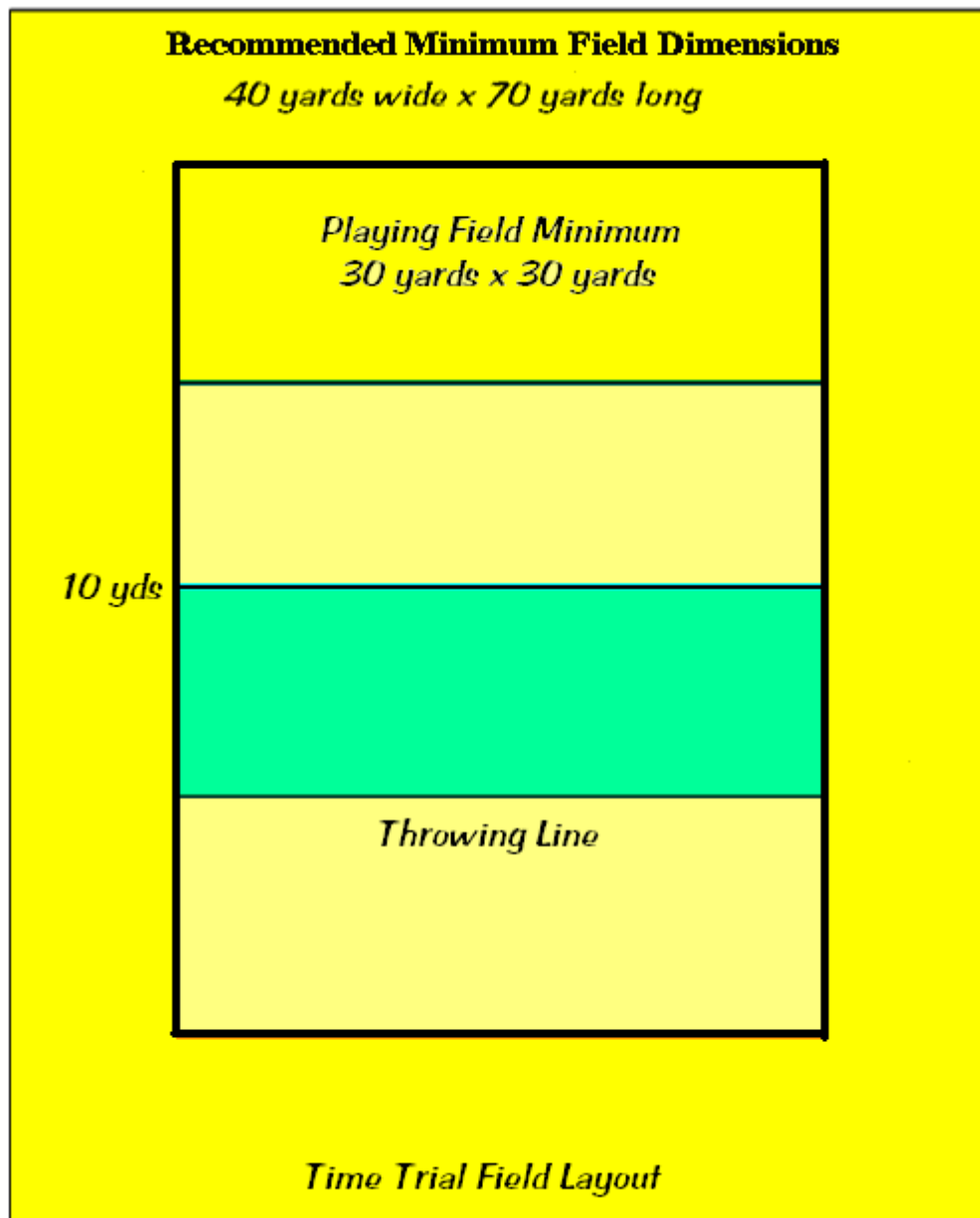


Circles will have a diameter of 4m, 5m & 7m, the Centre of which will be 10yard, 15 yards & 25 yards away from the throwing line.

