

USDDN World Finals

International Series

Judging Handbook

Updated May 2026 v3





US Disc Dog Nationals (USDDN) Steering Committee

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. 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 Drug.
- 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 Review Panel.

Table of Contents

1. GENERAL RULES	5
1.1. AGE LIMITS	6
1.2. HOSTING AN EVENT	6
<i>1.2.1. Financial Issues</i>	<i>6</i>
<i>1.2.2. Judges</i>	<i>7</i>
<i>1.2.3. Dog and Handler Safety and Convenience</i>	<i>7</i>
<i>1.2.4. Field Requirements</i>	<i>8</i>
<i>1.2.5. Event Results And Submissions</i>	<i>8</i>
1.3. PLAYER'S RESPONSIBILITY	9
1.4. DISCS	9
1.5. INAPPROPRIATE BEHAVIOR CONSEQUENCES	9
1.6. COMPLAINTS	10
1.7. QUALIFYING TEAMS	10
2. JUDGES' LIABILITY AND RESPONSIBILITY	10
3. TOSS & FETCH RULES	11
3.1. DISCS	11
<i>3.1.1. Disc exchange</i>	<i>11</i>
3.2. TOSS & FETCH COUNTDOWN	12
3.3. TOSS & FETCH FIELD	12
3.4. TOSS & FETCH SCORING	13
<i>3.4.1. Fouling/Soiling the Field</i>	<i>13</i>
3.5. TOSS & FETCH JUDGING CREW	13
3.6. TOSS & FETCH TIE BREAKER	13
3.7. SUPER-PRO TOSS & FETCH FORMAT	14
<i>3.7.1. Super-Pro Toss & Fetch Field</i>	<i>14</i>
<i>3.7.2. Super Pro Toss & Fetch Scoring</i>	<i>15</i>
<i>3.7.3. Super-Pro Toss & Fetch Judging crew</i>	<i>15</i>
4. FREESTYLE RULES	15
4.1. DISCS	15
4.2. FREESTYLE COUNTDOWN	15
4.3. FREESTYLE FIELD	15
4.4. FREESTYLE JUDGING CREW	16
4.5. FREESTYLE SCORING	16
<i>4.5.1. Fouling/Soiling the Field</i>	<i>18</i>
<i>4.5.2. Canine Endangerment Rule</i>	<i>18</i>
4.6. FREESTYLE TIE BREAKER	18
5. FREESTYLE JUDGING TIPS AND EXPLANATIONS	19
5.1. CANINE	19
5.2. PLAYER	21
5.3. TEAM ELEMENTS	22
5.4. EXECUTION:	25
5.5. SCORING EXAMPLES	26
6. USDDN DIVISIONS AND FORMATS	28
6.1. FREESTYLE DIVISIONS	28
<i>6.1.1. Super Open Freestyle Division</i>	<i>28</i>
<i>6.1.2. Division II Freestyle</i>	<i>28</i>
6.2. TOSS & FETCH (STAND-ALONE) DIVISIONS	29
<i>6.2.1. Super-Pro Toss & Fetch Division</i>	<i>29</i>
<i>6.2.2. Pro Toss & Fetch</i>	<i>29</i>
<i>6.2.3. Junior Toss & Fetch</i>	<i>29</i>
APPENDIX 1: LIST OF USDDN APPROVED DISCS	31
APPENDIX 2: USDDN FREESTYLE FORMAT JUDGES WORKSHEETS	32

APPENDIX 3: USDDN JUDGING CERTIFICATION PROGRAM36
APPENDIX 4: USDDN TOSS & FETCH FIELD SCHEME.....38
APPENDIX 5: USDDN SUPER-PRO TOSS & FETCH FIELD SCHEME.....40
APPENDIX 6: INSTRUCTIONS FOR DETERMINING USDDN PLACEMENTS42
APPENDIX 7: COMPETITOR INVITATIONS TO USDDN WORLD CHAMPIONSHIPS44

1. General rules

The USDDN Steering Committee is the sanctioning body for all events that are included in the USDDN World Championship series. However, clubs/hosts have the option of hosting 'local' events utilizing the rules of USDDN. These events do not require pre-approval by the USDDN steering committee. Hosts are required to acknowledge the rules being utilized are the intellectual property of the USDDN Steering Committee.

Once the Steering Committee authorizes an event organizer to conduct a World Qualifier event, that authority cannot be revoked by the Steering Committee for that year. However, the Championships Series Coordinator and other Steering Committee members will be able to forward any concerns and/or complaints about how a World Qualifier event is being organized to the Steering Committee. Because authorization to host a World Qualifier event is only given on a year-by-year basis, Event Hosts should be aware that the way they organize an event each year will contribute to the assessment of whether the event organizer will be authorized to host World Qualifier events in subsequent years.

Hosts of the USDDN World Championship series may offer non-qualifying division for competitors / teams that are not 'ready' for competition at the World level (i.e. Junior, Novice, Intermediate divisions). The host may set the rules for participation in these divisions (age minimums, competitor experience, etc) if they clearly communicate these rules to the competitors.

All World Qualifiers are "**Open**" events, so that competitor eligibility is not determined by geographic location. Consequently, competitors must be allowed to attend and compete in any Worlds Qualifier.

The Steering Committee coordinating the USDDN World Championships retains the right to impose restrictions upon competitor entry related to matters such as age eligibility requirements, multiple entries, etc. Event Hosts must undertake to enforce these rules for all USDDN World Qualifying Divisions. These restrictions will be communicated to competitors and Event Hosts prior to the competition season.

USDDN contest officials/ Event Hosts reserve the right to change format, competition rules, time allotments, implementation of a cut for final round due to unforeseen or dangerous weather, disaster situations, etc, at their discretion as required for running a successful and safe event. In case a cut is implemented as part of these measures, these rules must be followed:

- In freestyle division, a cut may only occur based on the results from 1st round of freestyle and toss & fetch round. Note: Cuts should always be the exception; relied upon only in extreme situations.
- Event organizers have a responsibility to clearly communicate with the competitors if a cut is going to be implemented.

USDDN Event Hosts, in planning for extremely large events (80 - 100+ teams per qualifying division), can plan for a cut before final rounds of Super Open Freestyle and Super Pro Toss & Fetch. If there is going to be a cut, it must be communicated in advance of the event, preferably at registration; and the cut should not be less than one-third to one-half of the division.

Prop Rule

In both Freestyle and Toss & Fetch rounds, Players must not use props of any kind or treats:

- No costumes are permitted on the dogs including but not limited to capes, dresses, skirts, hats etc.
- Flounces, ruffles, and other similar neckwear are not allowed.
- No Rex specs, doggles or any other eyewear is permitted on the dog unless a letter signed by a veterinarian, describing the dog's eye condition which requires that the dog wears the eyewear due to an eye condition, is submitted in advance to the host of the competition or in the case of Worlds, to the USDDN chairperson.
- Treats cannot be brought onto the competition field before, during or after the competitors Freestyle or Toss & Fetch rounds. Violations of this rule would be considered a violation of the Code of Conduct (Intentionally try to distract other competitors during their competition round.)

Collar clarification:

- Decorative collars or bandanas are permitted provided they do not interfere with the dog's movement or affect the dog's ability to properly see.
- No special training collars may be used, including but not limited to: prong, chain, correctional slip, electronic or head halters.

Players can enter more than one dog in any qualifying competition.

Teams shall consist of one dog and one player. Only one team is allowed to compete, be involved in the routine, at a time during the performance.

Only the competing team and contest officials are allowed on the field during competition.

Any throws that leave the Player's hand before time expires will count towards the team's total score although the actual catch or miss may not be executed until after time has expired.

1.1. Age limits

To compete in a USDDN Super Open Freestyle Qualifier, dogs must be at least 18 months of age (beginning of their 18th month) at the Qualifier.

- A dog must reach 18 months of age within the month in which the qualifying event is held. (Example: if a dog's birthday is 20th May, the dog can compete from 1st May.)

To compete in a USDDN Super Pro Toss & Fetch Qualifier, dogs must be at least 12 months of age (beginning of their 12th month) at the Qualifier.

- A dog must reach 12 months of age within the month in which the qualifying event is held. (example: if a dog's birthday is 20th May the dog can compete from 1st May)

If a dog's birthday is not precisely known, the estimate of age assessed by the dog's veterinarian will be used.

There is no maximum age for a dog.

Player may be any age. Note: Any reference to a Junior Handler in competition is open to players 12 years of age or younger on January 1 of that competition year.

1.2. Hosting an Event

Event Hosts are obliged to enforce the types of restrictions specified in previous sections but are forbidden from enforcing any additional rules that restrict the abilities of handlers, dogs, or teams from potentially competing in a World Qualifier event. Under no circumstances, will hosts be able to exclude a potential competitor from participating because of their club membership status or political affiliation within the sport. Also, event organizers are not able to apply any special eligibility criteria or other discriminatory rules to any sub-set of the disc dog community, except where required by law.

- For example – some countries have banned the exhibition of any dog with cropped ears or docked tail, therefore it would be allowed for an Event Host in that country to restrict competitor entry accordingly.

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.

Event Hosts are obliged to satisfy all relevant legislative requirements banning discriminatory behavior against any person based on criteria including a person's gender and religious beliefs.

Unless they make a commitment to assist in the hands-on running of an event, representatives of the Steering Committee do not have any obligation to attend or volunteer their help at World Qualifier events. When Steering Committee members do decide to attend a World Qualifier event, there is no obligation for the event organizers to pay for the traveling expenses of any individual member of the Steering Committee.

If Hosts are providing a T-Shirt to competitors at registration, they reserve the right to require competitors to wear these T-Shirts, unaltered, logo visible during the performances.

Hosts should clearly communicate with competitors in advance of the event regarding location requirements (i.e. park entry fees), and other competition requirements (i.e. format for freestyle music required by host and deadline for providing same).

Hosts are required to follow the rules for each named division within USDDN guidelines.

1.2.1. Financial Issues

Event Hosts cannot charge an admission fee to spectators who want to watch a World Qualifier event. However, if a World event is part of a broader festival or exhibition then spectators may be required to pay any entry fees that will permit them access into that festival or exhibition to attend the World Qualifier event. Event Hosts cannot however insist that spectators pay an additional fee to specifically watch the World Qualifier event.

In hosting a World Qualifier event, the event organizers retain all income and are responsible for paying all expenses associated with organizing the event. An Event Host is entitled to retain or distribute any surplus generated by hosting a Worlds event, as they decide.

Each Event Host has unrestricted opportunity to secure any sponsors they like for their World Qualifier events, provided that they do not promote the sponsors or allow their sponsors to promote the event in a way that states or implies that a sponsor possesses the naming rights or any form of ownership of the USDDN Worlds Championships Series.

Event Hosts are free to determine the amount, if any, of any prize money that will be made available to competitors at their event.

Event Hosts have a responsibility to advertise their event to potential competitors, providing clear information on the event, site, and means/methods for registration.

Event Hosts are free to charge any event registration fee they like to competitors at the World Qualifier event. Effective 2019, Event Hosts are now responsible for a nominal fee per competitor in Super Open Freestyle & Super Pro Toss & Fetch. The fee schedule can be found on the USDDN Website.

1.2.2. Judges

Only judges that are trained and certified to judge events using the US Disc Dog Judging Criteria can be invited to judge a World Final Series event. The following judge positions need to be filled by the USDDN Event Host:

- *Freestyle Judges: Head/Team Judge, Player Judge, Canine Judge, Execution Judge*
- *Toss & Fetch (Super Open Freestyle Division): Head/Scoring Judge, Far Line Judge, Foul Line Judge.*
- *Super Pro Toss & Fetch: Head/Scoring Judge, Far Line Judge, Bonus Zone Judge and Foul Line Judge.*

THE SCORING AND DECISIONS OF THESE JUDGES WILL BE FINAL AND CANNOT BE OVER-RULED BY EITHER THE EVENT ORGANIZERS OR THE STEERING COMMITTEE.

