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**2008 USDDN Qualifiers**

*Houston, TX ~ Kingston, GA ~ Simpsonville, SC  
Del Mar, CA ~ Wrentham, MA ~ Cincinnati, OH  
Middlebury, CT ~ Cartersville, GA  
~ Canada ~ East Japan  
West Japan ~ Czech. Rep. ~ Poland ~ Netherlands  
National Finals - Cartersville, GA*

***Disc Dog World Series***

***GA States — Open Qualifier ~ Friday***

***USDDN National Finals***

***Cartersville, GA ~ USA***

***Oct, 17-19, 2008***

***WWW.USDDN.COM***

An International Series presented by:  
USDDN Steering Committee

Events Hosted by:  
***Host Clubs and Event Organizers***

# 2008 USDDN Competitor Handbook Competition Rules



**World's Leading International  
Frisbee Dog Tournament**

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**US Disc Dog Nationals and**

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**US International Finals**  
**USDDN.COM**

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## US Disc Dog Nationals Steering Committee (USDDN) - Code of Conduct

The US Disc Dog Nationals is an annual championship series administered equitably by representatives of the US disc dog community. USDDN competitions adhere to the rules and guidelines established by the USDDN steering committee. This group of club representatives and experienced handlers is committed to establishing policies that represent the best interests of the sport's handlers, and which are supportive of other event organizers. The goal for all USDDN competitions is to provide an environment that shall be safe, fair, and fun for all involved. Participants and competitors at events held under USDDN rules are required to demonstrate behavior that is in the best interests of our dogs and our sport. In an effort to ensure a positive, family-friendly environment, this Code of Conduct applies to all participants (both Human & Canine) at USDDN events:

### DO

- Enjoy and Encourage the performances of other competitors
- Be considerate of the Safety and Enjoyment of others throughout the event
- Observe and Control the actions of your dog(s) at all times
- Participate Soberly by avoiding the abuses of Alcohol or Drugs
- Recognize and play within your own physical limitations & those of your dog(s)
- Recognize and play within limitations imposed by weather and field conditions during an event
- Comply with the rules of the event venue, host club, & competition officials
- Be respectful of the efforts of the event judges & officials
- Cooperate honestly with officials during incident investigations
- Practice good sportsmanship at all times

### DO NOT

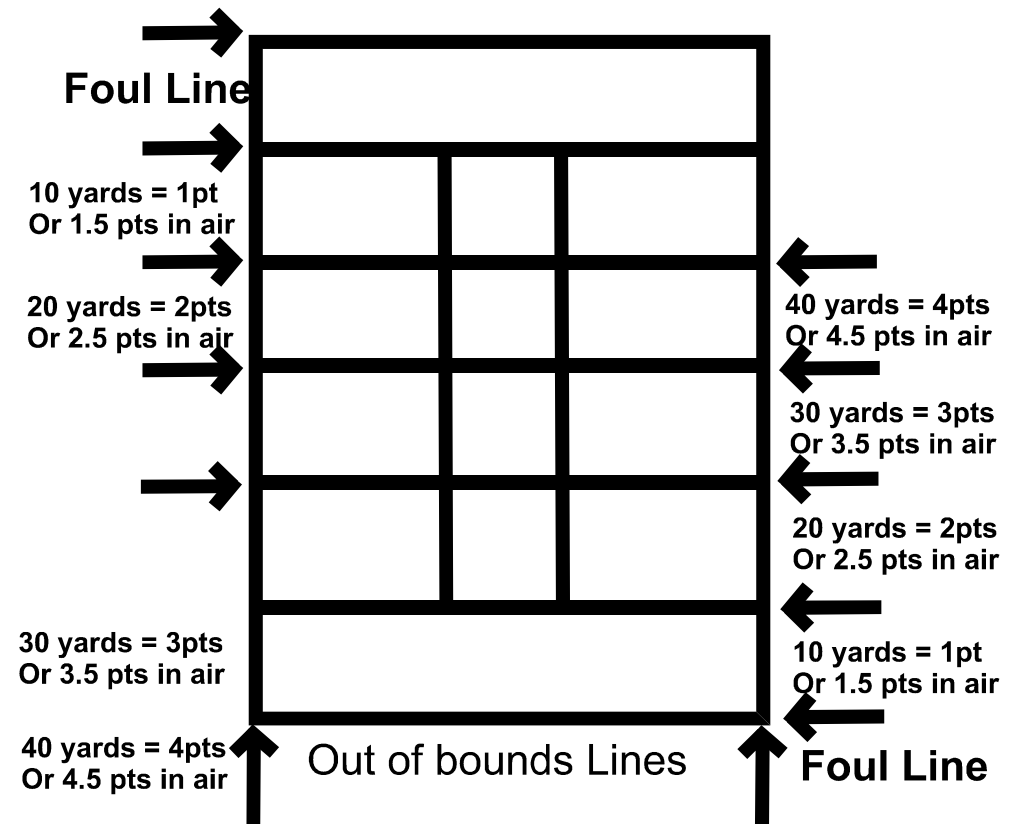
- Engage in fighting
- Use vulgar or inappropriate language or gestures
- Publicly criticize the efforts of judges, officials, or other competitors
- Purposefully, recklessly, or carelessly cause harm to any dog or person
- Intentionally try to distract other competitors during their competition round
- Knowingly make a false complaint with the intention of causing event disruptions
- Attempt to intimidate or offer bribes to judges for the purpose of influencing their decisions