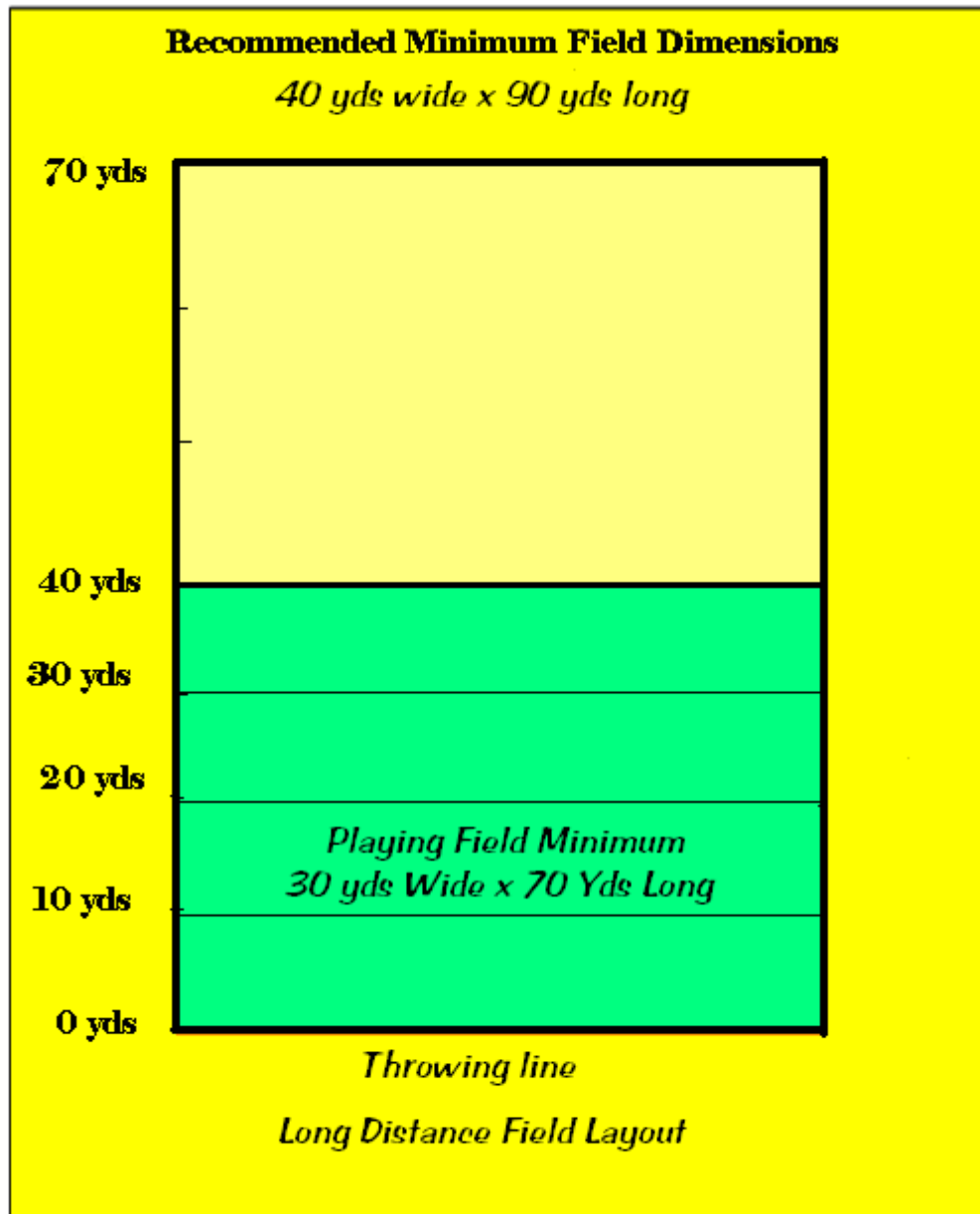
# Appendix F – Black Jack Field Layout



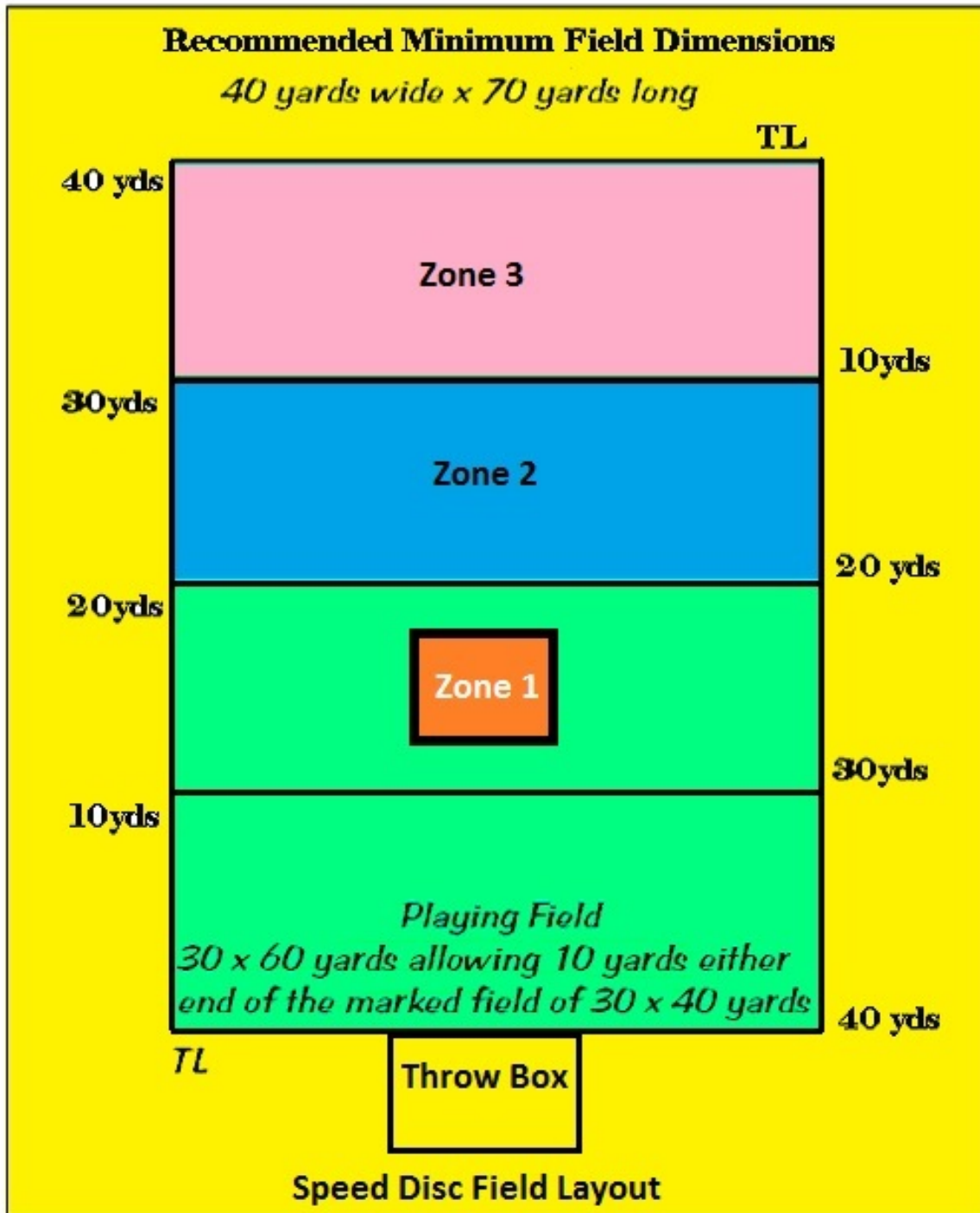