If Event Hosts are having difficulty obtaining trained and certified judges, they should contact the USDDN Steering Committee for assistance. Event Hosts are also required to identify an Official Timekeeper(s) who will be responsible for keeping time and making rulings regarding timing issues during the event. Additionally, Event Hosts must ensure that the Official Timekeeper has possession of a reliable stopwatch, countdown timer or means of playing the official countdown audio file.

Event Hosts are required to pay the expenses of any visiting Judges who are approved or appointed from the USDDN Steering Committee to judge at a World Qualifier event.

When assigning judges, hosts must follow these limits:

- In Qualifying toss and fetch divisions (Super Pro, and Freestyle Toss & Fetch), the Head Judge cannot compete in the same division they judge. Sideline Judges, Foul Line Judges, and Bonus Zone Judges may compete in the division they judge because the Head Judge has final authority on scoring.
- In freestyle, members of the judging panel (Head or Team Judge, Player Judge, Canine Judge, and Execution Judge) may not compete in the same division they judge.

1.2.3. Dog and Handler Safety and Convenience

If a World Qualifier event is to be held at night or in deteriorating light conditions, there must be adequate lighting so that competitors and dogs can clearly see the discs.

Event Hosts must, within proximity to the competition field, either provide adequate shade for competitors and their dogs or else permit competitors to erect temporary shade cover.

Competitors in World Qualifier events must be given the opportunity to warm up on the event field (without their dog) prior to the competition.

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:

If an interruption occurs during competition that is beyond the control of the competitor (i.e., somebody else's dog on the field), 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.

1.2.4. Field Requirements

The competition field must be flat and free of any obstructions. Clearly visible, dog-safe barriers or obstructions such as plastic cones, flags, or fencing may surround the competition field, deterring spectators from purposely or accidentally encroaching onto the competition field.

The competition field should not be enclosed in a way that restricts dogs from retrieving discs that have been thrown or knocked beyond the barrier designating the competition field.

It is anticipated that World Qualifying events will be conducted on a high-quality grass surface, and there must be no ruts or holes in the field that could pose a safety risk to competing handlers and their dogs. Alternatively, Qualifiers may be held on a high-grade artificial turf that provides adequate cushioning support so that the safety of handlers and dogs is not compromised. The artificial turf must not have a slippery surface and must be firmly secured so that there are no gaps or flaps between the turf rolls that might potentially trip either member of a competing team.

1.2.4.1. FIELD SIZE

The minimum size Field of Play is 30 yards by 50 yards. The maximum size Field of Play size is 30 yards by 60 yards. In addition to this there must be at least 5 yards of over run at each side. See section 3.3 for diagrams.

1.2.5. Event Results And Submissions

1.2.5.1. COMPETITOR ACCESS TO EVENT RESULTS

Event Hosts are required to provide competitors with timely access to their event results following the conclusion of awards.

The USDDN considers completed scoresheets to be an important educational resource that helps competitors understand judging decisions and make informed adjustments for future performances.

Event Hosts must provide access to results using **one or more** of the following methods:

1. Provide competitors with a complete copy of their scoresheet(s), such as through carbonless duplicate forms.
2. Provide a printed or digital report that includes detailed scoring information, including:
 - All Toss & Fetch throws
 - Individual element scores in Freestyle
 - Any penalties assessed.
 - This report may be provided as a summary document covering all teams.
3. Allow competitors to photograph their scoresheets for personal records.

1.2.5.2. SUBMISSION OF EVENT RESULTS AND FEES TO USDDN

Event Hosts are required to **submit all event results in full** to the USDDN Championship Series Coordinator using the forms and email address listed on the USDDN website: <https://usddn.com/forms/> .

Required submissions include:

- USDDN Results Emails form
- Super Open Freestyle Scoring Workbook

- Super Pro Toss & Fetch Scoring Workbook.
- Fees sent for Super Open and Super Pro divisions

Timely and complete submission of event results is essential. Delays negatively affect:

- USDDN's organizational reputation
- USDDN's judges' reputation
- The accuracy of qualification tracking, including alternates and auxiliary placements
- The ability of the Championship Series Coordinator and Worlds Hosts to issue accurate invitations.

Enforcement and Non-Compliance:

- If Event Hosts do not submit their results within ten (10) calendar days, they will receive 1 written warning.
- Event Hosts will have an additional seven (7) calendar days from that warning to submit their results.
- If are still not submitted after this period, public notice of the omission may be posted on the USDDN website and official social media channels.
- Event Hosts who repeatedly fail to submit results and fees on time may be denied the opportunity to host future Qualifying events.

1.3. Player's responsibility

Prior to competition, players must read and sign, without altering, the competition Registration Form, which contains a liability waiver and publicity release.

Dogs must always be kept on leash, 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. Practicing teams must be out of range of the competition area and spectators so that competing teams are not distracted.

Players are responsible for the safety and welfare of their dogs at USDDN competitions. Players and/or owners or their agents are expected to properly supervise and maintain control over their canines.

1.4. Discs

The USDDN Steering Committee has approved eleven manufacturers' discs for the competition series which are:

- | | | |
|--------------------------------------|-------------------------|-----------------------|
| • Wham-O, Inc. | • DogStar | • Lattitude 64 |
| • Discovering the World (DTW) | • Mamadisc | • WirbelWind |
| • The Innova Hero discs | • J-disc | • Funny Disc |
| • Hyperflite, Inc. | • Frisbee Escape | |

For a full list of approved discs please read a List of USDDN approved discs (see Appendix 1)

Dogs of all sizes are allowed to use any disc from the approved list.

Teams can use up to a maximum of ten (10) discs during a freestyle routine and one (1) disc for Toss & Fetch round. Player cannot mix discs of different weight classes or different diameter discs within the same round.

1.5. Inappropriate behavior consequences

Boisterous challenges, abusive language, or other inappropriate or unsportsmanlike behavior, whether directed at contest officials or not, may result in the contestant being disqualified from that competition or further competitions.

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*
- *aggressive player behavior*

1.6 Complaints

Only complaints against violation of technical parameters, such as not meeting the minimum standards and requirements for USDDN Events (as defined in this document) and the like, may be referred to the USDDN Steering Committee.

Judges have total discretion for determining scores, and their decisions will not be subject to any review or appeal. No complaints related to scoring will be accepted. The scoring and decisions of the judges is final and cannot be over-ruled by either the Event Organizers or the Steering Committee. No score – no matter if it's T&F, Execution, Canine, Player or Team score – will be recalculated or changed once the judge has decided.

The only issue that can be reviewed by the tournament judges onsite during an event is if a judge makes a timing error where the competitor did not receive their allotted time.

1.7 Qualifying Teams

The USDDN SC invites the Top 4 new teams from each Qualifier from around the world in two separate divisions – Super Open Freestyle & Super-Pro Toss & Fetch. At each qualifier 3 Alternate teams will be identified that *may* be invited to attend Worlds in the event a Qualifying team cannot attend. **Please see Appendix 6** for instructions on how to determine USDDN Placements and qualifier status.

A competitor can try to Qualify with as many dogs as they want, but they can only compete at Worlds with 1 dog per division. Similarly, multiple handlers may attempt to qualify with the same dog, but a dog may only compete with 1 Handler per division at Worlds.

A competitor that qualifies for Worlds with multiple dogs must identify which dog they will compete with at the Players meeting on event day.

2. Judges' liability and responsibility

IN GENERAL:

- USDDN Judges are the USDDN representatives at the competition and they should behave as such.
- Judges are the guarantee that the competition will be held in compliance with the USDDN rules. They should always make sure that the field is appropriate, safe and that it fits to USDDN field requirements. If the field doesn't comply with the requirements, they have the authority to delay the competition until the problem is fixed.
- Judges perform their job without any biases. When judging, the judges should be fully focused on their respective element or discipline. It's unacceptable for judges to engage in any other activity that may interfere with the judging.
- Judges must remain impartial and must not compete in the qualifying division they judge.
 - In Qualifying toss and fetch divisions (Super Pro, and Freestyle Toss & Fetch), the Head Judge cannot compete in the same division they judge. Sideline Judges, Foul Line Judges, and Bonus Zone Judges may compete in the division they judge because the Head Judge has final authority on scoring.
 - In freestyle, members of the judging panel (Head or Team Judge, Player Judge, Canine Judge, and Execution Judge) may not compete in the same division they judge.
- Every judge gives scores for their respective elements only. It's inappropriate for a judge change another judges' scores.
- Judges have the authority to immediately, without any warning, disqualify a team that violates the Code of Conduct, or any other rule related to an appropriate behavior.

- Head Judges may stop a round if they reasonably believe the dog is injured and needs further assessment. Other judges should refer issues to the head judge when they arise.

HEAD JUDGE (Freestyle &/or Toss & Fetch):

- A Head Judge administers judges' meeting. It's necessary for the head judge to make sure that all other judges and judging assistants are well familiarized with their job on the field during the competition.
- A Head Judge is responsible for the correctness of the results. The organizer, if asked, must allow the Head Judge to check the scores and results, where necessary to compare them with original scoresheets.

3. Toss & Fetch Rules

Teams competing in Toss & Fetch formats will receive a **90 second round** to compete. During a team's round, the team is allowed an **unlimited number of attempts/throws** with a single disc in play, but only the BEST FIVE catches will count towards the teams' score.

The USDDN Toss & Fetch format encourages competitors to focus on good technique for each throw (only the best 5 throws count). Small dogs, big dogs, fast dogs, all breeds of dogs have the same playing field. The USDDN Toss & Fetch format is the one format where a dog of any size, shape and breed has the ability and can reach a perfect score.

The team must be behind the throwing line (Foul Line) for time to begin. **Time will begin the instant the dog crosses the throwing line.** A **player** can move about the field freely after the disc is thrown but **must return behind the same throwing line to perform every throw.** It's not possible to change throwing line once the time starts.

If the disc has left the thrower's hand before time is called, the throw will be scored if caught. The dog must only be behind the throwing line on the first throw.

A **Foot Fault** is when a competitor **steps on or over the Foul Line** at any time during a throw. A throw will not count (and be called as a foot fault) if the thrower steps **on or over** the throwing Foul Line during the release of the disc. If a Foot Fault happens that one throw's catch does **NOT** count towards the ending score. Such a throw is recorded as FF in the scoresheet.

3.1 Discs

Teams must have only one (1) disc in play for Toss & Fetch round.

Player cannot mix discs of different weight classes or different diameter discs. If a competitor is found to have mixed the sizes or weight class of discs in a single round, in Toss & Fetch formats there will be a one (1) point penalty applied per throw made. However, the application of this rule cannot result in a score lower than zero.

Note: A penalty assessed for mixing discs is separate from any Canine Endangerment penalties.

3.1.1 Disc exchange

Competitors are allowed to change discs during their round 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. **At any time** during their 90 seconds a thrower may inform the Line Judge that they will be exchanging discs, if they have planned ahead and provided discs from the same weight/size class to the Foul Line Judge before they started.

Players have total discretion for deciding if such disc exchanges will take place. The disc does not have to be damaged and they are allowed to change discs as often as they want, but the **time does not stop** during this exchange. To exercise this option a **player must walk over and hand the disc** that they have been using – the in-play disc – to the Foul Line Judge before taking hold of their replacement disc. The Foul Line judge is not allowed to bring a replacement disc or even throw it to the competitor.

3.2 Toss & Fetch Countdown

The countdown is the same for all divisions and formats of Toss & Fetch and it is a bit different from a countdown for Freestyle. Remaining time is announced in this way: **60 seconds, 30 seconds, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 and Time. Time Ends at the "T" in Time.** An automated timer audio file is available on the USDDN Website for Event Hosts.

