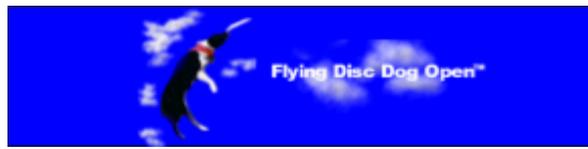




## Flying Disc Dog Open™ (FDDO) Rules Archive

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## *Flying Disc Dog Open™ (FDDO) Rules Archive*

# GENERAL GUIDELINES

### **DIVISION LEVELS:**

There are three division levels you can compete in. Division 1 (Novice) is for first time and or beginning trainers with less than two years of competition experience. Division 2 (Advanced) is for trainers who are developing a freestyle and have been competing in the sport for at least two years, this division offers two class levels A & B for dogs. Division 3 (Professional) is the highest level and is open to experienced trainers who have competed in the expert class of other disc dog events. This division has two class levels A & B for dogs.

### **Novice (D1)**

Overall and individual awards for Obstacle Course, Speed Disc and Distance Pyramid (no class differentiation)

### **Advanced (D2)**

Class A: Overall and individual awards for Obstacle Course, Speed Disc, Distance Pyramid and Freestyle

Class B: Individual awards for Obstacle Course, Speed Disc and Distance Pyramid. Scores compete with class A dogs.

### **Professional (D3)**

Class A: Overall and individual awards for Obstacle Course, Speed Disc, Distance Pyramid and Freestyle

Class B: Individual awards for Obstacle Course, Speed Disc and Distance Pyramid. Scores compete with class A dogs.

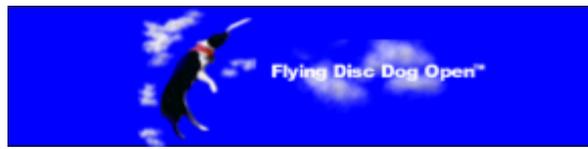
A division 3 competitor can not compete in divisions 1 or 2. A division 2 competitor can not compete in division 1. A division 3 dog can compete with a division 1 or 2 competitor. A competitor can compete with multiple dogs in a single division and will be eligible for all prizes being offered within the class.

### **Division Classes A & B**

The intent to differentiate dogs into classes is so trainers will have the opportunity to compete with dogs who may be older or younger while still competing against trainers of similar divisional abilities and experience.

### **REGISTRATION:**

Registration is available through local organizers . On site registration when available is on a first come first serve basis and begins at a designated time set by local organizers as promoted



## *Flying Disc Dog Open™ (FDDO) Rules Archive*

on the locations page. All competitors must pay the appropriate fees and sign the competition waiver to be eligible to compete.

### **DISC USAGE:**

The Flying Disc Dog Open is proud to have always encouraged the ability for competitors to choose which disc they will use in FDDO competition. Official discs are approved through our unique Safety-Performance-Innovation disc survey. So far we are proud to have eight different discs which can be officially used in all our events: The Wham-O Fastback and Wham-O Eurablend. The Hyperlite K-10 and the Jawz, The Hero 235 and the SuperHero, the Aerobie Superdisc and the Kong Disc. An assortment of discs can be used during the competition. Discs may be switched to meet the needs of the handler and playing conditions or situations.

### **ADDITIONAL INFO:**

The Flying Disc Dog Open can be an all day event, please be prepared by bringing your own water, shade and supplies to stay comfortable for at least 6-8 hours. We ask that all competitors use common sense when thinking about the welfare of their dog(s). All dogs must be leashed and under control around the competition area. A travel kennel or crate system is highly recommended to contain your dog(s). All vaccinations must be current and your dog in good health. Please, no females in any stage of heat.

### **Foot Faults:**

A foot fault occurs when the handlers foot crosses a throw box line. A 1 point deduction in scoring will result. This rule applies to all events.

### **Two Paws in Rule:**

Any two paws clearly touching in a zone.

### **Zone:**

The zone area includes the line.

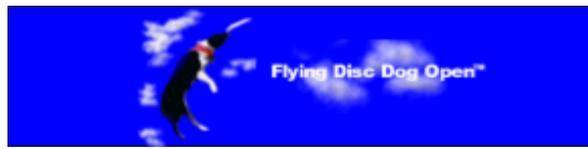
### **PRIZES:**

All prizes awarded are at the discretion of local organizers.

### **COMPETITION FEES:**

Novice Class - (Division 1) - \$35 per dog  
Advanced Class - (Division 2) - \$40 per dog  
Professional Class - (Division 3) - \$45 per dog

**Note : Costs are subject to change by local organizers.**



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## PROFESSIONAL DIVISION

Freestyle - Pyramid

Speed Disc - Obstacle Course

### **PRO FREESTYLE**

This event is offered at the Pro and Advanced Levels only, as described below. Judging will be the same for both divisions, with duration of the performance as set forth below being the differentiating factor.