Participate in a mind altered state (be it the result of Alcohol, Drugs, or Emotional Fatigue)

Participants and competitors who commit violations of this Code of Conduct during competitions held under USDDN rules & guidelines may be subject to disciplinary responses pursuant to the USDDN's Incident Investigation Policy.

Thanks for supporting the USDDN Steering Committee (A Club Organized Series) and the USDDN National Finals Series.  
WWW.USDDN.COM

## Super - Pro Toss & Fetch Divisions



The middle column is an additional ½ point bonus.

**The Div II Freestyle, National & Int'l Freestyle (Toss & Fetch format), Pro, Novice, and Junior Toss & Fetch Divisions do not have the center Challenge Zone and are all scored on 10 yards to 40 yards with 1-4.5 points possible scale.**

## FREESTYLE RULES

- **Nationals Division** Freestyle teams will be allowed a maximum of **120 seconds**. **Timing begins** when the player either **throws or places a disc in flight** and the canine makes any movement that can be considered an attempt to retrieve the disc and the scoring will begin when the music starts. No practice throws will be allowed.
- Contestants are encouraged to bring their own music on CDs (marked with selection number) to perform to. CDs must be properly marked with the player's name and presented in unbroken jewel cases.
- Each team may use up to 10 discs in their routines, and if a team competes with more than 10 discs that team will be penalized 1 point per extra disc they have used.
- Only tricks or moves that begin or end with the disc in sustained flight are judged in execution; the disc must be in flight at some point during a trick and only throws intended for the dog and throw to the dog will be scored in execution. Tricks where the disc is handed off from the player's hand to the dog will not be counted in execution.
- Innovation will be scored in any of the respective judging elements, such as, an innovated release or vault in the respective elements.
- Note: The use of vaults, which employ the thrower's body as a launching pad, should be tempered with consideration for the dog's welfare. Dogs of different breed, size, and temperament execute vaults with varying degrees of finesse during the push off, airtime, and landing and must have complete control during all three stages of the leap; therefore, excessive heights, and/or frequent repetition of vaults especially where the dog "crashes" should be avoided, as they can be scored down and penalized.
- If there is two rounds of Freestyle played during a competition then each Freestyle round will be multiplied by 1.5 to keep the 85% Freestyle and 15% Toss & Fetch ending score.
- If only one round of Freestyle is played during a competition then that Freestyle will be multiplied by 3 to keep the 85% Freestyle and 15% Toss & Fetch ending score.

