Throw & Catch Score Sheet

Competitor CDA Mem. No Dog Name CDA Reg. No Australia								o Nisc		
Dog Nan	og NameCDA Reg. NoAustralia								ralia	
Division: Please Circle Junior (4.5pts for a Q) / Beginners (7pts for a Q) / Excellent (12pts) / Open (17pts) / Masters (21pts)										
Judge: Signed:										
Round 1 – Toss & Fetch / Bonus Chase (Please Circle) Qualified - Yes/No										
Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	Throw 9	Throw 10	
0 - 4 points	possible plus	0.5 point ad	ded for leapi	ing catch for	each throw.	Maximun	n score per th	nrow 4.5 poin	nts	
Round 2	und 2 – Toss & Fetch / Bonus Chase (Please Circle) Qualified - Yes/No						s/No			
Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	Throw 9	Throw 10	
0 - 4 points	possible plus	0.5 point ad	ded for leapi	ing catch for	each throw.	Maximun	n score per th	row 4.5 poin	nts	
0 - 4 points possible plus 0.5 point added for leaping catch for each throw. Maximum score per throw 4.5 points Bonus Zone – Catch must be made with all four feet in the Circle Throw & Catch Legend FF - Foot Fault, thrower touching the throwing line before the disc is released. INT - Interruption during the round from outside the competition field; i.e. loose dog, sudden loud noises such as fireworks,etc X - No Catch indicates an attempt for a catch without success. NB - Nature Break (deduct 1 point for every throw) Scoring zones										
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Scoring 2		·	20yds		30yds	30-	-40yds		· Yards us Zone	

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

Round 1	Round 2	Total

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

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