Judging will use the “C-A-R-D” freestyle judging format, with points awarded in each category on a five point scale in quarter-point increments, with a minimum of 5 points and a maximum of 10 points possible. The duration of the performance shall be from 90 to 120 seconds (45 to 60 seconds in the Advanced Class), and is measured from the start and stop of the music or other scripted material.

Competitor shall be ready to begin the performance without delay on queue from the announcer, or other designated official. The judge may penalize the competitor for excessive delays entering or leaving the ring, and shall penalize the competitor one-quarter point for each five seconds that the competitor exceeds the performance or overall time.

Should the duration be shorter than the minimum time required, judges will evaluate the performance up to the point of termination, but there will be a three-point deduction in the total score. Should time be less than one-half of the required minimum time, no score shall be awarded.

Any quantity of officially approved discs may be used. Small props and costuming that are in good taste are allowed (and encouraged). All decisions made by the judging staff are final.

The maximum duration of a routine is 120 seconds (2 minutes). Remaining time calls from the announcer of 30 seconds and 10 seconds will be announced. Any quantity of officially approved discs may be used. The judge may penalize the competitor for excessive delays entering or leaving the ring, and shall penalize the competitor one-quarter point for each five seconds that the competitor exceeds the performance or overall time.



## *Flying Disc Dog Open™ (FDDO) Rules Archive*

### **The "C-A-R-D" categories for Freestyle Judging:**

**Catch Ratio (Technical):** A percentage score based on the catch/toss ratio shall be converted to points, and rounded to the nearest one-half point. For example; Team A has 26 catches out of 30 tosses during their freestyle routine. A calculator is used as follows; 26 catches divided by 30 tosses = 0.866 or 8.5 when rounded to the nearest half point. Takes and rollers are not counted. Only discs tossed to the dog will be counted.

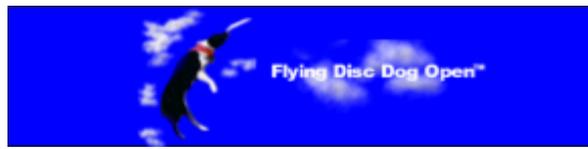
**Artistic Impression (Presentation):** The measure of artistic creativity and excellence expressed through ensemble originality, theatrical presentation and notable performance style.

**Routine Complexity (Composition):** The competitor's organization of routine structure, disc management, presentation complexity and disc agility skill level, combined with but not limited to the volume and quality of trick movements. An emphasis is placed on trick creativity and variety, not over repetition of a small number of trick movements.

**Disc Dog Aptitude (Agility):** The training skills demonstrated by the dog's disc handling and athletic abilities such as speed, strength, stamina level, disc/prey drive intensity, eye-paw coordination, leap-to-disc timing, positive body control and competition field behavior.

In case of a tie, the competitor with the highest combined technical, composition and presentation score shall be the winner; should there still be a tie, then competitors with the greater technical and composition score shall win; should there still be a tie, then the competitors with the greater technical score shall win.

The officiating staff is comprised of respected and experienced members from the greater disc dog community. Our goal is to create a pool of staff members that represent diversity and integrity. We are proud of our long standing tradition of mixing long time veteran trainers with newer trainers.



*Flying Disc Dog Open™ (FDDO) Rules Archive*

**PRO PYRAMID (distance)**

Pro competitors will have up to three attempts to successfully complete one toss/catch. The event is not timed. Scoring is not cumulative and only the last attempt will count for a score.

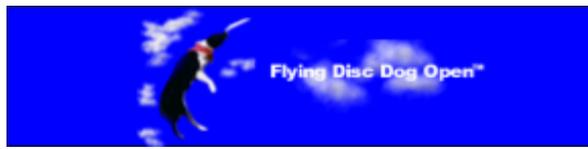
Foot faults will result in a 1 point deduction. Dogs may free start across the throwing line. Field scoring zones are in 10 yard increments starting at the 10 yard line. Zone scoring is 1-3-5-7-10-12.

The field boundary converges in a pyramid fashion from 30 yards wide (zone 1) to the tip of the pyramid or the top of zone 6. Forward progress of the catch is determined by the front edge of the disc where the dog lands.