### National & Int'l Finals Divisions - Freestyle Qualifier

At registration **National Division competitors will be by random draw** then compete in that order in the first round of Freestyle. The competition order will remain the same for the first two rounds of competition and in **reverse order of score from lowest score to the highest score for the last round of Freestyle**. Nationals Division competitors use the US Disc Dog (USDDN) Judging Criteria for Freestyle and the US Disc Dog Judging Criteria for Toss & Fetch developed by the Steering Committee.

- **90 seconds in Toss & Fetch and two—120 seconds rounds of Freestyle**
- Toss & Fetch counts the **best five throws** for a **maximum score of 22.5 points**
- Toss & Fetch distance scale 10, 20, 30 and 40 yards
- Toss & Fetch point scale 1, 2, 3, and 4 points, with an extra ½ point awarded for any catch that is made with all four paws off the ground in an obvious leaping motion, **points 1– 4.5**
- A throw is good as long as **any ONE paw is ON or INSIDE the left and right side lines**
- All competitors move on to the final round, unless otherwise stated
- winners are calculated by multiplying both Freestyle scores (each round of a possible 40 points) by 1.5 and adding the Toss & Fetch score

### Division II Freestyle - (Non Qualified for Freestyle Division)

At registration Div II competitors will be assigned their order of competition based upon their order of registration. The competition order will remain the same for both rounds of competition, of one round of Freestyle and one round of Toss & Fetch. Open teams will use the US Disc Dog (USDDN) Judging Criteria for Freestyle and the US Disc Dog Judging Criteria for Toss & Fetch developed by the Steering Committee.

- **90 seconds in Toss & Fetch and one—120 seconds round of Freestyle**
- Toss & Fetch counts the **best five throws** for a **maximum score of 22.5 points**
- Toss & Fetch distance scale 10, 20, 30 and 40 yards
- Toss & Fetch point scale 1, 2, 3, and 4 points, with an extra ½ point awarded for any catch that is made with all four paws off the ground in an obvious leaping motion, **points 1– 4.5**
- winners are calculated by multiplying the Freestyle score of a possible 40 points by 3 and adding the Toss & Fetch score

## **USDDN—Freestyle Judging Criteria—Dogs must be 18 months of age or older to compete in Freestyle**

<b>Canine Elements</b>	<i>Each routine is a maximum of 2 minutes in length with up to 10 discs.</i>	
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> <i>(Only the best 4 of the following 7 elements score)</i>		
9. Two Different Overs	The team performs 2 different over-the-body tricks: canine travels over the body, clearing the body, of the player to catch a disc placed in flight.	2.50
10. Two Different Vaults	The team performs 2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	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, dog stall, 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 dogs 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>Circle Outrun segments 1)___ 2)___ 3)___ 4)___</b> <b>Zig-Zag segments 1)___ 2)___ 3)___ 4)___</b>		
<b>Total Team Score =</b>		<b>10.00</b>
<b>Execution</b>	<b>Execution Score = ___ Catches / ___ Throws x 10 =</b> <b>18 Minimum Throws</b>	<b>Total Execution Score =</b>
<b>TOTAL FREESTYLE SCORE =</b>		<b>40.00</b>
<b>Each round of Freestyle is multiplied by 1.5 for a possible 60 points</b>		

### Toss & Fetch Rules for all Divisions of Competition (all general rules apply to all divisions—points are different per division)

Teams competing in Toss & Fetch formats will receive **90-seconds** to compete. During a team's allotted time, the team is allowed an **unlimited number of attempted throws** with a single disc, but only the **BEST FIVE** throws will count towards the teams' score. Each division will work towards a perfect score of either 22.5 total points, 25.0 total points or 40 points, which is dependant on their division.