# Appendix G – Time Trial Field Layout



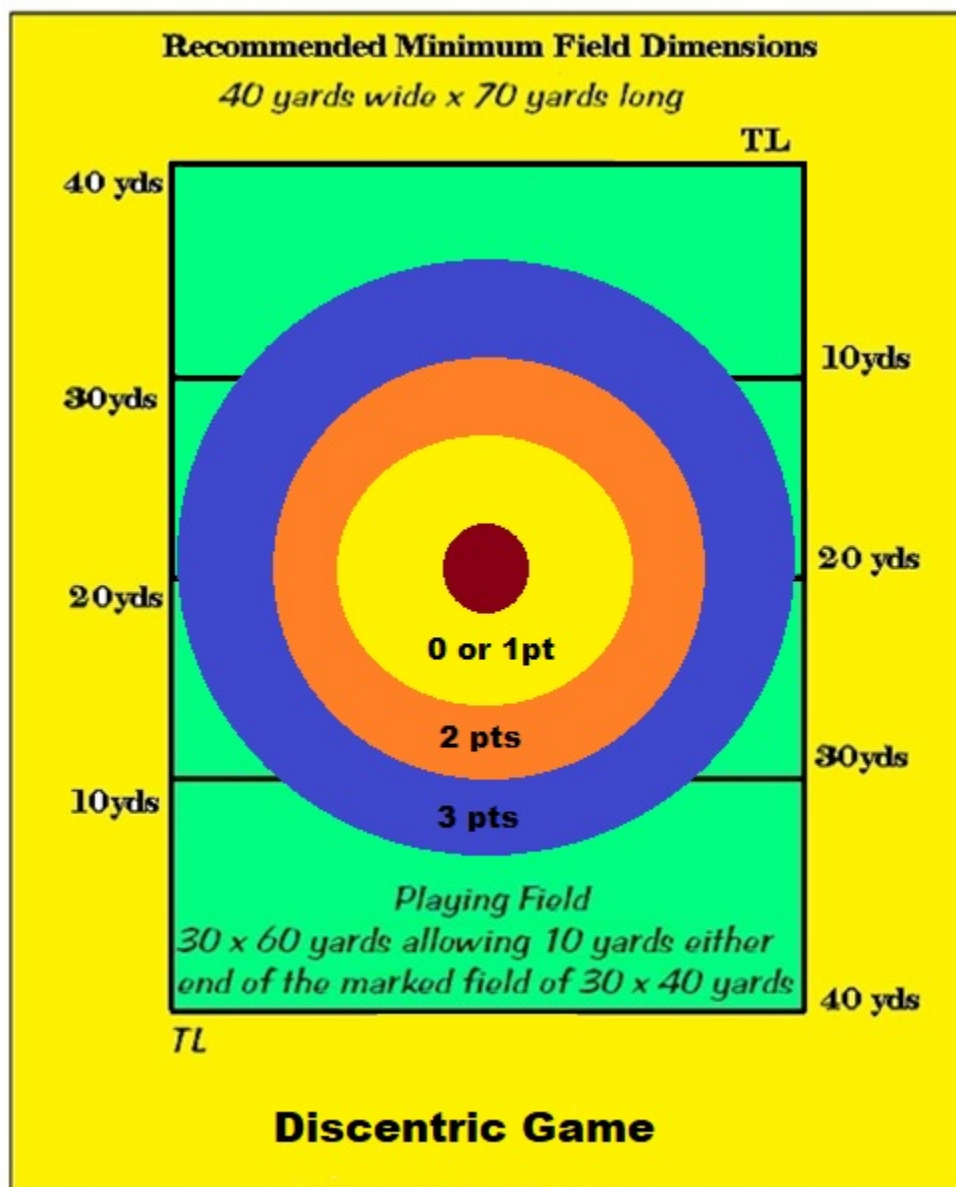
# Appendix H – Long Distance Field Layout



