



USDDN DISC DOG WORLD FINALS SERIES

www.usddn.com

**Freestyle and Toss & Fetch Division
Canine Frisbee® disc Championships**

Check if Previously Qualifier in this division this year.

Check if new contact information

Competitor's Name:		Division Name:			
Dog's Name:	Small Dog YES NO	Dog's Age: Male / Female	Breed or Mix:	Club Name:	
Street Address: _____					
City, State, Zip: _____					
Telephone #			Email Address:		

RELEASE WAIVER: In consideration of my entry in this event, I, the undersigned, intending to be legally bound, do hereby for myself, my heirs, executors, and administrators, waive and release any and all rights and claims for damages which I may have against the community where this event is held, against the USDDN SC, the host club/event organizer and its members, and all assisting clubs and their volunteers, their representatives, successors, employees, assigns and/or sponsors for any and all injuries or illnesses suffered by me or my dog as a result of my participation in said event and hold myself personally responsible for any action my dog or I might undertake at this event. I also agree to comply with USDDN's Code of Conduct, the general rules, and guidelines of this competition, as well as, confirm that my dog is a minimum of 18 months of age to compete in Freestyle. I attest and verify that my dog is physically fit for this competition and free from injury, and hereby assume the risk of any canine disease/injury, which may be contracted, in said event. By my signature I also grant full permission to the USDDN, host club/event organizer, sponsors, and their assigned representatives to use any photographs, videotapes, motion pictures, recordings, or any record of this event for any purpose whatsoever and for however long of a period of time they choose.

Signed

(Parent's/Guardian's Signature if Competitor under 18 years of age.)

Date

Toss & Fetch (RD 2)

Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5

KEY: FF=Foot Fault - OB=Out of Bounds - FOUL=Foul the Field

Throw #:	1	2	3	4	5	6	7	8	9	10	TOTAL
Points											

Freestyle

Maximum score per round = 40. GRAND TOTAL Calculations = (RD1 X 1.5) + (RD2 T&F) + (RD3 X 1.5)

Scoring is based on a 0.01 to 2.50 scale per category (1/100 pt. scale), totaling 10pts for each of the 4 categories.

Canine Elements

			RD 1	RD 3
1	Prey drive	During the entire routine consistent focus and concentration must be sustained.		
2	Retrieval	The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player).		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.		

Player Elements

Mark Catches with a √ Misses an X. (To break grand total ties add all 7 Team Elements in both rounds).

(A) Canine Element Subtotal

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.		
6	Release Diversity	A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.		
7	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.		
8	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.		

Team Elements

Mark Catches with a √ Misses an X. (To break grand total ties add all 7 Team Elements in both rounds).

(B) Player Element Subtotal

9	Over-the-Body	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.	1)____ 2)____ 1)____ 2)____	Highest 4 of 7 count towards final score.		
10	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.	1)____ 2)____ 1)____ 2)____			
11	Multiple	The team performs 1 multiple trick: a trick consisting of a minimum of three consecutive throws occurring in rapid succession.	1)____ 1)____			
12	Dog Catches	The team performs 2 different dog catches trick: the player catches the canine by placing disc(s) in flight.	1)____ 2)____ 1)____ 2)____			
13	Team Movement	The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc.	1)____ 1)____			
14	Passing	The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line.	1)____ 2)____ 1)____ 2)____			
15	Directional Distance Movements	The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. RD 1 Circle Outrun 1)____ 2)____ 3)____ 4)____ RD 2 Circle Outrun 1)____ 2)____ 3)____ 4)____ RD 1 Zig-Zag 1)____ 2)____ 3)____ 4)____ RD 2 Zig-Zag 1)____ 2)____ 3)____ 4)____				

Execution

Execution is the hit/miss ratio of the executed throws.

(F) Penalty Deductions

(C) Team Element Subtotal

16	Execution	RD1-Misses _____ Catches _____ +Throws _____ x10= _____ % RD2-Misses _____ Catches _____ +Throws _____ x10= _____ %	(D) Execution		
----	-----------	--	---------------	--	--

Freestyle Rd 1
(G) x 1.5 =

Toss & Fetch
(H)

Intermediate
(I) Score

Freestyle Rd 2
(J) x 1.5 =

(E) Freestyle
Round Subtotals =

	+		=		+		=	(K) Grand Total =
--	---	--	---	--	---	--	---	-------------------