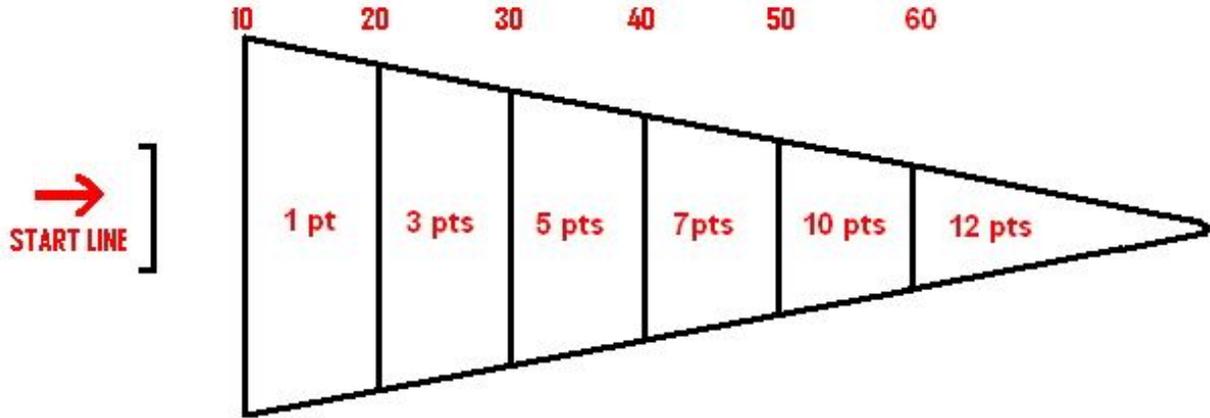
Catches must be made in bounds with 2 paws. Interference by another dog will result in a re-throw. A disc may be replaced if damaged. Only officially approved discs may be used.

In case of a tie in total points, the competitor with the longest throw, as determined by the “farthest forward progress of the catch” as defined above will be the winner.

<b>PYRAMID COURSE IS MEASURED IN YARDS</b>		
<b>ZONE</b>	<b>DEPTH</b>	<b>POINTS</b>
<b>1</b>	<b>10-20</b>	<b>1</b>
<b>2</b>	<b>20-30</b>	<b>3</b>
<b>3</b>	<b>30-40</b>	<b>5</b>
<b>4</b>	<b>40-50</b>	<b>7</b>
<b>5</b>	<b>50-60</b>	<b>10</b>
<b>6</b>	<b>60-70</b>	<b>12</b>



*Flying Disc Dog Open™ (FDDO) Rules Archive*





*Flying Disc Dog Open™ (FDDO) Rules Archive*

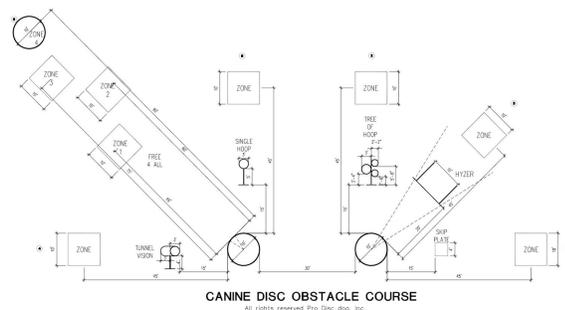
**PRO OBSTACLE COURSE**

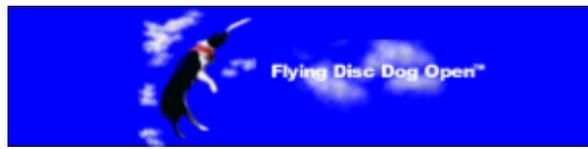
The obstacle course consists of six stations that challenge different aspects of a competitor's throwing skills, in addition to their training of the dog to catch the disc in flight. Course proficiency as reflected in the scoring system therefore requires disc control, accuracy and reliability in the training of the dog for the catch. There are three ways to score points on the course:

1. **Clear:** the disc completes the toss obstacle challenge.
2. **Catch:** a catch outside the zone.
3. **Zone:** a catch in the zone.

On the first five stations, points are awarded for managing the disc around or through the obstacles (5 points), the catch of the disc by the dog while in flight (1 point), and for accuracy of the catch zone (1 point). The sixth and final station is scored between 2, 3, 4 and 5 points, with four defined zones spaced with centers at 45, 60, 75 and 90 feet, respectively. Tie breakers will be determined by combining the scores from two stations, Tunnel and Hyzer. If this does not produce a break then Free-4-All will be added in, for a combination of 3 stations to break a tie. If a tie can not be broken then a play-off will be conducted.