Due to time constraints at some competitions practice throws may not be permitted prior to each competitor's turn. The team must be behind the throwing line for time to begin. Time will begin the instant the dog or the disc cross the throwing line. The thrower must always release the disc from behind the throwing line. The thrower may move freely about the field at other times. A throw will not count (and be called as a foot fault) if the thrower steps **on or over** the throwing Foul Line during release of the disc. If the disc has left the thrower's hand before time is called, the throw will be scored if caught. A player can move about the field freely after the disc is thrown, but must return behind the throwing (Foul Line) before every throw. The dog only has to be behind the throwing line on the first throw. When a dog makes a catch it is scored where the dog lands with their trailing paw, (the paw closest to the Foul Line). Points are earned at the 10 yard, 20 yard, 30 yard and 40 yard lines with 1 point at 10 yards, 2 points at 20 yards, 3 points at 30 yards, and 4 points at the 40 yard line and an extra ½ point earned if all four (4) paws are off the ground within any 10 – 40 yard zones. If a dog lands with any one foot on the ground during a catch it is scored as a down catch. A mid-air catch is called when the dog breaks stride or visibly leaps with all four paws off of the ground. If there is any question if it is up or down the call is called down. There is an out of bounds side lines and a catch must be made within those left and right sidelines. A dog only needs to make a catch with at least one paw landing ON or INSIDE the side lines for the catch to be good. If a dog lands on any of the 10-40 yards lines with their last trailing paw then ON the LINE is the NEXT ZONE.

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 player 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 player must walk over and 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 player has total discretion for deciding if and when such disc exchanges will take place.**

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

### Junior & Novice Toss & Fetch Division

Novice teams will compete in the order of sign up. The Scoring Judge will keep your sheet and return it to the Championship officials for collating the event scores.

- **90 seconds** to compete
- with their best five throws counting
- **distance scale 10, 20, 30 and 40 yards**
- point scale 1, 2, 3, and 4 points, with an extra 1/2 point awarded for any catch that is made with all four paws off the ground in an obvious leaping motion, **points 1–4.5.**
- top 10 teams qualify for Final Round
- final round competes in reverse order of the scores
- winners are calculated by adding together the scores from both rounds
- **maximum score 40 points** in each round

### Pro Toss & Fetch Division

Pro Toss & Fetch teams will compete in the order of sign up. The Scoring Judge will keep your sheet and return it to the Championship officials for collating the event scores.

Pro Toss & Fetch competitors use the US Disc Dog Judging Criteria for Toss & Fetch developed by the Steering Committee coordinating the US Disc Dog Nationals (USDDN).

- **90 seconds** to compete
- with their **best five throws** counting
- **distance scale 10, 20, 30 and 40 yards**
- point scale 1, 2, 3, and 4 points, with an extra point awarded for any catch that is made with all four paws off the ground in an obvious leaping motion, **points 1– 4.5**
- top 10 teams qualify for Final Round
- final round competes in reverse order of the scores
- winners are calculated by adding together the scores from both rounds
- **maximum score is 22.5 points** in each round

### Super-Pro Toss & Fetch Division—Toss & Fetch Qualifier Division

Super-Pro Toss & Fetch teams will compete in the order of sign up. The Scoring Judge will keep your sheet and return it to the Championship officials for collating the event scores.

- **90 seconds** to compete
- with their **best five throws** counting
- **distance scale 10, 20, 30 and 40 yards**
- point scale 1, 2, 3, and 4 points, with an extra point awarded for any catch that is made with all four paws off the ground in an obvious leaping motion, **points 1– 4.5**
- **any paw landing in the Center field (Challenge Zone) 5 yard wide bonus stripe earns an extra ½ whether on the ground or mid-air catch**
- top 10 teams qualify for Final Round
- final round competes in reverse order of the scores
- winners are calculated by adding together the scores from both rounds
- **maximum is 25.0 points** in each round