Note: If utilizing manual timing at the Foul Line, with the exception of the announcement of times, the timekeeper should remain quiet and not provide any distraction to the handler or dog.

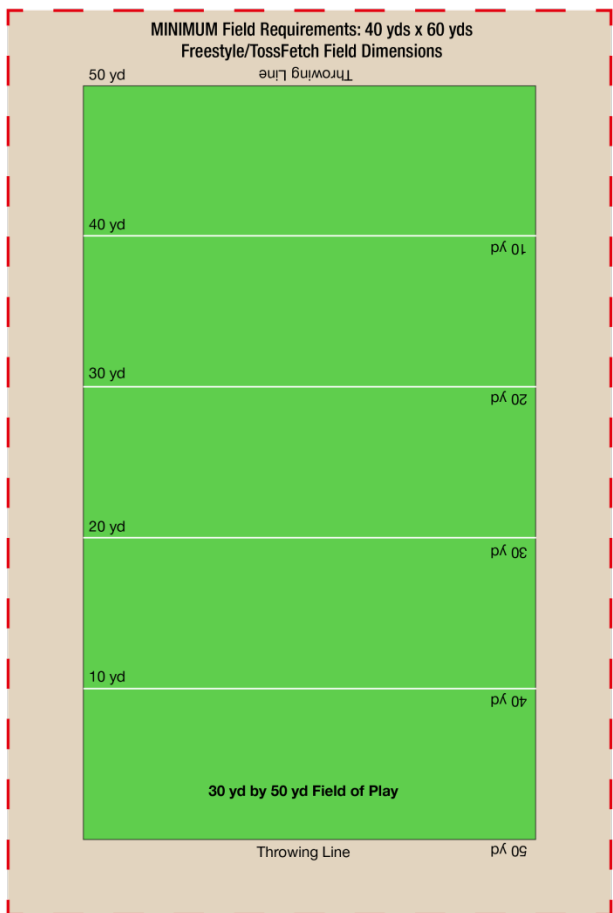
3.3 Toss & Fetch Field

(SEE PICTURES BELOW)

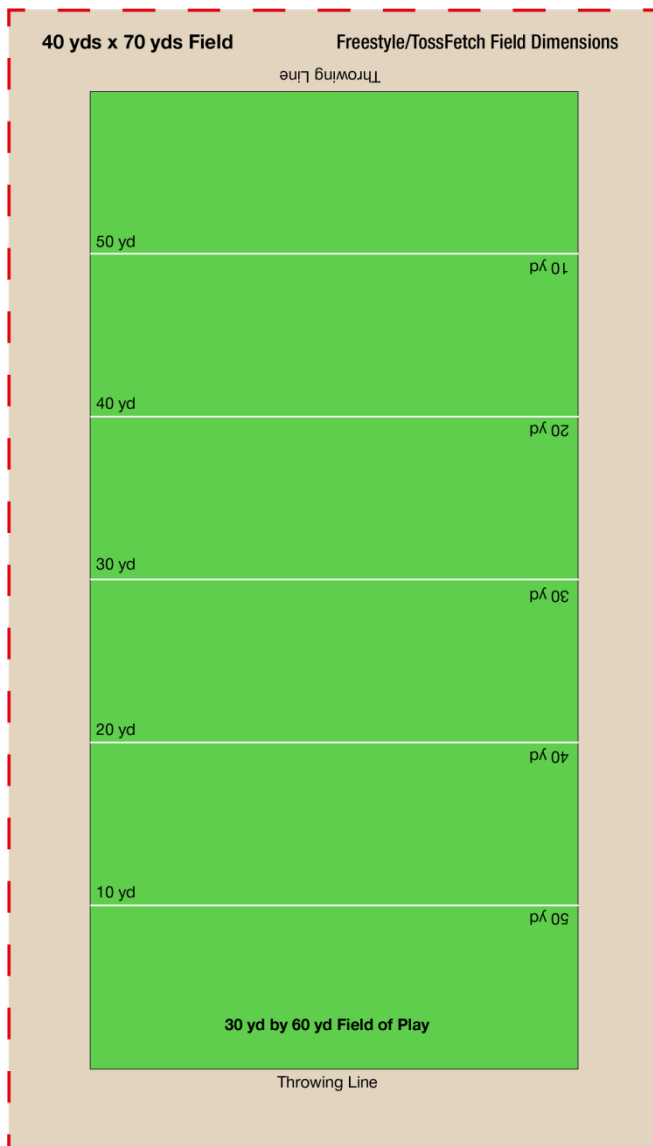
The minimum size requirement for Field of Play (green area in diagrams below) is 30 yards by 50 yards. The maximum size requirement for Field of Play is 30 yards by 60 yards. In addition to this there must be 5 yards of over run (the tan area in the diagrams below) at each side. A field is divided into scoring zones by horizontal lines 10 yards apart.

A team can choose to start from either side of the field. This decision must be made before the team's round has started.

Minimum field size



Maximum field size



3.4 Toss & Fetch Scoring

When a dog makes a catch, it is scored where the dog lands with their trailing paw (the paw nearest 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. The maximum score per throw is 4.5 and therefore the maximum total score a team may earn in Toss & Fetch is 22.5 (5 catches x 4.5 points)

A catch occurs when the dog has control of the disc in its mouth, with the mouth closed on the disc. If the disc touches the ground during the landing and the dog drops it as a result, the catch still counts.

Each scoring zone starts on the yardage line and ends to the beginning of the next line. If a dog lands on any of the 10-40 yards lines with their trailing paw, then **“on the line”= the next zone.**

If a dog has **any** foot on the ground during a catch it is scored as a normal catch and does **NOT** receive the ½ point bonus. A mid-air catch is called when the dog breaks stride or visibly leaps with all four paws off the ground in an obvious leaping motion (a break stride – a shifting jump). **There must be visible air between the dog paws and the ground.** If there is any question if it is up or down, then it is called down.

A catch must be made within the field’s 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. **Out of Bounds** is defined as a dog catching a disc with all four paws OUTSIDE the left or right sidelines. Such a catch is in the scoresheet recorded as OB.

3.4.1 Fouling/Soiling the Field

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 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.

Note: A penalty assessed for soiling the field is separate from any Canine Endangerment penalties.

3.5 Toss & Fetch Judging Crew

The **Head Toss & Fetch Judge** is the Scoring Judge and, according to the USDDN Judging Certification Program (see Appendix 4), must be at least Level 1 as well as all other line judges. The Scoring Judge has over riding and presiding rulings on all calls related to (Super-Pro) Toss & Fetch divisions.

The Far Line Judge or any other volunteer, staff, or competitor will **NOT** make any physical calls unless solicited by the Head Judge. The Far Line Judge will only make visible **hand signal calls when solicited by the Scoring Judge.** The Far Line Judge is one of the most important members of the (Super-Pro) Toss & Fetch judging team as such they need to pay attention and be the second set of eyes and ears on that field.

The Scoring Judge has total discretion for determining scores, and their decisions will not be subject to review or appeal.

3.6 Toss & Fetch Tie breaker

Tied Scores in any stand-alone Toss & Fetch divisions (Pro, Novice, Junior, or Super Pro Toss & Fetch) that impact final podium placements or Qualifier status, are broken by a “sudden death throw-off”. A throw-off consists of each team tied making 1 throw and the winner will be the one with the highest point catch. If the teams tie again, then the prior throw-off points are discarded and the throw-off continues until there is a winning team scoring the highest individual points in one of the throw-offs heats (throw-off scores are not cumulative).

In a situation where only 2 teams are tied, a disc or coin is flipped to decide which team chooses the order of tied teams to start the throw off heat. The order will remain the same through each subsequent heat. If there are more than 2 teams tied for the same placement, a method that allows for the random selection of the players to choose throwing order should be utilized, such as drawing names from a hat.

3.7 Super-Pro Toss & Fetch Format

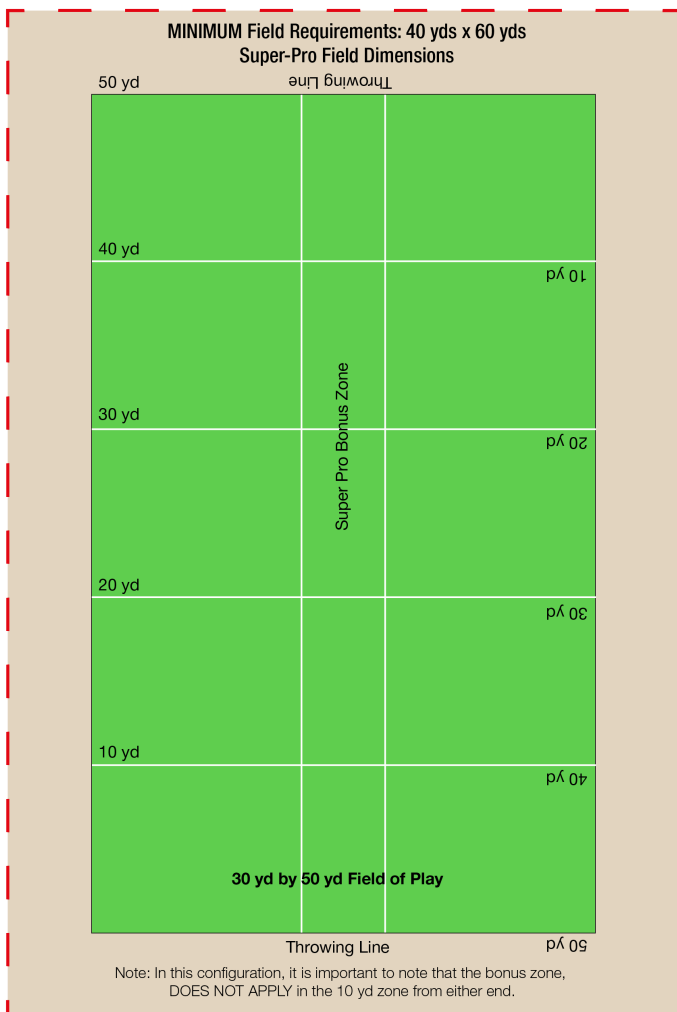
All rules defined for Toss & Fetch are valid also for Super-Pro Toss & Fetch, but there are some rules specific to Super Pro.

3.7.1 Super-Pro Toss & Fetch Field

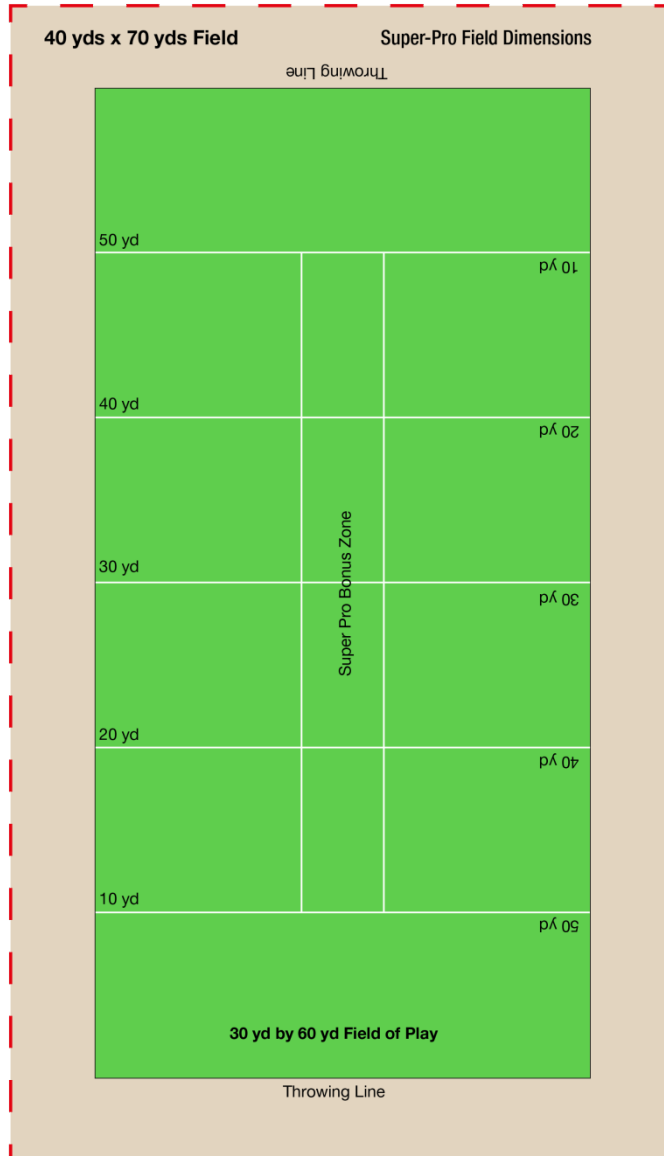
(see pictures below)

In addition to the general Toss & Fetch field requirements, in Super-Pro Toss & Fetch there is a 5 yard wide Bonus Zone which runs in the middle of the field from the 10 yard line to the 50 yard line.