Click on Pictures to see detailed Obstacle Course Map (as [PDF](#))





*Flying Disc Dog Open™ (FDDO) Rules Archive*

**RULES ON THE COURSE:**

- Toss must be from inside the throw box; both feet completely within the box and no leaning out.
- There is only one toss per station permitted, except for #6, where one “mulligan” is allowed.
- If the competitor’s foot crosses over the throw box line it is a foot fault, resulting in a one (1) point penalty.
- At the grasp of the disc by the dog, any two paws must be in the zone for accuracy point.
- All Zones are ten feet square (10’x10’) except for the 5 point zone in the “Free 4 All” station. (station #6), which is 10 feet in diameter.
- Distance from the Throw Box line to the middle of the Zone in Station’s one through five is 45 feet.
- The dog can be in motion at the time of the toss, but must be within 25 ft of the trainer at disc release.
- A replacement disc is allowed if necessary. Obstacle Stations in order are the Skip Plate, Hoop Tree, Hyzer, Tunnel Vision, Single Hoop and “Free 4 All”

<b>Obstacle Course Scoring Possibilities</b>				
<b>CLEAR</b>	<b>+</b>	<b>ZONE</b>	<b>=</b>	<b>7 PT.</b>
<b>No CLEAR</b>	<b>+</b>	<b>ZONE</b>	<b>=</b>	<b>3 PT.</b>
<b>CLEAR</b>	<b>+</b>	<b>CATCH</b>	<b>=</b>	<b>5 PT.</b>
<b>No CLEAR</b>	<b>+</b>	<b>CATCH</b>	<b>=</b>	<b>1 PT.</b>
<b>CLEAR</b>	<b>+</b>	<b>No CATCH</b>	<b>=</b>	<b>4 PT.</b>
<b>No CLEAR</b>	<b>+</b>	<b>No CATCH</b>	<b>=</b>	<b>0 PT.</b>

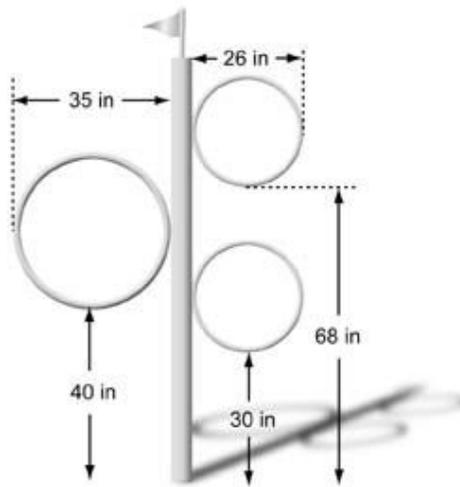
<b>Obstacle Stations Maximum Scoring</b>	
<b>1. Skip Plate</b>	<b>7</b>
<b>2. Tree of Hoop</b>	<b>7</b>
<b>3. Hyzer</b>	<b>7</b>
<b>4. Tunnel Vision</b>	<b>7</b>
<b>5. Single Hoop</b>	<b>7</b>
<b>6. Free for all</b>	<b>5</b>
<b>Max Total</b>	<b>40</b>



Flying Disc Dog Open™ (FDDO) Rules Archive

# Flying Disc Dog Open Disc Obstacles

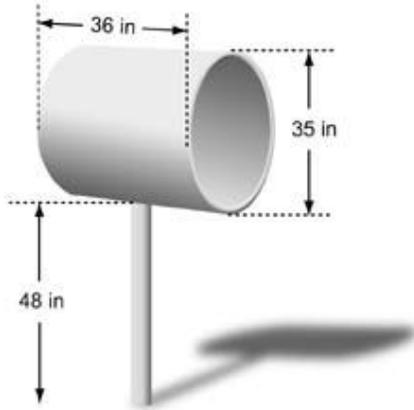
**#2 Tree of Hoop**



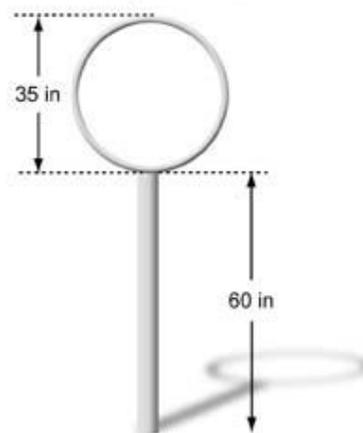
**#3 Heiser**



**#4 Tunnel Vision**



**#5 Single Hoop**





## *Flying Disc Dog Open™ (FDDO) Rules Archive*

### **OBSTACLE COURSE MATCH PLAY**

Obstacle Course open match play is open to all competitors, regardless of level competing in the other classes. Open Match Play will consist of six (6) total stations per round, except in the final round, which shall be twelve stations (6 stations performed twice).

Should the number of entrants not equal a power of two (2, 4, 8, 16, 32, 64, etc.), then a drawing shall be held to determine the competitors who will receive a bye in the initial round. (For example, 51 competitors are entered, 13 competitors will receive a bye in the first round, with the remaining 38 competing to determine who will proceed to the second round. The second round will then be a total of 32 competitors (13 + 38/2).

Should any player forfeit a round, the opposing player shall advance to the next round automatically. The format is a single elimination tournament. The winners from each round will advance until only 2 players are left to play the final round. The winner of the final round wins the match.