### GENERAL RULES FOR ALL DIVISIONS OF COMPETITION

- Player may be any age or of either gender.
- Prior to competition, players must read and sign, without altering, the competition Registration Form, which contains a liability waiver, publicity release and video and photographic images release.
- Teams shall consist of one dog and one player.
- Only one team, a dog and a player, is allowed to compete, be involved in the entire routine, at a time during the performance.
- Only the competing dog, competing player, and contest officials are allowed on the field during competition.
- All dogs competing in Freestyle at the National Finals must be a minimum of **18 months of age.**
- Players may only enter one of their Qualified dogs in the National Division at the National Finals, but can try to qualify with multiple dogs. Only two dogs will be on the official Qualified list per person for the National Finals.
- The only brands of discs allowed for use in USDDN qualifying divisions of competition are the Wham-O Fastback Frisbee disc (Premium Weight, Flex, and Super Flex models), the Hyperlite K10 (Competition Standard, FrostBite models), the HERO (Type-235 model) and Hero 235 Xtra or DiscRockr's DogStar Crusher model. However, dogs with a shoulder height of 15 inches or less are allowed to use any type of safe flying disc.
- Upon sign-in, players may be issued an official competition T-shirt, which is requested to be worn, un-altered with the logos visible, during competition if a T-shirt is supplied.
- Players must not use props or treats of any kind during their Freestyle or Toss & Fetch rounds (e.g. hoops, sticks, ribbons, etc.).
- Dogs must be kept on leash at all times, except when competing or practicing.
- Players must walk dogs on leash to the on-deck area of field, when called. Dogs must be put back on leash immediately after competing. Waiting or practicing dogs and players must be out of range of the competition area and spectators so that competing teams are not distracted.
- Where required by local ordinance, all competing canines must have proof of rabies inoculation and a valid license. Parvo and Canine Cough (Bordetella) immunizations are strongly recommended for all competing dogs.
- During competition, one or more Scoring Judges will assess the points scored by each team and the total points scored by each team. The "calls" and decisions of the Judges are final and will not be subject to review or appeal. If there is a call dispute the head Toss & Fetch Judge and the head Freestyle judge will make the final decision.
- Players are responsible for the safety and welfare of their dogs, themselves, and their family members at this competition. Players and/or owners or their agents are expected to properly supervise and maintain control over their canines at all times.
- Contest officials reserve the right to change format, competition rules, time allotments, etc., at their discretion.
- Mandatory Disqualification will occur for the following cases, but are not limited to these instances: abuse by the player of an animal; female dogs in any stage of heat; canine endangerment, aggressive canine behavior, and/or violation of Code of Conduct.

Freestyle Divisions—The USDDN Steering Committee has approved three disc manufacturers' discs for the competition series which are: The only brands of discs allowed for use in USDDN qualifying divisions of competition are the Wham-O Fastback Frisbee disc (Premium Weight, Flex, and Super Flex models), the Hyperlite K10 (Competition Standard, FrostBite models), the HERO (Type-235 model) and Hero 235 Xtra or DiscRockr's DogStar Crusher model. However, dogs with a shoulder height of 15 inches or less are allowed to use any type of safe flying disc.

1. Teams can use up to a **maximum of ten (10) discs** during a freestyle routine with each disc within each round being the same exact type (model/manufactured) of disc within the same round. However, dogs with a **shoulder height of 15 inches or less are allowed to use any type of safe flying disc. If a Player takes more than 10 discs out onto the field then and it is not noticed before the Player begins then the Team will penalized 1 point per extra disc, before the multiplier.**
2. Any throws that leave the Player'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.
3. 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.** Player 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.
4. 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 contest officials.
5. **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 before the multiplier for the following incidents:

**Contortion:** Dog squirms awkwardly enough to risk injury while jumping, catching, or landing.

*Half (1/2) point to up to One (1) point deduction per occurrence.*

*½ points to 1 point*

**Buckle:** Dog's legs 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 to up to Three (3) point deduction per occurrence.*

*2 points to 3 points*

**Slam:** Some part of 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 to up to Four (4) point deduction per occurrence.*

*3 points to 4 points*

**Two (2) of the four (4) Freestyle Judges must agree to invoke the minimum penalty deduction and Three (3) out of Four (4) Freestyle Judges must agree to invoke the maximum deduction penalty, but could also agree to give a minimum penalty,** this is to ensure that one of the following penalty events has 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. They can personally tell the competitor or place a sheet with the team(s) names that have incurred penalties at the registration desk. **Teams that incur six or more deduction points during one day will be disqualified.**