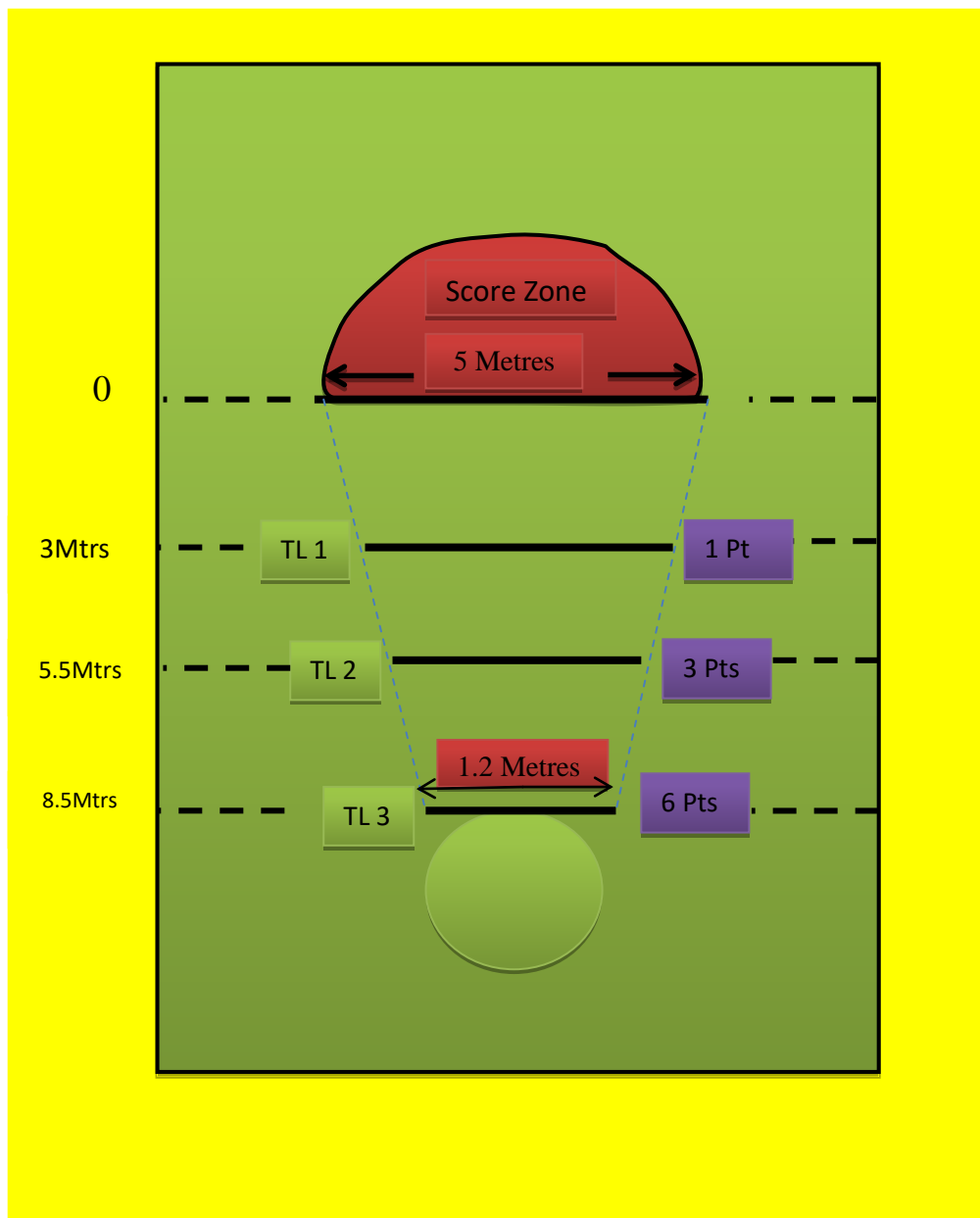
# Appendix I – Speed Disc Field Layout



## Appendix J –Discentric Field Layout

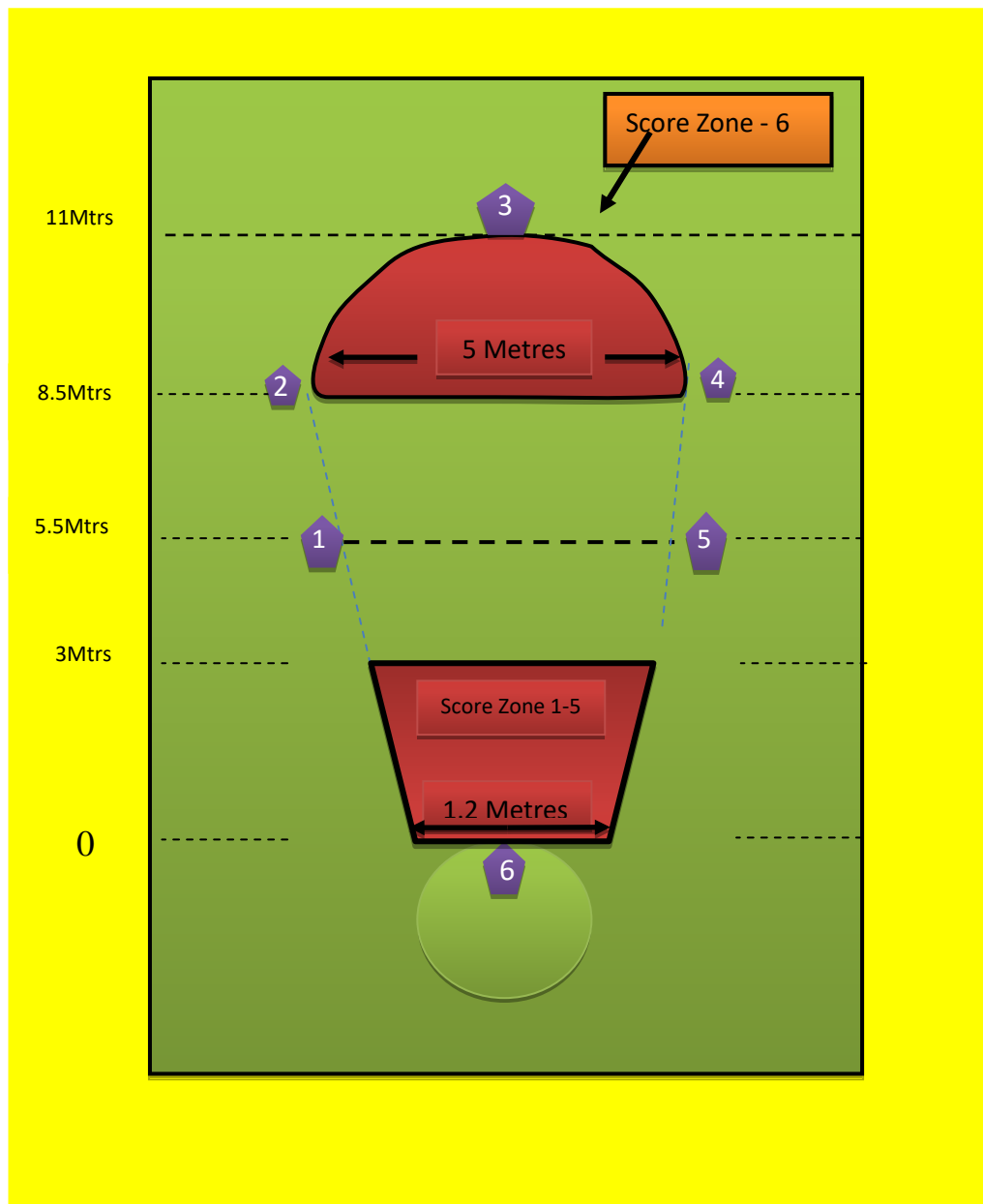


# Appendix K –Beat The Buzzer Field Layout