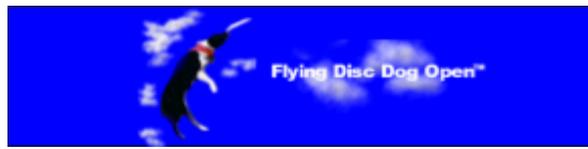
In match play each station is a separate competition and the contestant you are playing against is your opponent. The player with the highest score on an individual station wins that station, the player winning the most stations wins the match. Scoring will be kept as Up, Down or All square. Note that it is not necessary to play all the stations if a team is up more points than there are stations left to play.

If any round or the match ends in a tie (i.e., all square) after six (6) stations of regular play, play will continue in "sudden death" at station 6.

Obstacle Course rules will apply for scoring each station.

**The Obstacle Course Match Play Championship is a separate award.**

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## *Flying Disc Dog Open™ (FDDO) Rules Archive*

### **PRO 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

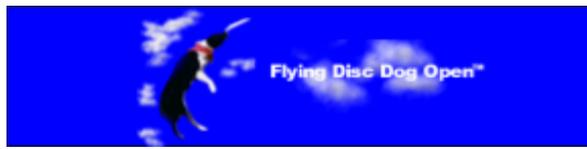
Teams are allowed the use of only three discs; no replacements are allowed. Zone catches may be completed in any sequence. Time will begin on a call of "set-go" by the official timer. The dog must be behind the throw line for the start. After the start the dog may be anywhere on the course to complete the challenge.

Trainers may leave the throw box to retrieve any disc from the field, but throws to the dog must be made from the throw box. Forward progress of the disc is determined by the front edge of the disc where the dog lands. Two paws in the catch zone for the completion.

Interference as deemed sufficient by the judge will result in a total restart. The time stops when the final disc caught breaks the throw line boundary, whether by the dog's return or the competitor's toss (if retrieved from the dog in the field).

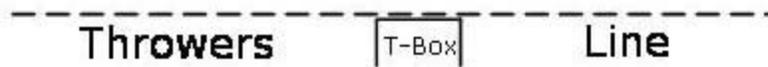
The event is worth 10 points, which may be earned if the competitor completes the event requirements within 15 seconds. The clock shall be set to measure seconds in integers only, see timing/point scoring spreadsheet below the course layout map. Teams who exceed the course maximum time of sixty one (61) seconds will then go to the 30 second tie breaker. Teams who exceed the regulation time will be awarded one (1) point for each zone completion and 1 point for uncompleted zone(s) completed during a 30 second tie breaker up to a Maximum of 3 points only (3 zones). **Teams do not get additional points for zones already completed.** In case of a tie in total points, the competitor with the fastest overall time will be the winner. **Foot faults will be a 1 point deduction.**

**NEW 30 SECOND TIE BREAKER RULE:** When teams exceed regulation time they will restart at the line with 30 seconds to complete any zone(s) not completed during regulation time. The maximum points available for teams exceeding regulation time is 3 or (1) point per zone. The additional time used to complete all zones will be added to the 61 seconds of regulation time. For example: Team A hits zones 2 & 3 in regulation but time expires before completing zone 1. Team A will restart at the line and have 30 seconds to complete zone 1. Team A completes zone 1 in 10 seconds. Team A scoring will be: 3 speed points & a completed speed time of 71 seconds or 1:11. All speed disc rules apply during the 30 second tie breaker round.

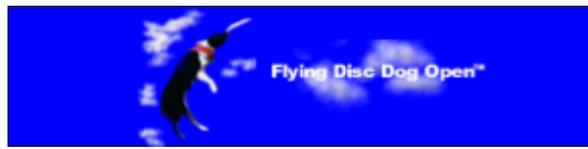


Flying Disc Dog Open™ (FDDO) Rules Archive

# Speed Course Layout



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



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## ADVANCED/NOVICE DIVISION

*Please note that the only difference in event participation between Advanced and Novice Divisions is the Freestyle Event. The Novice Division does not include the Freestyle Event.*

Freestyle - Pyramid

Speed Disc - Obstacle Course

### **ADVANCED FREESTYLE**

This event is offered at the Pro and Advanced Levels only, as described below. Judging will be the same for both divisions, with duration of the performance as set forth below being the differentiating factor.

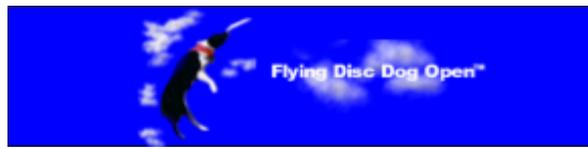
Judging will use the "C-A-R-D" freestyle judging format, with points awarded in each category on a five point scale in quarter-point increments, with a minimum of 5 points and a maximum of 10 points possible. The duration of the performance shall be from 45 to 60 seconds (90 to 120 seconds in the Pro Class), and is measured from the start and stop of the music or other scripted material.