Minimum field size



Maximum field size



3.7.2 Super Pro Toss & Fetch Scoring

Scoring remains the same as defined in section 3.4 with the addition of Bonus Zone points. When a dog catches a disc with any single foot landing in the in or on the line of the Bonus Zone the team will earn an additional ½ point more. The Bonus Zone ENDS at the 50 yard line, therefore a catch made with all paws beyond the 50 Yard line is not eligible for Bonus Zone points.

The maximum score per catch is 5 points (an air catch, in bonus zone between 40 & 50 yards) and therefore a maximum score per round is 25 points (5 catches x 5 points).

3.7.3 Super-Pro Toss & Fetch Judging crew

In addition to all Toss & Fetch judges specified in section 3.5 Toss & Fetch Judging Crew, there is a Bonus Zone Judge.

4. Freestyle Rules

Worlds Division (Qualifier) Freestyle teams are 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. Scoring begins when the music starts. **Players must complete a minimum of 90 seconds of routine to receive a score.**

Contestants should provide their own music to the Event Host in the requested format.

If there are two rounds of Freestyle played during a competition, then each Freestyle round will be multiplied by 1.5 to keep the approximate ratio of 85% Freestyle and 15% Toss & Fetch ending score. (85/15% is based on perfect scores in freestyle & toss & fetch)

If only one round of Freestyle is played during a competition, then that Freestyle will be multiplied by 3 to keep the approximate ratio 85% Freestyle and 15% Toss & Fetch ending score.

4.1 Discs

Teams can use up to a maximum of ten (10) discs during a freestyle routine. If a Player takes more than 10 discs out onto the field and it is not noticed before the Player begins then the Team will be penalized one (1) point per extra disc, before any multiplier or total.

Player **cannot mix discs of different weight classes or different diameter discs** within the same round. If a competitor is found to have mixed the sizes or weight class of discs in a single round, a five (5) point penalty will be applied in Freestyle before the multiplier.

4.2 Freestyle Countdown

There is a small difference in countdown for Freestyle as only 10 seconds are announced and then time. No continuous countdown from 10 to zero as in T&F. Announced times are: **60 seconds, 30 seconds, 10 seconds and Time. Time ends at the "T" in Time.** An automated timer audio file is available on the USDDN website for Event Hosts.

4.3 Freestyle Field

The minimum size Field of Play is 30 yards by 50 yards. The maximum Field of Play size is 30 yards by 60 yards. In addition to this there must be 5 yards of over run at each side.

4.4 Freestyle Judging Crew

The Judging Crew for any USDDN division of Freestyle competition shall consist of four people with one person assigned to judge each of the four scoring categories:

- Canine
- Team
- Player
- Execution

The **Head Freestyle Judge** is the Team Element Judge. The Head Judge has over-riding and presiding rulings on all calls on their respective fields and their divisions.

According to the USDDN Judging Certification Program (see Appendix 4), a Head Judge must be at least a Level 3. Other Freestyle judges must be at least a **Level 2**. The only judge that is not required to be qualified is the Execution Judge; however, it is recommended that the Execution judge be certified judge.

4.5 Freestyle Scoring

Innovation is scored in each of the respective judging elements. Each Judge will assign a score out of 10 using up to hundredths of a point variations, so that the maximum possible score for a competing team will be 40 points:

- The Canine Judge will allocate scores up to 2.50 for each of the four Canine Sub-Elements. The Total Canine Score will be the total of the four sub-elements.
- The Player Judge will allocate scores up to 2.50 for each of the four Player Sub-Elements. The Total Player Score will be the total of the four sub-elements.
- The Team Judge will allocate scores up to 2.50 for each of the seven (7) Team Sub-Elements. The Total Team Score will be the total of the best four (4) sub-elements only.
- The Execution Judge will calculate the Catch-Throw ratio for the team and multiply it by 10.00 to derive the Total Execution Score. There must be a minimum of 18 throws during a routine or the number 18 will be used at the total number of throws to calculate the execution score. To be counted as a throw or intended roller (and a possible catch) the disc must be released from the player's hand before the dog attempts the catch. Consequently, takes shall not be counted as either a throw or a possible catch in calculating the execution score. Only discs intended for the dog to catch are counted in the Execution calculation.
 - **A catch occurs when the dog has control of the disc in its mouth, with the mouth closed on the disc. If the disc touches the ground during the landing and the dog drops it as a result, the catch still counts.**

THE FOLLOWING TABLE SHOWS THE MAXIMUM SCORES A TEAM CAN ACHIEVE USING THE USDDN FREESTYLE RULES:

Canine Elements			
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
			Total Canine Score = 10.00
Player Elements			
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
			Total Player Score = 10.00
Team Elements		(Only the best 4 of the following 7 sub-elements score)	
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	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws in rapid succession.	2.50
12	Dog Catch	The team performs 2 different dog catch tricks : The player catches the canine by placing the disc(s) in flight.	2.50
13	Team Movement	The team demonstrates coordinated (rhythmic) team movement i.e. spin together, weave under legs, dog stall, etc.	2.50
14	Passing Segment	The team performs 2 tricks consisting of 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 whereby the dogs catch discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. Circle Outrun segments 1)____ 2)____ 3)____ 4)____ Zig-Zag segments 1)____ 2)____ 3)____ 4)____	2.50
			Total Team Score = 10.00
Execution		Execution Score = ____ Catches / ____ Throws x 10 =	
		18 Minimum Throws (Each round of Freestyle is multiplied by 1.5 if 2 rounds of Freestyle)	
			TOTAL SCORE (Before Deductions) = 40.00

The Judges have total discretion for determining their scores, and their decisions will not be subject to any review or appeal.

4.5.1 Fouling/Soiling the Field

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. Judges will give points for what they have seen till the accident but in addition to forfeiting the remainder of their time, **a five (5) point penalty will be deducted** from their total score before any multiplier. However, the application of this rule cannot result in a score lower than zero. Teams can continue to next round(s).

Note: A penalty assessed for soiling the field is separate from any Canine Endangerment penalties.

4.5.2 Canine Endangerment Rule

To promote the safe training and handling of disc dogs, the USDDN has implemented canine endangerment rules 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

A minimum of two (2) out of the four (4) Freestyle Judges must agree to invoke the minimum penalty deduction and a minimum of three (3) out of the four (4) Freestyle Judges must agree to invoke the maximum penalty deduction to ensure that one of the defined penalty events has occurred and penalty is warranted.

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.

Deductions for crashes are related to throws close to the player's body, especially during vaults, overs, flips and such, which are most often caused directly by the player's mistake. If a dog has bad landing while catching at distance, where the dog usually has time to adjust their movement, it should be scored down in the appropriate elements and not as a penalty, such as in the Canine element (Athleticism) and/or Player element (Release Diversity) and possibly in Team element (for example, if it happens during Zig-zag or Circle due to poor disc placement then it will influence the Directional Distance Movement score)

Teams that incur six (6) or more Canine Endangerment deduction points in one day will be disqualified for the remainder of the competition.

4.6 Freestyle Tie breaker

If there is a tie after all the calculations are made in a freestyle and Toss & Fetch formatted tournament and deduction and the multiplier applied, the tie breaker rule will be to add all the 7 team sub-elements together (from both rounds, where applicable) and manually recalculate the Grand Total to determine the winner.

5. Freestyle Judging Tips and Explanations

When judging by the USDDN Freestyle Criteria **it is important for a judge to remember that (s)he will be judging one element**, and to concentrate on that one element 100 %.

All four elements – Canine, Player, Team and Execution – are independent from each other and the scores can and will differ. For example, if a team has an experienced player and an inexperienced canine then you can usually expect the player's score to be higher than the canine's. If you have a talented canine and the player is either not experienced, not well organized, not innovative, repeats tricks, has no or little difficulty, does not use the field well, or does not have smooth transitions, the canine's score will usually be higher than the player's.

If the canine and player do not demonstrate the team sub-elements in a smooth, seamless, and confident manner then the team sub-element should reflect a lower score.

5.1 CANINE

There are four sub-elements in Canine element:

- **Prey Drive (PD)**
- **Retrieval (R)**
- **Athleticism (AT)**
- **Grip (G)**

USDDN Canine Judge should take into consideration dog's breed dispositions, to ensure that dogs of different breeds have similar chances and are not penalized for their breed's characteristics.

As a judge, you don't give a score for a dog's potential, but for what you have seen on the field during a team's performance. Canine's score doesn't always reflect how good a dog really is, but rather how well was the dog shown by the player. **A dog should not receive very high points in each category, unless a player has adequately challenged the dog.** If you have a super dog that has all great qualities, but a player is using easy throws, the dog cannot receive the highest points.

It often happens that a dog, consistent in Toss & Fetch, will lose their catching consistency (and height of leap) at first when they start freestyle. This is because the dog can no longer anticipate the disc's flight patterns or is not used to catching discs with a different spin. So, that is why release diversity is important when challenging and highlighting a dog's skills in a freestyle routine.

If a canine does not demonstrate retrieving at different levels or misses a very high percentage of throws the dog may be scored down in all four canine sub-elements. It depends if the canine lost focus and missed the disc (Prey Drive), did not track well (Retrieval), leaped too early (Retrieval or Athleticism), or just did not grip the disc during a catch (Grip).

Prey Drive:

"During the entire routine consistent focus and concentration must be sustained."

If a canine loses focus in the routine at any time the canine is judged lower in the prey drive. If the dog tries hard to catch every throw, even if the throw is low and fast, tries to catch a disc after tapping it, the dog will get higher prey drive score. A fast retrieve can be also a sign of a good prey drive.

To the contrary, if the dog slows down during the routine the prey drive score should be lowered. However, the Canine Judge must be able to recognize the difference between a low drive dog that slows down because of lack of interest and a dog with good drive that changes pace according to the routine's demands.

If a canine has too much drive, has time to bite and damage the disc the canine score may be lowered in Prey Drive or Grip. **However, a canine displaying lack of focus (or looks off the field and star gazes) is scored lower than a canine with too much drive chewing on the disc.**

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, handing them to the player).”

If a canine does not demonstrate retrieving at different levels, then the dog cannot receive the maximum score for Retrieval. If the dog repeatedly refuses to drop a disc the score is lowered.

Score for this sub-element also reflects how well a dog can “read” the disc. If a dog misses very high percentage of throws because the dog doesn’t track the disc well, has bad timing during leaping catches etc., then the dog is scored lower.

The retrieval score is raised if a team has an innovative retrieval such as, where dogs must decide where to bring the disc - to the person’s hand, like a mid-air exchange of discs, jumping retrieve or so on; or at their feet, like a mid-run drop as they pass through the players legs during a passing sequence.