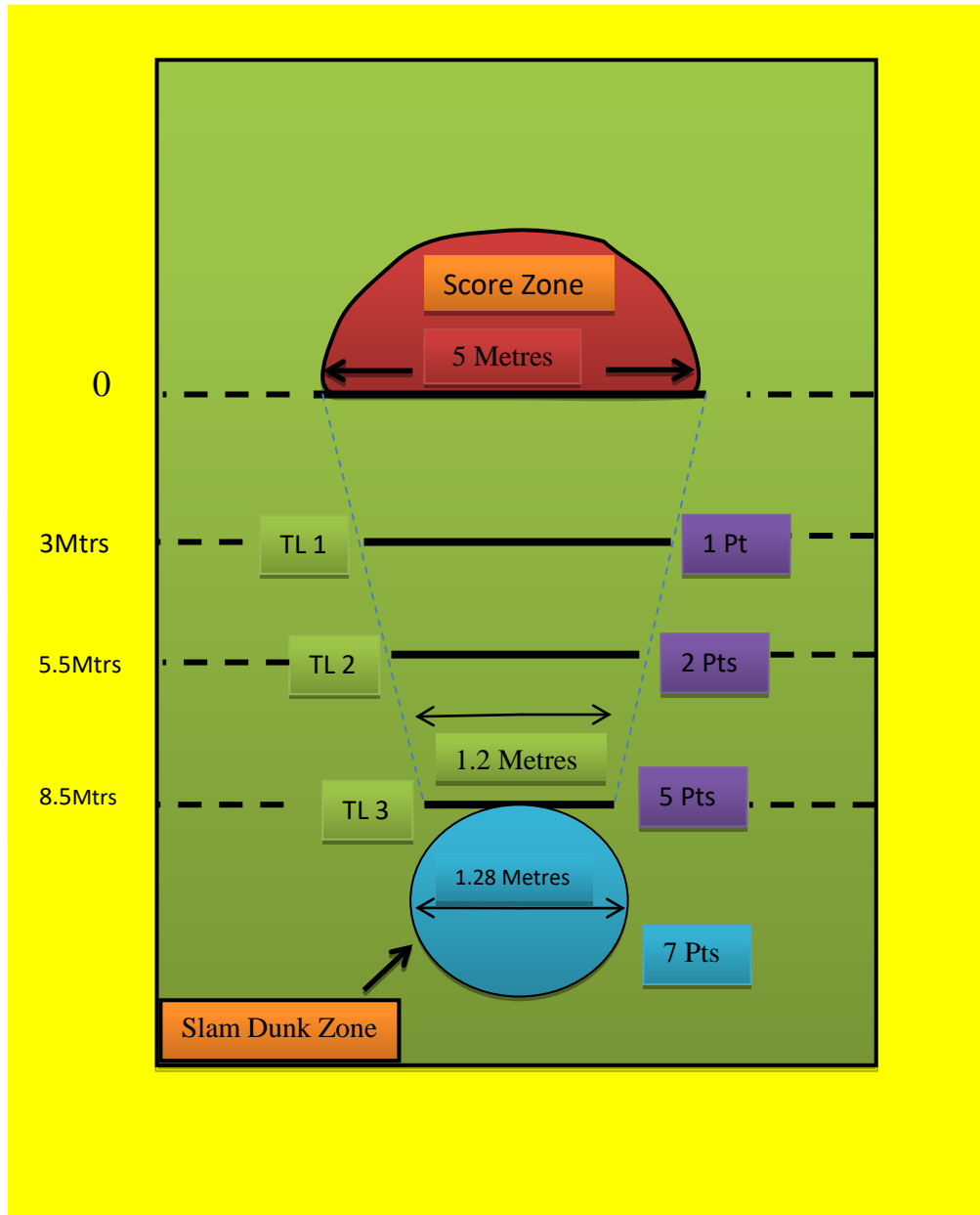




# Appendix L –Around The World Field Layout



# Appendix M –Slam Dunk Field Layout



## Appendix N – Conversion Table

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

# Appendix O -CDA Titles Summarized

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

# Appendix P – 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 issues. 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.