Competitor shall be ready to begin the performance without delay on queue from the announcer, or other designated official. The judge may penalize the competitor for excessive delays entering or leaving the ring, and shall penalize the competitor one-quarter point for each five seconds that the competitor exceeds the performance or overall time.

Should the duration be shorter than the minimum time required, judges will evaluate the performance up to the point of termination, but there will be a three-point deduction in the total score. Should time be less than one-half of the required minimum time, no score shall be awarded.

Any quantity of officially approved discs may be used. Small props and costuming that are in good taste are allowed (and encouraged). All decisions made by the judging staff are final.

The maximum duration of a routine is 60 seconds (1 minutes). Remaining time calls from the announcer of 30 seconds and 10 seconds will be announced. Any quantity of officially approved discs may be used. The judge may penalize the competitor for excessive delays entering or leaving the ring, and shall penalize the competitor one-quarter point for each five seconds that the competitor exceeds the performance or overall time.



## *Flying Disc Dog Open™ (FDDO) Rules Archive*

### **The "C-A-R-D" categories for Freestyle Judging:**

**Catch Ratio (Technical):** A percentage score based on the catch/toss ratio shall be converted to points, and rounded to the nearest one-half point. For example; Team A has 26 catches out of 30 tosses during their freestyle routine. A calculator is used as follows; 26 catches divided by 30 tosses = 0.866 or 8.5 when rounded to the nearest half point. Takes and rollers are not counted. Only discs tossed to the dog will be counted.

**Artistic Impression (Presentation):** The measure of artistic creativity and excellence expressed through ensemble originality, theatrical presentation and notable performance style.

**Routine Complexity (Composition):** The competitor's organization of routine structure, disc management, presentation complexity and disc agility skill level, combined with but not limited to the volume and quality of trick movements. An emphasis is placed on trick creativity and variety, not over repetition of a small number of trick movements.

**Disc Dog Aptitude (Agility):** The training skills demonstrated by the dog's disc handling and athletic abilities such as speed, strength, stamina level, disc/prey drive intensity, eye-paw coordination, leap-to-disc timing, positive body control and competition field behavior.

In case of a tie, the competitor with the highest combined technical, composition and presentation score shall be the winner; should there still be a tie, then competitors with the greater technical and composition score shall win; should there still be a tie, then the competitors with the greater technical score shall win.

The officiating staff is comprised of respected and experienced members from the greater disc dog community. Our goal is to create a pool of staff members that represent diversity and integrity. We are proud of our long standing tradition of mixing long time veteran trainers with newer trainers.

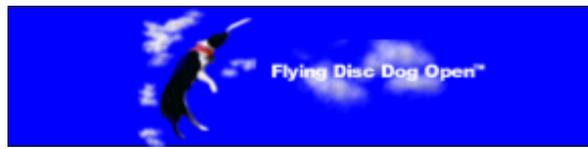
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### **ADVANCE/NOVICE PYRAMID (distance)**

Advanced and Novice competitors will have three consecutive tosses. The event is not timed. All scoring will be cumulative.

Foot faults will result in a 1 point deduction. Dogs may free start across the throwing line. Field scoring zones are in 10 yard increments starting at the 10 yard line.

The field boundary converges in a pyramid fashion from 30 yards wide (zone 1) to the tip of the



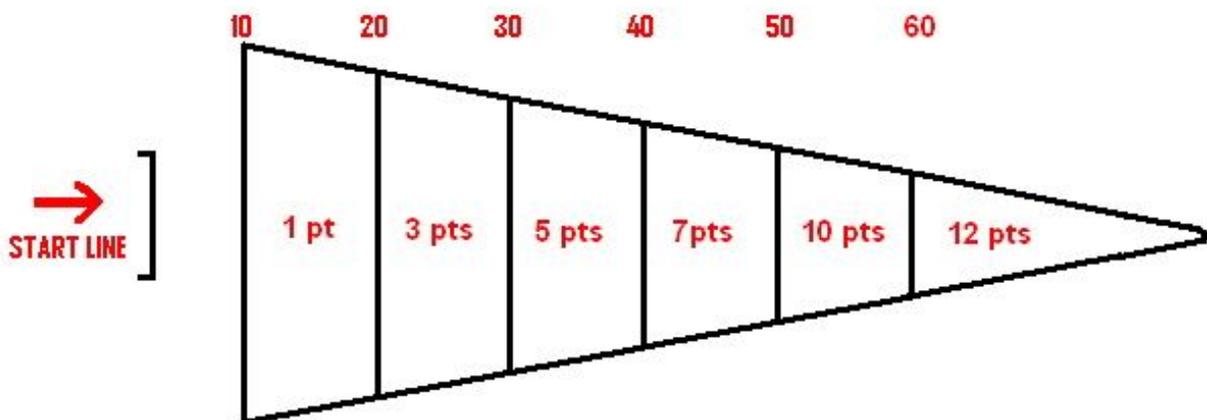
*Flying Disc Dog Open™ (FDDO) Rules Archive*

pyramid or the top of zone 6. Forward progress of the catch is determined by the front edge of the disc where the dog lands.