Athleticism:

“The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.”

This is a sub-element where all dog’s physical abilities are scored, not only jumping ability. The dog’s speed, body-awareness and overall agility are judged in this sub-element. Consequently, if a dog performs tricks that shows their good body control (e.g. foot stall, leg stall, back stall) the dog’s athleticism score should be increased.

A canine’s jumping athleticism is **not judged on how high** the dog jumps, **but on how well** they leap with control **in relationship to their breed ability**. You can tell if a canine has control of their leap if they feel comfortable in the air. You can tell if a canine is not comfortable in the air (and will not score well in athleticism no matter how high the dog jumps) if their body sways, swings from side to side, lands on one hind foot, or even worse yet crashes on any landing. A dog with a well-controlled leap displays the three elements of a leap: a sound push off, controlled air-time, and a sound landing. Dogs of different breed, size, and temperament, leap with varying degrees of finesse during the push off, airtime and landing but they all must have complete control during all three stages of the leap.

A player that excessively vaults their canine in disproportionate heights or numbers may ultimately lower their release diversity score by the Player Judge and vaults score by the Team Judge. If the canine is not landing well it will lower the canine’s athleticism score or possibly incur canine endangerment penalties. Poor throw timing and disc placement may result in unsuccessful leaping and consequently a lower score in this sub-element.

The dog is also judged in athleticism for Flips as being one kind of Leap (with a push off, air time and landing). The Canine Judge also looks to see if the dog flips both directions or not, and/or whether those Flips are of equal value in both directions.

The dog is judged in athleticism in four different kinds of leaps, standing leaps, running leaps, flipping leaps, and vaulting leaps. Not all four kinds of leaps are necessary, but show versatility if a dog displays multiple types. However, a **safe and soft landing is necessary in any type of leap**.

Grip:

“Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.”

In general, good grip is when the dog shows no hesitation right before and during catching and reliably catches all types of throws throughout the whole routine. A dog with good grip is able to consistently catch throws with both clockwise (e.g. right handed backhand) and counterclockwise spin (e.g. right handed sidearm). Displaying the ability to catch a variety of throws with different spin as well as their upside-down versions can also help to get increase their score.

Examples bad/poor grip that should result in the lowering of the grip score: 1.) if the dog has a disc in the mouth but doesn’t catch it; 2.) if the dog is holding the disc so softly that it repeatedly falls out of the dog’s mouth on the way back; 3.) if the dog chews the disc or rolls it into his mouth (i.e. “Taco’s” the disc).

Tapping a disc back to the player (intentionally) or catching a various butterfly throws in unique ways would be an innovation and can increase this sub-element.

A grip “style” is partly related to a breed disposition so a Canine Judge should bear this in mind when giving points.

5.2 PLAYER

There are four sub-elements in Player sub-element:

- **Field Presentation (FP)**
- **Release Diversity (RD)**
- **Disc Management (DM)**
- **Rhythmic Team (RT)**

A player's innovation can be scored in any of the four sub-elements depending on if the innovation was a trick (Release Diversity), transitional movement (Rhythmic Team), field movement (Field Presentation), or disc management. **A player that has a higher degree of difficulty and innovation, even if they have a lower execution percentage, will usually score higher in the player sub-elements than a person with lower difficulty and a better execution percentage.**

Field Presentation:

"The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions."

This is where a Player has the freedom to create field movements around the field to play to the crowd or the judges with a variety of different lengths of throws. It is also how the competitor presents themselves on the field.

A player must have a planned field movement around the field, for themselves and the dog, with short, medium, and long throws. Common movements are: moving from down the field to up the field, in a large circle, in a diamond, in a square, or up **and** down the field with smooth movement. Players may show Innovation in field movement, too.

Look for players that just perform straight throws from one end to the other or in a circle and end up standing in the center of one circle; this is not good field movement because the dog is displaying field movement not the player. Also watch for players that tend to stay in a small area (usually in front of the judges) and move their dog around them – they tend to leave the area to pick up discs but move back to that area to perform the next segment – this is also poor field presentation.

The field movement is scored throughout the entire routine not just in one segment.

Release Diversity:

"A diversity of throws must be demonstrated by the player with variations in the grip and release, including a minimum of 3 different releases."

Grip: a way how the disc is held in a player's hand – sidearm grip, backhand grip, wrist flip grip, staker grip, etc...

Release: a way how the disc is thrown or a "position" from which a disc is thrown – behind the back, under the leg, from their knees or from their back on the ground, brushes with the hands, arms or feet etc.

Blind release: *A blind release is a throw that is released from a position that the dog did not see the disc at its release point along the player's body. Yet, the dog must anticipate where the disc's flight is supposed to be for their catch.*

Note: Adding blind releases to a routine can increase both the canine's (a dog should be able to "read" such a type of throw) and the team's (e.g. blind releases in zig-zag) score.

This is where competitors have the freedom to be creative on their throws, releases, and other tricks. A player must demonstrate at a minimum 3 different releases with different grips to receive a good score. How well the player scores in this sub-element doesn't depend only on the number of different throws but also on their quality. If the player uses various throws but with not enough spin, bad timing and/or wrong placement, the Release diversity score should not be high. Especially, if those bad throws put the dog into dangerous situations.

All tricks that are not covered in other categories within these Player Elements are scored here. An innovative team would score well in this category.

Any trick, throw or release that is repeated more than twice without any variation, unless in a multiple segment, may lower the release diversity score. So, the third time a trick is repeated with no variation the trick is scored down.

If a player is excessively vaulting in height or quantity, you can adjust the competitor's score down in Release Diversity.

Rhythmic Team:

“Transitional movement must be designed with smooth transitions between maneuvers and segments.”

This is a great sub-element to add innovated transitional movements with smooth transitions between maneuvers and segments to increase chances of a better score. This is one sub-element that can add professionalism to a routine adding spins or squats after a dog flip, or spin before a segment leading into the next segment. An example of a great transitional move is where the player rolls and the dog leaps over the person in mid roll.

A player that does not move from trick to trick, segment to segment, or transition well between them will lower their rhythmic team score. Watch for an inexperienced player to be too worried or focused on transitional movements when they have not mastered the throws or releases yet. A good player can utilize transitional movements to redirect their dog to make seamless adjustments for wind before a maneuver or segment.

This is also where some showmanship can be scored if added in a transitional move.

Disc Management:

“Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.”

As there is a limit of 10 discs, it's necessary for a player to plan how to use them during a routine so that there are no breaks in flow – that is Disc Management.

Good Disc Management is when the player has still enough discs for next segment without disrupting a flow of the routine. It's also important that the player can perform segments with various number of discs and throws during the whole routine.

An inexperienced player may be still picking up discs while the dog is standing around or following them or they may only have so called a “two disc” routine. This is where a team, once in the middle of their routine, only ends up with throwing segments with two or three discs because the rest are all scattered around the field.

The players should use all the discs that they brought to the field. It happens sometimes that the player forgets to use some of the discs in the field, which is a sign of poorly planned Disc Management, for example: they place a stack of 3 discs on the field at the start of the round, and never use them in the routine.

Also watch for a player who is running across the field to collect as many discs as possible and then drop some of them, because they realize they don't need them for the upcoming segment. However, picking up the discs they need while moving closer to discs that remain on the ground that they will need to next segment is good disc management.

A player that does not seamlessly release and replace all discs without breaks will lower their disc management score. If a player only does tricks in groups of four then throws a fifth one all the time without some variation (or one that does not vary their groups of throws) will receive a lower score. A player that stands around and waits for their canine to return and does not move well may lower three different scores, their disc management, field presentation, and rhythmic team.

The Disc Management sub-element is significantly related to the Field presentation sub-element: If the Player doesn't use much of the field, then there is no need for skilled Disc Management to have discs at hand. On the other hand, a Player who is moving a lot and is using also long throws during the routine will have to be more skilled in disc management to have enough discs for next segments.

5.3 TEAM ELEMENTS

In USDDN rules, there are 7 team sub-elements (but only the best 4 count towards team total score):

- **Two Different Overs,**
- **Two Different Vaults,**
- **Multiple Segment,**
- **2 different dog catches,**
- **Team Movement,**
- **Passing Segment,**
- **Directional Distance Movements Segment (Circling or Zig-Zag or similar movements)**

Scoring of these sub-elements is based on safety, difficulty, originality, accuracy and fluency. That's why a difficult trick with a miss can be scored higher than an easy one with a catch. However, a dangerous trick, even though difficult or original, shouldn't be scored very high. Innovation is scored in each respective sub-element. The team sub-elements are a guideline and were created by watching several world finals routines over many years and 98% of the world finalists had 5 out of the 7 sub-elements.

In Team sub-elements a team must accomplish at least 4 out of the 7 sub-elements to have a chance for a full team score. If a player only attempts 3 out of the 7 then they get scored in only the 3 sub-elements. If a player attempts 4, 5, 6, or all 7 then the four highest are calculated as part of the final score. It is always better for a competitor to attempt as many of the 7 sub-elements as they can because they will get scored on all attempts to meet the criteria. And the points for all 7 Team sub-elements are used as a Freestyle tie breaker when there are teams with the same total scores.

Remember, that a team must only perform 4 out of the 7 sub-elements, so that gives them plenty of freedom to be innovative and to create a routine that fits well to the player and the dog. Teams are not "required" to perform Overs or Vaults if that is not safe for the human or the dog. Some of these elements can be accomplished at the same time (see Passing), therefore it is not difficult to meet at least the minimum elements.

If a team performs a new/different trick that would not clearly be scored in any of the seven team sub-elements, then it would be scored in the Team Movement sub-element by the Team Judge.

Scoring is dependent on how well the team displayed the sub-element. Only Team Elements with a disc obviously in the air/being thrown can be scored well. Team Elements performed with a Take or an "almost take" are scored low as very simple attempts – for example a shuffle for multiples where the player is basically shoving the disc in the dog's mouth or a vault where the dog is catching the disc an inch from the player's hand. The only exception is "mouth-take" in a Dog Catch (though this is a move that is rarely seen anymore).

In any element and their sub-elements, if a competitor repeats (for instance, overs, vaults, multiples, directional distance movement) because they did not like the previous ones **all** the attempts will be scored. So, if they did two lower quality vaults and then decided to do two more the two lower quality vaults will bring down the two good vaults score. The rule of thumb is **quality is better than quantity**.

A judge scores every sub-element and every obvious attempt that the team performs during their routine. If a team does not meet all the requirements of an element or sub-element, they will still receive a score based on what they did perform.

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."

Only tricks where the dog is **catching or trying to catch a disc** while jumping over some part of the player are scored as overs. A jump the player's body part without a disc in play is judged as a Team Movement. A jumping retrieve over the player's leg can be scored by the Team Judge as Team Movement and by Canine Judge in Retrieval but it's not an over.

Teams earn points even if they perform only one (1) over or the same over twice, as it's counted as an attempt to meet the sub-element's criteria. However, in such cases, they cannot get full score in this sub-element, even if that one over was excellent. **Two (2) different overs are minimum to have a chance of getting high points**. A team that performs 2 different overs with different stances and throws with medium to high difficulty should receive a better score than a team that performs 4 overs that are very simple, even if they 4 were better executed.

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."

The dog uses the player's body as a launch pad to jump for a disc. The dog must land on the ground to get scored in vaults. If the player catches the dog during the jump, it's scored as a Dog Catch. If the dog is not using any part of the player's body to launch to catch the disc, but is catching the disc BEFORE touching the player, it is not a vault. It should be considered under Team Movement.

Same as with overs: teams are scored in vaults even if they perform only one (1) vault, but they can't get full score in this sub-element, even if that one vault was excellent.