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 following colour coded dog leashes, collars, harnesses or coats.

<b>RED</b>	<b>CAUTION</b>	<b>I Just Need Space</b>
<b>GREEN</b>	<b>FRIENDLY</b>	<b>I Like Meeting New Dogs &amp; People</b>
<b>ORANGE</b>	<b>NO DOGS</b>	<b>I Like People Not Dogs</b>
<b>YELLOW</b>	<b>NERVOUS</b>	<b>Give Me Some Space – I’m Nervous</b>
<b>WHITE</b>	<b>DEAF/BLIND</b>	<b>I’m Deaf I Can’t Hear You/ I’m Blind I Can’t See You</b>
<b>BLUE</b>	<b>IN TRAINING</b>	<b>I’m Learning New Things For Work/Play</b>
<b>PURPLE</b>	<b>DO NOT FEED</b>	<b>Please Do Not Feed Me</b>



**The following will be the official CDA policy for Non Social Behaviour toward dogs and/or people at any CDA sanctioned Event or Activity:**

- 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 Event Manager & 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, behavior modification counseling, 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, behavior modification counseling, 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, behavior modification counseling, 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, behavior modification counseling, 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.

**The following will be the official CDA policy for 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 Event Manager & 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 Event Manager & 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 Event Manager & 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 Q – Policy 002

## Social Media Policy

### 1. 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.

### 2. 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, Twitter.

### 3. 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

### 4. Policy Statement

#### 4.1 Position and Profile

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.

#### 4.2 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);
- Not use social media to send defamatory, inappropriate, threatening, obscene or illegal material and messages or images to other CDA Members and/or Sponsors;
- Not use social media to send racially and/or sexually harassing messages or images to other CDA Members and/or Sponsors (either directly or indirectly);
- Not publish images or make comments about CDA related activities via the general public accessible Social Media unless otherwise authorised by the CDA Board

## **5. Breaches of this Policy**

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

# Appendix R – Policy 003

## Covid - 19 Policy

### What is COVID-19

Coronaviruses are a large family of viruses that cause respiratory infections. These can range from the common cold to more serious diseases. COVID-19 is a disease caused by a new form of coronavirus. It was first reported in December 2019 in Wuhan City in China.

Other coronaviruses include [Middle East Respiratory Syndrome \(MERS\)](#) and [Severe Acute Respiratory Syndrome \(SARS\)](#).

### Symptoms

Symptoms of COVID-19 can range from mild illness to pneumonia. Some people will recover easily, and others may get very sick very quickly. People with coronavirus may experience symptoms such as:

- fever
- respiratory symptoms
  - o coughing
  - o sore throat
  - o shortness of breath

Other symptoms can include runny nose, headache, muscle or joint pains, nausea, diarrhoea, vomiting, loss of sense of smell, altered sense of taste, loss of appetite and fatigue.

To stop the spread of COVID-19 people with even mild symptoms of respiratory infection should [get tested](#).

If you are concerned you may have COVID-19:

- use the [symptom checker](#)
- see how to [seek medical attention](#)
- see more about [how you can get tested](#)

### Return to Play

The Queensland Government has implemented a staged approach in line with directions from National Cabinet and [Queensland's Roadmap to easing restrictions](#). As the end of each stage approaches, the Government will review the situation and health advice to make sure it's safe to move on to the next stage. At all stages the maximum number of people includes players, judges, spectators and any other person around the gathering. Canine Disc Australia (CDA) will sanction competitions in line with the Government's staged approach.

## 1. Purpose

This Policy sets out the guidelines clubs and members must take to mitigate the spread of the disease.

We will ensure that practices are implemented that help to reduce the transmission of the virus including the exclusion of any person (member, judge, volunteer or visitor) that is suspected, been in contact or has tested positive to having COVID-19.

We will ensure recommendations and health measures as mandated by the Health Department will be strictly adhered to at all times.

## 2. Definitions

**Accredited food provider** – business or group that complies with Government requirements and holds a food business licence issued by the relevant local Council.