Catches must be made in bounds with 2 paws. Interference by another dog will result in a re-throw. A disc may be replaced if damaged. Only officially approved discs may be used.

In case of a tie in total points, the competitor with the longest throw, as determined by the “farthest forward progress of the catch” as defined above will be the winner.

PYRAMID COURSE IS MEASURED IN YARDS		
ZONE	DEPTH	POINTS
1	10-20	1
2	20-30	3
3	30-40	5
4	40-50	7
5	50-60	10
6	60-70	12





## *Flying Disc Dog Open™ (FDDO) Rules Archive*

### **ADVANCE/NOVICE OBSTACLE COURSE**

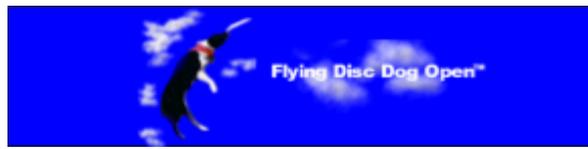
The obstacle course consists of six stations that challenge different aspects of a competitor's throwing skills, in addition to their training of the dog to catch the disc in flight. Course proficiency as reflected in the scoring system therefore requires disc control, accuracy and reliability in the training of the dog for the catch. There are three ways to score points on the course:

1. **Clear:** the disc completes the toss obstacle challenge.
2. **Catch:** a catch outside the zone.
3. **Zone:** a catch in the zone.

On the first five stations, points are awarded for managing the disc around or through the obstacles (5 points), the catch of the disc by the dog while in flight (1 point), and for accuracy of the catch zone (1 point). The sixth and final station is scored between 2, 3, 4 and 5 points, with four defined zones spaced with centers at 45, 60, 75 and 90 feet, respectively. Tie breakers will be determined by combining the scores from two stations, Tunnel and Hyzer. If this does not produce a break then Free-4-All will be added in, for a combination of 3 stations to break a tie. If a tie can not be broken then a play-off will be conducted.

### **RULES ON THE COURSE:**

- Toss must be from inside the throw box; both feet completely within the box and no leaning out.
- There is only one toss per station permitted, except for #6, where one "mulligan" is allowed.
- If the competitor's foot crosses over the throw box line it is a foot fault, resulting in a one (1) point penalty.
- At the grasp of the disc by the dog, any two paws must be in the zone for accuracy point.
- All Zones are ten feet square (10'x10') except for the 5 point zone in the "Free 4 All" station. (station #6), which is 10 feet in diameter.
- Distance from the Throw Box line to the middle of the Zone in Station's one through five is 45 feet.
- The dog can be in motion at the time of the toss, but must be within 25 ft of the trainer at disc release.
- A replacement disc is allowed if necessary. Obstacle Stations in order are the Skip Plate, Hoop Tree, Hyzer, Tunnel Vision, Single Hoop and "Free 4 All"

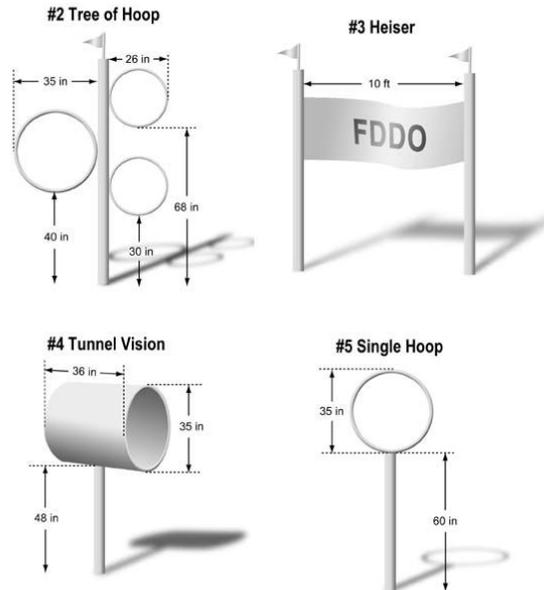


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Obstacle Course Scoring Possibilities				
<b>CLEAR</b>	<b>+</b>	<b>ZONE</b>	<b>=</b>	<b>7 PT.</b>
<b>No CLEAR</b>	<b>+</b>	<b>ZONE</b>	<b>=</b>	<b>3 PT.</b>
<b>CLEAR</b>	<b>+</b>	<b>CATCH</b>	<b>=</b>	<b>5 PT.</b>
<b>No CLEAR</b>	<b>+</b>	<b>CATCH</b>	<b>=</b>	<b>1 PT.</b>
<b>CLEAR</b>	<b>+</b>	<b>No CATCH</b>	<b>=</b>	<b>4 PT.</b>
<b>No CLEAR</b>	<b>+</b>	<b>No CATCH</b>	<b>=</b>	<b>0 PT.</b>