The use of vaults, which employ the thrower's body as a launching pad, should be tempered with consideration for the dog's welfare. If a player is vaulting the dog in excessive heights or quantities, you should adjust the competitor's score for vaults down. On average if a team is performing 3-5 vaults at safe heights, different releases, and different stance positions that would be great. If a competitor does not vary the releases, stance positions, and especially pushes the dog to excessive heights or quantity the competitor **WILL** be scored down.

Passing:

"Consecutive throws where the dog passes close to the player at least twice in a straight line."

In a successful passing segment, the dog passes close to the player's body at least twice in row while going to catch a disc. In Passing segments with longer throws, it's important that the dog truly passes close to the player's body, otherwise it's not a successful Passing segment. When passing the player's body, the dog should run in a straight line. However, during the rest of the passing a straight line is not necessary.

The dog can catch the disc at a distance after passing the player, but **the distance is not necessary**. For example, a segment flip-through-flip-through is also counted as a Passing. Overs can also be scored as both in the passing sub-elements long as the pass is completed twice in a row, for example – dog completes an over, turns and completes a 2nd over; or a segment with a through to flip to an over, to a vault – the through/flip and over are the 2 passing segment components.

Dog Catch:

"The team performs 2 different dog catch tricks: The player catches the canine by placing disc(s) in flight."

A player catches the dog while the dog is catching a flying disc – it should be obvious that the disc is in the air before the dog catches it. The only exception is a **mouth-take dog catch** which is in Team scored as a successful/complete dog catch (which is not true for any other team sub-element performed with a take). But it's not counted in the Execution as throw, catch or miss.

Clarification of "player catches": the player completely stops the dog's motion, preventing the dog from landing on the ground or makes sufficient contact with the dog to significantly delay their landing or physically redirects the dog's direction/landing.

As with overs, only tricks where the dog is catching or trying to catch a disc are scored as a Dog Catch. If a dog only jumps into the player's arms with a disc already in their mouth, it can be scored in Canine sub-element Retrieval and in Team Movement, but not in Dog Catch.

A dog catch from a vault is scored as a Dog Catch only. Catching/landing of the dog in the players arms, or on the player's back or chest or similar, is also scored as a Dog Catch.

Multiple:

"One multiple segment with a minimum of three consecutive throws in rapid succession."

A multiple segment is any three discs thrown in rapid succession. This can be a variety of multiples like shuffling/juggling with the dog, flips, or three discs thrown to a distance one after each other **if they are rapid**. The SC agreed that Flips would count in the Multiple Sub-Element and the Canine Athleticism Sub-Element. Flips would count as a Multiple if the person displayed a minimum of three consecutive Flips in rapid succession.

Multiples do not have to be performed close to the player's body and the dog does not have to stay at one spot during the multiple.

Increasing the number of multiple throws (example - more than 5), increasing the number of easy multiples or repeating multiples in the routine does may increase a team's execution score, but it should reflect negatively in Multiple score (and possibly also in the Player's score in Release Diversity).

Team Movement:

“Team movement coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.”

It is a coordinated movement performed simultaneously by both a player and a dog. Typical examples are simultaneous spins of a dog and a player, weaving through player’s legs or more static forms like various stalls – backstall, footstall etc. All these tricks should be performed in a smooth, fluent way to be scored well.

Team Movement does not require a disc be directly involved. An innovative move without a disc is scored in the Team Movement, for example, touching/lifting the dog that is jumping over the player. Any innovative move that does not clearly fit in any of the team sub-elements would be scored here by the Team Judge.

If the team’s performance fits into the music, it’s also scored as a Team Movement.

Directional Distance Movement:

“The team performs tricks consisting of at least 4 consecutive throws whereby the dogs catch discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like.”

A key point of this sub-element is a **distance between the player and the dog**. But distance is not the only focus, accuracy is very important, too. During Directional Distance Movement, the dog should move from disc to disc without going back to the player and this should be performed in a fluent manner. There is no exact distance stated, but at least five (5) yards between the player and the dog are recommended.

The distance between the player and the dog doesn’t have to be constant during the whole Directional Distance Movement segment. The player can send the dog further with each throw; or they can start the dog from further away and draw them closer to the player with each throw, but in that case, it is important that the dog doesn’t get too close to the player by the end of the segment. The segment does not have to be performed “in front” of the handler, it can be performed behind or to the side of the handler (still at a distance). Blind throws, where the dog cannot see the disc being thrown or where the handler cannot see the dog, can be a higher difficulty trick.

Zig-Zag: The dog must turn at least 90 degrees after each throw to count as a zig-zag, but 180 degrees is even harder for the dog and will be scored as more difficult. It should be obvious that a dog is performing learned pattern, not only chasing discs thrown to the left and to the right.

Around the world: To score a circling movement as a Directional Distance Movement, it doesn’t have to be a full circle. If a team is performing running circling movement, it’s still the distance between the player and the dog that is very important in this sub-element. If a player does a big running circle, but the player and the dog are too close to each other, it’s not a Directional Distance Movement. It should be obvious that a dog is performing a learned pattern.

Passing and Zig-Zags or Circling can’t be scored together. As Passing requires the dog to pass close to the handler, Zig-Zags as well as Circling are at a distance from the handler. Moreover, Circling movement lacks those straight lines that are necessary in Passing.

5.4 EXECUTION:

Execution Score is simply the exact ratio of the team’s catches and misses. Execution score is counted as a total number of catches divided by a total number of throws. The result is then multiplied by 10 to get the final execution score:

Execution score = catches / throws (min. 18) x 10

For Super Open Freestyle, USDDN requires a minimum number of 18 throws in a Freestyle routine. That minimum is not required in Division II freestyle. If there are less, then 18 throws than the execution judge will place an 18 in the throw column and use that number to get the exact execution score.

Only the throws that are thrown to the dog (intended for the dog) will be scored in execution. A disc thrown for the dog must be caught by a dog to be counted as a catch. If the dog doesn’t catch it, then it’s a miss no matter what else happens – even if the disc is caught by the player. On the other hand, if a player does a trick with a disc where the dog is not supposed to catch it – for example juggling – and a disc falls, it’s not scored in Execution as a throw or a miss (It’s a job for a Player Judge).

One disc equals one throw. If a player throws more discs at once to a dog the Execution judge counts as many throws and catches/misses as there are discs thrown. It doesn’t matter whether these discs fly separately or are stuck together.

Intentional rollers count in Execution as regular throws.

Takes are not counted in Execution as a throw, catch or miss. It must be obvious that the disc is in the air when the dog is catching it. If it's not and the execution judge can't be sure, then it's considered to be a take.

5.5 SCORING EXAMPLES

- Nothing, no effort, no attempt then the score is 0 (usually an option for Team Judge only. All sub-elements in Canine and Player are always present to a certain degree)
- A simple and/or not very successful attempt with not much effort will receive at the maximum 0.5 point out of 2.5. An example of a simple attempt are team tricks like vaults or dog catches performed with (almost) takes (except of mouth-take dog catch).
- If a team attempts any sub-element with some fair effort, they will usually receive a 0.5 – 1.2 score.
- If a player attempts, makes, or misses any sub-element with good effort they will usually receive 1.2 – 1.6.
- If a player attempts and makes any sub-element with good success and difficulty, they will usually receive 1.6 – 1.9.
- If a player attempts and makes any sub-element with very good success and difficulty, they will usually receive 1.9 - 2.2.
- If a player attempts and make a sub-element with great success and difficulty, they should receive 2.2 - 2.5.
- If a player makes a perfect sub-element with excellent success and difficulty and could not have done better than they should receive 2.5.
- Imagine in the routine you just watched all four sub-categories were equal and you wanted to give over 96% in that element of a maximum score is 10.00 pts. You would give, i.e. 2.4 in each sub-element when multiplied by the 4 sub-elements = 9.60 out of 10.00 pts or (96%) in that Element.

THERE IS A GUIDELINE:

- >> **2.40 X 4 = 96% = (9.60 out of 10 points) "A+" Superior**
2.30 to 2.5 score
- >> **2.25 X 4 = 90% = (9.00 out of 10 points) "A" Excellent**
2.01 to 2.29 score
- >> **2.00 X 4 = 80% = (8.00 out of 10 points) "B" Above Average**
1.76 to 2.00 score
- >> **1.75 X 4 = 70% (7.00 out of 10 points) "C" Average**
1.51 to 1.75 score
- >> **1.50 X 4 = 60% (6.00 out of 10 points) "D" Below Average**
1.0 to 1.5 score
- >> **0.99 X 4 = 40% (4.00 out of 10 points) "D -" Below Average**
0.50 to 0.99 score

If you want to score Canine, Player, or Team element an average of 80% out of 10 possible points in the element that you are judging you can imagine that 2.00 is the score that you would want to give them in each sub-element. For instance, if the canine excelled in Athleticism, above that 2.00, you could give 2.0 in each of the other sub-elements and then just increase the Athleticism score to 2.26 or whatever you want.

Freestyle counts 85% of the ending score and Toss & Fetch counts 15% of the ending score.

Important note: *The smaller the differences between teams in Canine, Player and Team scores are the bigger the influence of Execution and Toss & Fetch score is. It's necessary that Canine, Player, and Team Judges use as much from the 0.01 – 2.5 point scale as possible to ensure that there are significant differences in scores between very good teams, average teams, and below-average teams so that teams with good freestyle rounds are not easily beaten by those who have only simple routines with high catch/drop ratio and good Toss & Fetch.*

The following scale has also been used by some Team & Player USDDN judges to help differentiate scores from "letter grade" to a numerical value:

Letter Grade	Range		Difficulty Level	Completion?
C-	0.00	0.25	Low	No
C	0.26	0.50	Low	Partial
C+	0.51	0.75	Low	Yes
B-	0.76	1.00	Average	No
B	1.01	1.25	Average	Partial
B+	1.26	1.50	Average	Yes
A-	1.51	1.75	High	No
A	1.76	2.00	High	Partial
A+	2.01	2.25	High	Yes
A++	2.26	2.50	High/Exceptional	Exceptionally

6. USDDN Divisions and Formats

6.1 Freestyle Divisions

6.1.1 Super Open Freestyle Division

This is a Worlds Qualifying Division

Worlds Division competitors use the USDDN Judging Criteria for Freestyle and the USDDN Judging Criteria for Toss and Fetch developed by the Steering Committee:

- **90 seconds in Toss & Fetch**
- **two 120 Seconds rounds of Freestyle**
- **winners are calculated by multiplying both freestyle scores by 1.5, after any deductions, and adding the Toss & Fetch Score**

In the **Super Open Freestyle Division**, the competitors will start in **random draw order**. The competition order will remain the same for the first 2 rounds of competition and in **reverse order of score from lowest score to highest score for the last round of freestyle**.

Normally, all teams compete in all 3 rounds of competition.

USDDN World Finals for Super Open Freestyle – As of the 2011 season, all teams competing at USDDN Worlds compete in 3 rounds spread over the weekend. All competitors start with a zero score at Worlds; competitor placement at Qualifiers is used only to create the order for the random draw at Worlds.

If any additional days are added to the World Finals event, the USDDN reserves the right to go back to a former format in which the top scoring competitors from Semi-Finals move onto Finals. In that case, the Semi-Finals will utilize a random draw order for the first Freestyle round and Toss Fetch. For the second round of Freestyle, a reverse to first order will be used. For the Finals round, the starting order will be reverse to first based on the Semi-Finals totals. The same order will be used for round 1 and toss fetch. Round 2 will be a reverse to first based on Finals round 1 + Toss & Fetch results.

6.1.2 Division II Freestyle

This is a non-qualifying Division. All USDDN freestyle judging rules apply with exceptions detailed below.

Division II competitors can be any team that is not attempting to qualify for USDDN Worlds and use the USDDN Judging Criteria for Freestyle and the USDDN Judging Criteria for Toss & Fetch developed by the Steering Committee.

