



Freestyle Flying Disc Competition Rules

You are each given 2 minutes to complete your Freestyle Routine. Time begins when you release the first disc. Carson will reach out the week before the event for music. You will need to submit your song and artist. Music must be clean and family friendly.

Immediately after you complete your Freestyle Routine you can attempt to earn 2 bonus points, 2 throws valued at 1 point each. There will be a Purina checkerboard square drawn on opposite sides of the field. They measure 15' x 15' and the field space between them will measure no greater than 96'.

- The dog must always begin at the same square as the thrower.
- The dog can leave the square before the disc leaves the throwers hand.
- To earn a bonus, point the Handler must throw from one square and their dog must successfully catch the disc in the opposite square.
- A Bonus point is awarded to the team if the dog makes the catch while one or more of his paws have touched the checkerboard square.
- If a bonus throw can't be determined on field, then the TV truck will review and make the final decision.

There will be 2 judges - one for handler skills and the other for dog skills. A 3rd person will record catch ratios. When there is a tie the catch ratio decides the winner.

Dog Skills

Each of the categories is worth 10 points. Dog skills represent 50% of score.

Description of each category:

Remains Focused on Discs - During the 2 minutes of the team's freestyle routine the scores will decrease if the disc dog exhibits the following behaviors

- Dog begins to chase a disc then loses interest due to a distraction or ignores disc in anticipation of the next throw.
- Disconnects with handler or leaves field while discs are in play.
- Handler has difficulty getting dog to chase disc.
- Catches a disc and then distracts, even for a moment.
- Unsuccessful catches due to dog error

It is essential that the dog remains engaged in the game without deferring his attention to anything else but the discs that are thrown by his handler.

Drive: Demonstrates Enthusiasm and Determination – During this element you will be evaluating the dog's intensity while performing the flying disc routine.

- How well the dog tracks the disc while in the field at various distances.
- The persistence of the disc dog to catch or retrieve a missed disc after an initial attempt.
- The disc dog demonstrates eagerness in returning the disc to the handler to resume the game.

The Dog Skill judge will determine the point value of this category according to the degree the dog exhibits these qualities.

Demonstrates Athleticism – It will be up to the judge to determine if the dog is demonstrating:

- speed
- agility
- leaping ability
- eye-mouth coordination relative to the dog's size and physical limitations.

Difficulty of Moves – This category evaluates the dog's overall performance as he performs the routine. The dog must catch the disc for the move to be counted. Difficult moves can be defined as:

- Any maneuver that the dog is required to demonstrate his physical balance while catching discs i.e., standing on hind legs while catching discs and/or balancing on handler's feet while catching discs.
- Any part of a routine that requires the dog to make sequential catches while performing various behaviors, i.e., quick cartwheel flips that change direction.
- Any routine that is performed in a quick and smooth fashion with minimal set up time from move to move increasing the number of total discs released.
- Any disc thrown to the dog end over end (butterfly throw). The maneuver the dog is performing while catching the butterfly throw determines the degree of difficulty, i.e. Flip with butterfly catch and/or vault with butterfly catch are both extremely difficult.

Entertainment Value – Wows the Crowd – During this category the judge will be only evaluating the dog.

- This element is directly related to how the disc dog is showcased by the handler and how the spectators react to the dog's performance. This includes any behavior performed from the time the dog enters the playing field until he departs.

Handler Skills

Each of the categories is worth 10 points. Handler skills represent 50% of score.

Description of each category:

Ability to Showcase Dog's Strengths – During this element the Handler will have to exhibit their dog's physical and mental attributes through various behaviors while catching discs. For example, a handler can demonstrate their dog's speed with consecutive throws or demonstrate a dog's leaping ability by performing over the body maneuvers.

Demonstrates Various Grips – During this element the Handler is credited by utilizing various types of releases of the discs thrown to the disc dog. The judge will credit various grips of the disc, changes of hands (left and right) as well as taps or releases using other parts of the handler's body.

Originality of Moves – Any set of maneuvers that have not been performed at a PIDC will be credited as *original*. Adding a personal flare to an existing maneuver can be considered original as well.

Demonstrates Flow; Good Disc Management – During the 2 minutes a Handler and Dog team must perform their routine without any hesitations. Their routine should appear polished and rehearsed. The Handler's disc should be in position for the next maneuver by the time the dog returns for the next throw. There should be a minimal number of discs on the ground.

Entertainment Value – Wows the Crowd – During this category the judge will be evaluating the overall team performance.

- The team's overall presentation of their routine including consideration to their disc dog's welfare, music choice and skill level while on the field.
- How the spectators react to the team's performance.
- How the team engages the crowd in their performance.