Obstacle Stations Maximum Scoring	
<b>1. Skip Plate</b>	<b>7</b>
<b>2. Tree of Hoop</b>	<b>7</b>
<b>3. Hyzer</b>	<b>7</b>
<b>4. Tunnel Vision</b>	<b>7</b>
<b>5. Single Hoop</b>	<b>7</b>
<b>6. Free for all</b>	<b>5</b>
<b>Max Total</b>	<b>40</b>

## Flying Disc Dog Open Disc Obstacles





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### **OBSTACLE COURSE MATCH PLAY**

Obstacle Course open match play is open to all competitors, regardless of level competing in the other classes. Open Match Play will consist of six (6) total stations per round, except in the final round, which shall be twelve stations (6 stations performed twice).

Should the number of entrants not equal a power of two (2, 4, 8, 16, 32, 64, etc.), then a drawing shall be held to determine the competitors who will receive a bye in the initial round. (For example, 51 competitors are entered, 13 competitors will receive a bye in the first round, with the remaining 38 competing to determine who will proceed to the second round. The second round will then be a total of 32 competitors (13 + 38/2).

Should any player forfeit a round, the opposing player shall advance to the next round automatically. The format is a single elimination tournament. The winners from each round will advance until only 2 players are left to play the final round. The winner of the final round wins the match.

In match play each station is a separate competition and the contestant you are playing against is your opponent. The player with the highest score on an individual station wins that station, the player winning the most stations wins the match. Scoring will be kept as Up, Down or All square. Note that it is not necessary to play all the stations if a team is up more points than there are stations left to play.

If any round or the match ends in a tie (i.e., all square) after six (6) stations of regular play, play will continue in "sudden death" at station 6. Obstacle Course rules will apply for scoring each station.

**The Obstacle Course Match Play Championship is a separate award.**

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### **ADVANCE/NOVICE 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



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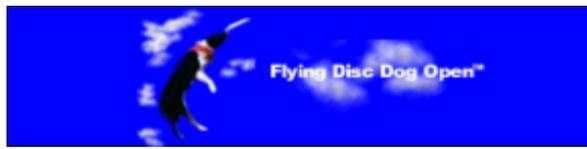
Teams are allowed the use of only three discs; no replacements are allowed. Zone catches may be completed in any sequence. Time will begin on a call of “set-go” by the official timer. The dog must be behind the throw line for the start. After the start the dog may be anywhere on the course to complete the challenge.

Trainers may leave the throw box to retrieve any disc from the field, but throws to the dog must be made from the throw box. Forward progress of the disc is determined by the front edge of the disc where the dog lands. Two paws in the catch zone for the completion.

Interference as deemed sufficient by the judge will result in a total restart. The time stops when the final disc caught breaks the throw line boundary, whether by the dog’s return or the competitor’s toss (if retrieved from the dog in the field).

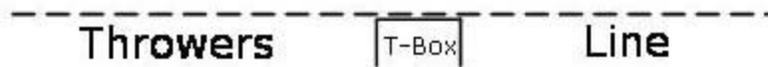
The event is worth 10 points, which may be earned if the competitor completes the event requirements within 15 seconds. The clock shall be set to measure seconds in integers only, see timing/point scoring spreadsheet below the course layout map. Teams who exceed the course maximum time of sixty one (61) seconds will then go to the 30 second tie breaker. Teams who exceed the regulation time will be awarded one (1) point for each zone completion and 1 point for uncompleted zone(s) completed during a 30 second tie breaker up to a Maximum of 3 points only (3 zones). **Teams do not get additional points for zones already completed.** In case of a tie in total points, the competitor with the fastest overall time will be the winner. **Foot faults will be a 1 point deduction.**

**NEW 30 SECOND TIE BREAKER RULE:** When teams exceed regulation time they will restart at the line with 30 seconds to complete any zone(s) not completed during regulation time. The maximum points available for teams exceeding regulation time is 3 or (1) point per zone. The additional time used to complete all zones will be added to the 61 seconds of regulation time. For example: Team A hits zones 2 & 3 in regulation but time expires before completing zone 1. Team A will restart at the line and have 30 seconds to complete zone 1. Team A completes zone 1 in 10 seconds. Team A scoring will be: 3 speed points & a completed speed time of 71 seconds or 1:11. All speed disc rules apply during the 30 second tie breaker round.



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# Speed Course Layout



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