- **90 seconds in Toss & Fetch**
- **one 90 seconds round of Freestyle**
- **winners are calculated by multiplying the Freestyle score by 3 and adding the Toss & Fetch score.**

Competitors must complete at least 60 seconds of freestyle routine in order to receive a score.

Running order for Division II competitors may either utilize a random draw or be assigned their order of competition based upon their order of registration. The competition running order will remain the same for both rounds of competition.

At USDDN World Finals, this division is open to all handlers that have NOT qualified for Super Open Freestyle. Handlers may enter multiple dogs in this division.

6.2 Toss & Fetch (Stand-alone) Divisions

6.2.1 Super-Pro Toss & Fetch Division

This is a Worlds Qualifying Division

Worlds Division competitors use the USDDN Judging Criteria for Super-Pro Toss & Fetch developed by the Steering Committee:

- **2 rounds of Super-Pro Toss & Fetch**
- **winners are calculated by adding scores from both rounds together.**

In the **Super-Pro Toss & Fetch Division**, the competitors will start in **random draw order** and will change to **reverse order of score from lowest score to highest score for the last round of Super-Pro Toss & Fetch**. This same methodology will be followed at USDDN World Finals for Super Pro Toss & Fetch.

Normally, all teams compete in both rounds of competition.

6.2.2 Pro Toss & Fetch

This is a non-qualifying division.

Pro Toss & Fetch competitors use the USDDN Judging criteria for Toss & Fetch OR USDDN Judging Criteria for Super-Pro Toss & Fetch depending on hosts choice:

- **2 rounds of Toss & Fetch**
- **winners are calculated by adding scores from both rounds together.**

Running orders for Pro Toss & Fetch, may either utilize a random draw or be assigned their order of competition based on their order of registration. The competition running order may remain the same for both rounds of competition.

Normally, all teams compete in 2 rounds of competition.

At USDDN World Finals, this division is opened to all teams regardless of their qualifier status in Super Pro Toss & Fetch.

6.2.3 Junior Toss & Fetch

This is a non-qualifying division.

Junior Toss & Fetch competitors use the USDDN Judging criteria for Toss & Fetch OR USDDN Judging Criteria for Super-Pro Toss & Fetch depending on hosts choice:

- **2 rounds of Toss & Fetch**
- **winners are calculated by adding scores from both rounds together.**

Junior Handlers are 12 years of age or younger on January 1 of that competition year.

Running orders for Junior Toss & Fetch, may either utilize a random draw or be assigned their order of competition based on their order of registration. The competition running order may remain the same for both rounds of competition.

Normally, all teams compete in 2 rounds of competition.

At USDDN World Finals, this division is opened to all teams regardless of their qualifier status in Super Pro Toss & Fetch.

Appendixes

Appendix 1: List of USDDN Approved Discs

Appendix 2: USDDN Judging Worksheets

Appendix 3: USDDN Judging Certification Program

Appendix 4: USDDN Toss & Fetch Field Scheme

Appendix 5: USDDN Super Pro Toss & Fetch Field Scheme

Appendix 6: Instructions for Determining USDDN Placements

**Appendix 7: Competitor Invitations to USDDN World
Championships**

Appendix 1: List of USDDN Approved Discs

The USDDN Steering Committee set forth Size/Weight class distinctions in discs.

Players can use any of the approved discs; HOWEVER, players may NOT mix disc sizes and weights in a single round. For example, competitors cannot compete with a EuroBlend & standard Fastback in the same Round; competitors cannot use standard fastbacks and Jawz in the same round; and competitors cannot combine Pup size discs with any larger discs.

The USDDN SC requires, in both Toss & Fetch and Freestyle Formats, the use of the discs specified below. A competitor may not mix discs within any single round of competition - all discs must be the same size and weight class. If a competitor is found to have mixed the sizes or weight class of discs in a single round, a five (5) point penalty will be applied in Freestyle before the multiplier and in Toss & Fetch formats there will be a one (1) point penalty applied per throw made. However, the application of this rule cannot result in a score lower than zero. Important note: a penalty assessed for mixing discs is separate from any Canine Endangerment penalties.

Discs by Size/Weight Class:

“Standard Large Discs”: Between 9 - 9.5 Inches in Diameter & Less Than 115 grams

- Wham-O: Fastback Standard, Flex & Super Flex
- Innova Hero 235's: AIR, Xtra and SuperAero
- Mamadis: Light, Medium
- FrisbeeEscape: The Rocket & The Addict
- DTW: Chomper Standard, Flex & SuperFlex
- DogStar: Standard and Crusher
- WirbelWind Maxi
- Hyperflite Z-Disc Competition Standard

“Standard Medium Discs”: Between 8.5 to 8.75 Inches in Diameter & Less Than 115 grams

- Innova Hero 215's: Sonic, Super Sonic, Sonic Xtra
- J-discs: No. 1, No. 2, No. 3, No. 4, No. 5
- Funny Disc
- Hyperflite: K-10 Competition Standard, Frostbite, UV & Midnight Sun
- K9-Disc Model C-SBD

“Heavy Large Discs”: Between 9 - 9.5 Inches in Diameter & between 130 grams and 150 grams

- Wham-O: Eurablend
- DogStar: Crusher Heavy & Crusher T-Rex
- Hyperflite Z-Disc: Hyperflex, Jaws & XComp
- Innova Hero 235's: SuperHero, SuperStars, SuperSwirls
- Lattitude 64 Bite
-

“Heavy Medium Discs”: Between 8.5 to 8.75 Inches in Diameter & between 130 grams and 150 grams

- Hyperflite Jawz (All variants of Jawz - HyperFlex, XComp, Standard)
- K9-Disc Model C-HBR

“Small Dog Discs”: Between 6.25 and 7 Inches in Diameter and between 40 grams and 90 grams

- Innova Hero: Pup 160's and Atom 185
- Lattitude 64 Bite
- Funny Disc Small
- Hyperflite Pup: Jawz, Frostbite, Competition Standard
- WirbelWind Mini

Appendix 2: USDDN Freestyle Format Judges Worksheets

CANINE JUDGE WORKSHEET

SUPER OPEN FREESTYLE/ DIVISION II FREESTYLE

Competitor:			
Canine Elements (Freestyle-based on 0.01 to 2.50 scale per sub-element (1/100 pt. scale) totaling up to 10pts per Element)		Round 1	Round 2
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 discs, while demonstrating a variety of retrieval options (dropping discs away from player, at the players feet, handing them to 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 catching a disc, the canine must exhibit consistent commitment with adequate focus.		
Judges' Comments:		Total	
		Execution	

Competitor:			
Canine Elements (Freestyle-based on 0.01 to 2.50 scale per sub-element (1/100 pt. scale) totaling up to 10pts per Element)		Round 1	Round 2
Prey Drive	During the entire routine consistent focus and concentration must be sustained		
Retrieval	The dog's ability to track, chase, and catch discs, while demonstrating a variety of retrieval options (dropping discs away from player, at the players feet, handing them to player)		
Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running flipping and/or vaulting maneuvers		
Grip	Before, during and after the moment of catching a disc, the canine must exhibit consistent commitment with adequate focus.		
Judges' Comments:		Total	
		Execution	

Competitor:			
Canine Elements (Freestyle-based on 0.01 to 2.50 scale per sub-element (1/100 pt. scale) totaling up to 10pts per Element)		Round 1	Round 2
Prey Drive	During the entire routine consistent focus and concentration must be sustained		
Retrieval	The dog's ability to track, chase, and catch discs, while demonstrating a variety of retrieval options (dropping discs away from player, at the players feet, handing them to player)		
Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running flipping and/or vaulting maneuvers		
Grip	Before, during and after the moment of catching a disc, the canine must exhibit consistent commitment with adequate focus.		
Judges' Comments:		Total	
		Execution	

PLAYER JUDGE WORKSHEET

SUPER OPEN FREESTYLE/ DIVISION II FREESTYLE

Competitor:			
Player Elements (Freestyle-based on 0.01 to 2.50 scale per sub-element (1/100 pt. scale) totaling up to 10pts per Element)		Round 1	Round 2
Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions.		
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.		
Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.		
Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.		
Judges' Comments:		Total	
		Execution	

Competitor:			
Player Elements (Freestyle-based on 0.01 to 2.50 scale per sub-element (1/100 pt. scale) totaling up to 10pts per Element)		Round 1	Round 2
Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions.		
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.		
Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.		
Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.		
Judges' Comments:		Total	
		Execution	

Competitor:			
Player Elements (Freestyle-based on 0.01 to 2.50 scale per sub-element (1/100 pt. scale) totaling up to 10pts per Element)		Round 1	Round 2
Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions.		
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.		
Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.		
Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.		
Judges' Comments:		Total	
		Execution	

TEAM JUDGE WORKSHEET

SUPER OPEN FREESTYLE/ DIVISION II FREESTYLE

Competitor:			Round 1	Round 2
Team Elements (Freestyle-based on 0.01 to 2.50 scale per sub-element (1/100 pt. scale) totaling up to 10pts per Element) Only Top 4 Scores Count in Final Score				
1. 2 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. 2 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			
3. Multiple Segment	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws in rapid succession.			
4. Dog Catch	The team performs 2 different dog catch tricks : The player catches the canine by placing the disc(s) in flight.			
5. Team Movement	The team demonstrates coordinated (rhythmic) team movement i.e. spin together, weave under legs, dog stall, etc.			
6. 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.			
7. Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws whereby the dogs catch discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. Circle Outrun segments 1) ___ 2) ___ 3) ___ 4) ___ Zig-Zag segments 1) 2) 3) 4)			
Judges' Comments:		Total		
		Execution		
		<i>Mark Catches with a √ Misses an X</i>		

Competitor:			Round 1	Round 2
Team Elements (Freestyle-based on 0.01 to 2.50 scale per sub-element (1/100 pt. scale) totaling up to 10pts per Element) Only Top 4 Scores Count in Final Score				
2 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 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			
Multiple Segment	The team performs 1 multiple trick: a trick consisting of a minimum of three consecutive throws in rapid succession.			
Dog Catch	The team performs 2 different dog catch tricks: The player catches the canine by placing the disc(s) in flight.			
Team Movement	The team demonstrates coordinated (rhythmic) team movement i.e. spin together, weave under legs, dog stall, etc.			
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.			
Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws whereby the dogs catch discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. Circle Outrun segments 1) ___ 2) ___ 3) ___ 4) ___ Zig-Zag segments 1) 2) 3) 4)			
Judges' Comments:		Total		
		Execution		
		<i>Mark Catches with a √ Misses an X</i>		

EXECUTION JUDGE WORKSHEET

SUPER OPEN FREESTYLE/ DIVISION II FREESTYLE

Team	Round	Misses	Catches	Total Throws	Catch%
	1				
	2				
	1				
	2				
	1				
	2				
	1				
	2				

Appendix 3: USDDN Judging Certification Program

Level 1 USDDN Judge

Approved for Format:	Toss & Fetch (Both Toss & Fetch & Super Pro Toss & Fetch)
Approved for Roles:	Foul Line Judge, Field Judge, Scoring Judge, Timekeeper, Field setup
Level Prerequisites:	None
Judging Experience:	None required to take exam.
OR Competitor Experience:	None required to take exam.
Mentoring Recommendation:	Judges that have little to no competition or judging experience, should be judging assistants (shadow judges) for at least 2 competitions.
Test Score Required:	Pass Toss & Fetch exam with an 90% or better.