**Club** – affiliated club, group or business with CDA.

**Covid 19** – Refers to coronavirus (SARS-CoV-2).

**Board** – the Board of Directors as appointed by the members.

**Member** – a person who is a current financial member of the organisation.

**Judge** – an accredited Judge of CDA.

**Visitor** – person who is not a member of CDA but is in attendance at an CDA sanctioned Event.

## 3. Responsibilities

**Board:** Responsible for providing guidance to affiliates & members on the implementation of this policy.

**Members & Affiliates:** Responsible for the implementation of this policy and compliance with COVID-19 protocols.

### **Exclusions:**

This policy does not apply to personal interaction with:

- Events, competitions or training which is not sanctioned by the CDA Board.

## 4. Policy Statement

### 4.1 Position and Profile

CDA seeks to ensure the safety of its Members & Affiliates, so as we can continue to enjoy the sport.

### 4.2 Attending Sanctioned Events

- Members, Judges, Volunteers and Spectators must not attend CDA sanctioned events or club training if they are unwell and/or experiencing symptoms as outlined on the Australian government health [website](#).
- Members, Judges, Volunteers, Spectators must not attend a CDA sanctioned event if in the last 14 days they have been unwell or had close contact with a known or suspected case of COVID-19.

### 4.3 Prevention of Spreading the Disease at sanctioned Competitions

COVID-19 spreads through respiratory droplets produced when an infected person coughs or sneezes. A person can acquire the virus by touching a surface or object that has the virus on it and then touching their own mouth, nose or eyes. A keyway Clubs can protect members and others from the risk of exposure to COVID-19 is by requiring members and others to practice good hygiene. Below are measures to ensure good hygiene at a sanctioned competition:

Clubs must direct members and visitors at the competition to practice good hygiene while at the event. Good hygiene requires everyone to wash their hands regularly with soap and water for at least 20 seconds and drying them completely, preferably with clean, single-use paper towels. If paper towels are unavailable, other methods such as electric hand dryers can be used, however, hands will still need to be dried completely. Everyone must wash and dry their hands:

- before and after eating
- after coughing or sneezing
- after going to the toilet, and
- when changing tasks and after touching potentially contaminated surfaces.

An alcohol-based hand sanitiser with at least 60% ethanol or 70% isopropanol as the active ingredient must be used as per the manufacturer's instructions when it is not possible to wash hands. Good hygiene also requires everyone at the event to, at all times:

- cover their coughs and sneezes with their elbow or a clean tissue (and no spitting).
- avoid touching their face, eyes, nose and mouth.
- dispose of tissues and cigarette butts hygienically, e.g. in closed bins.
- wash and dry their hands completely before and after smoking a cigarette.
- clean and disinfect shared equipment after use.
- wash body, hair (including facial hair) and clothes thoroughly every day.
- have no intentional physical contact, for example, shaking hands and patting backs.

Clubs are required to ensure that competitors and visitors have access to appropriate hygiene products at the competition such as paper towel, soap and alcohol-based hand sanitiser.

Clubs are too strongly encourage payments online. If cash is taken ensure good personal hygiene practices are adhered too.

If a member or visitor presents as unwell, they are to be immediately directed to leave the event.

#### **4.4 Social Distancing**

COVID-19 spreads mainly among people who are in close contact for a prolonged period. Spread happens when an infected person coughs, sneezes, or talks, and droplets from their mouth or nose are launched into the air and land in the mouths or noses of people nearby. The droplets can also be inhaled into the lungs.

Social distancing (also called physical distancing) is one way to help slow the spread of viruses and can help protect the people in our community who are most at risk of getting really sick from COVID-19. This includes:

- Stay home if you're sick. If you have COVID-19 symptoms, get tested.
- Keep 1.5 metres away from others as much as you can—think two big steps.
- Avoid shaking hands, kissing or hugging others.

Clubs hosting events are required to have adequate signage displayed in relation to social distancing requirements. Clubs will be required to have suitable processes in place which meet social distancing requirements for competitor's entry and exit from the playing field, field practice, judges briefing, awards and camping areas.

Judges and the Competition Secretary must maintain social distancing requirements with no unnecessary people on or near the playing field at any one time.

For Junior Competitors, if space at a venue permits a parent/guardian zone can be established. The zone must stay 1.5m distance from the Competition Secretary and Judges area.

#### **4.5 Record Keeping**

Contact tracing is a way of slowing the spread of infections by identifying people who have been in contact with an infected person.

All members and visitors are encouraged to subscribe to the Governments COVIDSafe App.

Clubs are to maintain records of attendance at sanctioned events and are to be kept for 60 days post the event.

Registers must include the date of entry, first name and surname, phone number, time in and out along with their club name/visitor status.

### **5. Breaches of this Policy**

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

Any breaches of this policy are to be reported to the CDA Board immediately.

