## Throw \& Catch Score Sheet

Competitor $\qquad$ CDA Mem. No. $\qquad$

Dog Name $\qquad$ CDA Reg. No. $\qquad$ Australia

Division: Please Circle
Junior (4.5pts for a Q) / Beginners (7pts for a Q) / Excellent (12pts) / Open (17pts) / Masters (21pts)
Judge: $\qquad$ Signed: $\qquad$

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 added for leaping catch for each throw. Maximum score per throw 4.5 points

## Round 2 - 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 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 $\mathbf{X}$ - No Catch indicates an attempt for a catch without success.
NB - Nature Break (deduct 1 point for every throw)

## Scoring zones

| $0-10 y d s$ | $10-20 y d s$ | $20-30 y d s$ | $30-40 y d s$ | $40+$ Yards <br> Bonus Zone |
| :---: | :---: | :---: | :---: | :---: |
| 0 pts <br> Junior (1 pt) | $\mathbf{1}$ pt | $\mathbf{2 p t s}$ | $\mathbf{3}$ pts | $\mathbf{4}$ pts |

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

Tie Breaker: For ties in the top placing/awarding Positions, the team with the highest scoring $1^{\text {st }}$ 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

| Round 1 | Round 2 | Total |
| :--- | :--- | :--- |
|  |  |  |

Team with the lowest number of scoring throws in the $1^{\text {st }}$ 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.