Level 2 USDDN Judge

Approved for Format:	Toss & Fetch & Freestyle
Approved for Roles:	All Level 1 Roles, plus: Canine Judge, Player Judge, Execution Judge
Level Prerequisites:	Level 1 Judge** (<i>see notes below</i>)
Judging Experience:	Have at least 6 months experience judging Canine disc (T&F and Freestyle) in other recognized disc formats.
OR Competitor Experience:	Must have competed in Canine freestyle for at least 2 years.
Mentoring Recommendation:	Freestyle judges new to the USDDN format should be judging assistants (shadow judges) for at least 2 competitions.
Test Score Required:	Pass Freestyle exam with an overall score of 85% or better – no section of the exam can have a score less than 80% .

Level 3 USDDN Judge

Approved for Format:	Toss & Fetch & Freestyle
Approved for Roles:	All level 1 & level 2 roles, plus: Head/Team Judge
Level Prerequisites:	Level 1 Judge** (<i>see notes below</i>)
Judging Experience:	Must have at least 5 years of Canine Freestyle judging experience.
OR Competitor Experience:	Must have at least 5 years of competitive Canine Freestyle disc experience.
Mentoring Recommendation:	Freestyle judges new to the USDDN format should be judging assistants (shadow judges) for at least 2 competitions
Test Score Required:	Pass Freestyle exam with an overall score of 90% or better – no section of the exam can have a score less than 85% .

Effective January 2026, the USDDN will retire the Level 4 Judge designation. Existing Level 4 judges will maintain their status until the end of their current certification period.

Level 4 USDDN Judge

Approved for Format:	Toss & Fetch & Freestyle
Approved for Roles:	All Level 1, 2 and 3 roles, plus: Trainer in USDDN Judging Criteria.
Prerequisites:	Level 3 Judge (2 years minimum).
Recommended Judging Experience:	Must have 7 years of Freestyle judging (all formats) <i>including</i> the minimum 2 years as a USDDN Level 3 judge.
OR Recommended Competitor Experience	Must have at least 7 years of competitive Canine Freestyle disc experience.
Toss & Fetch Exam	Must pass exam with a score of 98% or better.
Test Score Required:	Pass exam with a 98% or better – no section of the exam can score less than 95% .

Notes:

- **You do not need to become a Level 1 judge before advancing to Level 2 or Level 3.** You may take both the Toss & Fetch exam *and* the Freestyle exam during the same exam period and immediately qualify for Level 2 or Level 3, as long as you meet the experience and scoring requirements.
 - If you only take the Level 1 exam during an exam period,** you may take the Freestyle exam in another exam period **within the same calendar year** without retaking Toss & Fetch. Once the calendar year ends, you must retake **both** exams to level up.
- Leveling up from Level 2 to Level 3 is not automatic.** Time alone does not advance your certification. You must retake **both** the Toss & Fetch and Freestyle exams to move from Level 2 to Level 3.
- All exams are open book and completed online.** Testers are given ample time to complete the exams, and may use online translation tools (such as Google Translate) if needed, as the exams are written in English.

Effective May 2024 – All USDDN Judges will be required to recertify their USDDN judging status every 5 years.

As of January 1, 2026, all “legacy” USDDN judges that did not complete recertification have been removed from the Global Judges List. All certified USDDN judges have received a certificate with their current level, effective date and expiration date.

Any judge that wants to level up (from Level 1 to 2 or Level 2 to 3) before their recertification date, may request to do so. Their new “certified” date will restart the clock on their certification period. For example, a judge that was a level 1 with an expiration date of December 31, 2029, takes the exams and certifies as a Level 2 on May 10, 2026, their new certification expiration date is December 31, 2031

Quarterly Testing Periods for Legacy Judges:

**** There will be a strict limit of no more than 40 testers in a single test period. ****

Yearly Judge Exam Session:

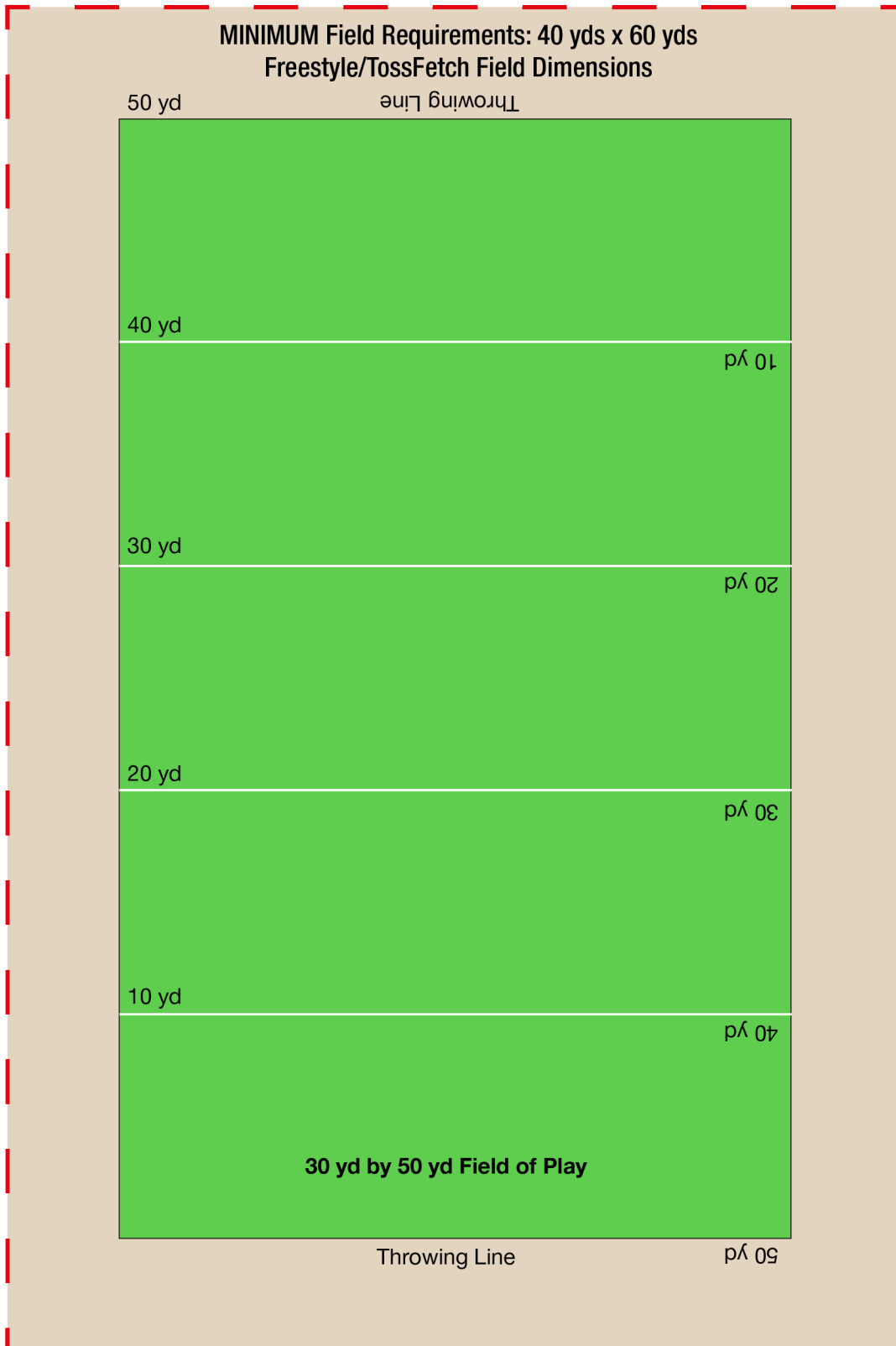
Session	Registration closes by:
1 – January 1 - 10	December 22.
2 – February 1 - 10	January 25
3 – May 1 - 10	April 25
4 – September 15 – 25.	September 1

Certification Expiration Schedule

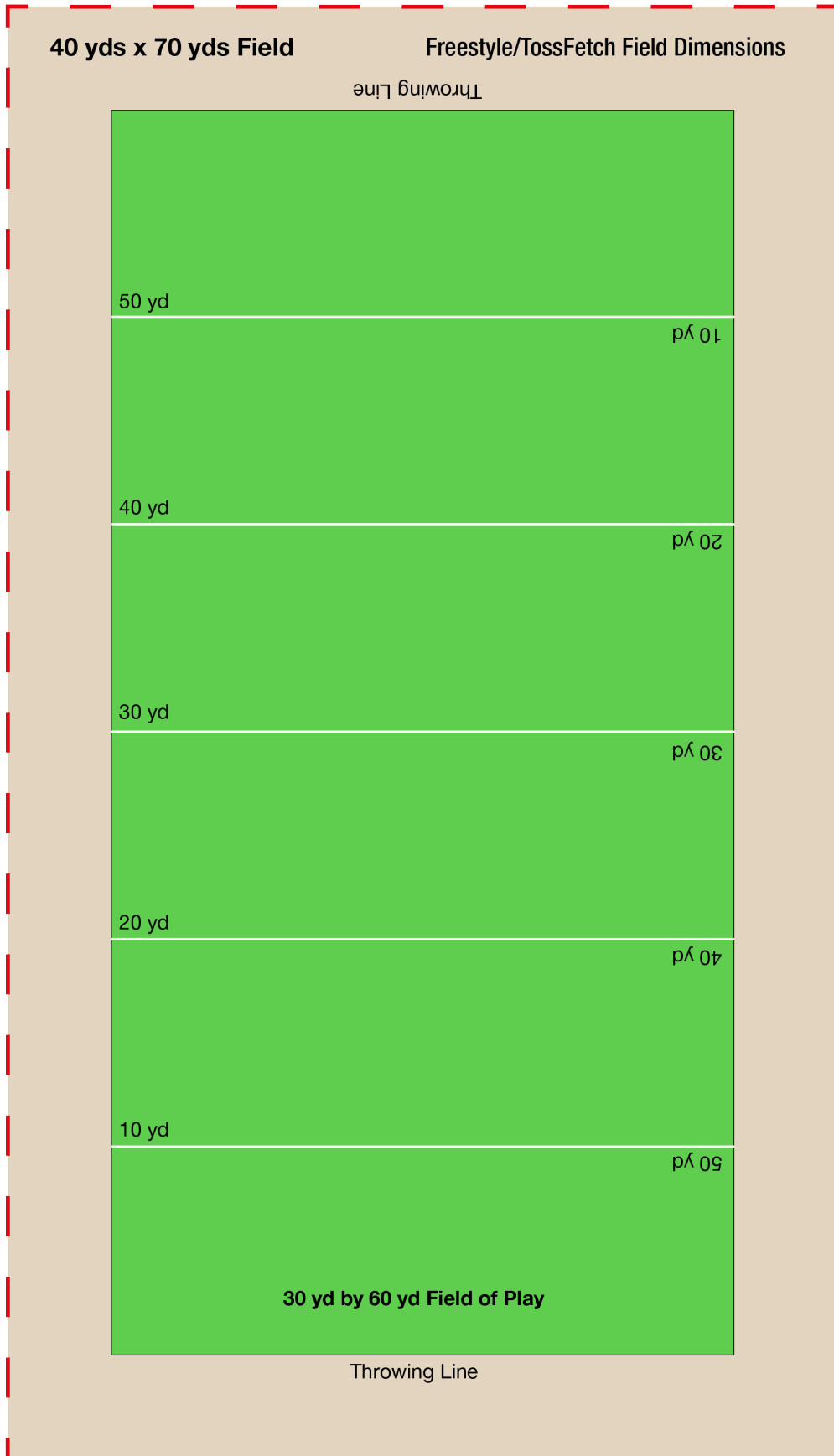
December 31, 2026 – all judges certified in 2021	December 31, 2030 – all judges certified in 2025
December 31, 2027 – all judges certified in 2022	December 31, 2031 – all judges certified in 2026.
December 31, 2028 – all judges certified in 2023	December 31, 2032 – all judges certified in 2027
December 31, 2029 – all judges certified in 2024.	December 31, 2033 – all judges certified in 2028

Appendix 4: USDDN Toss & Fetch Field Scheme

Minimum field size

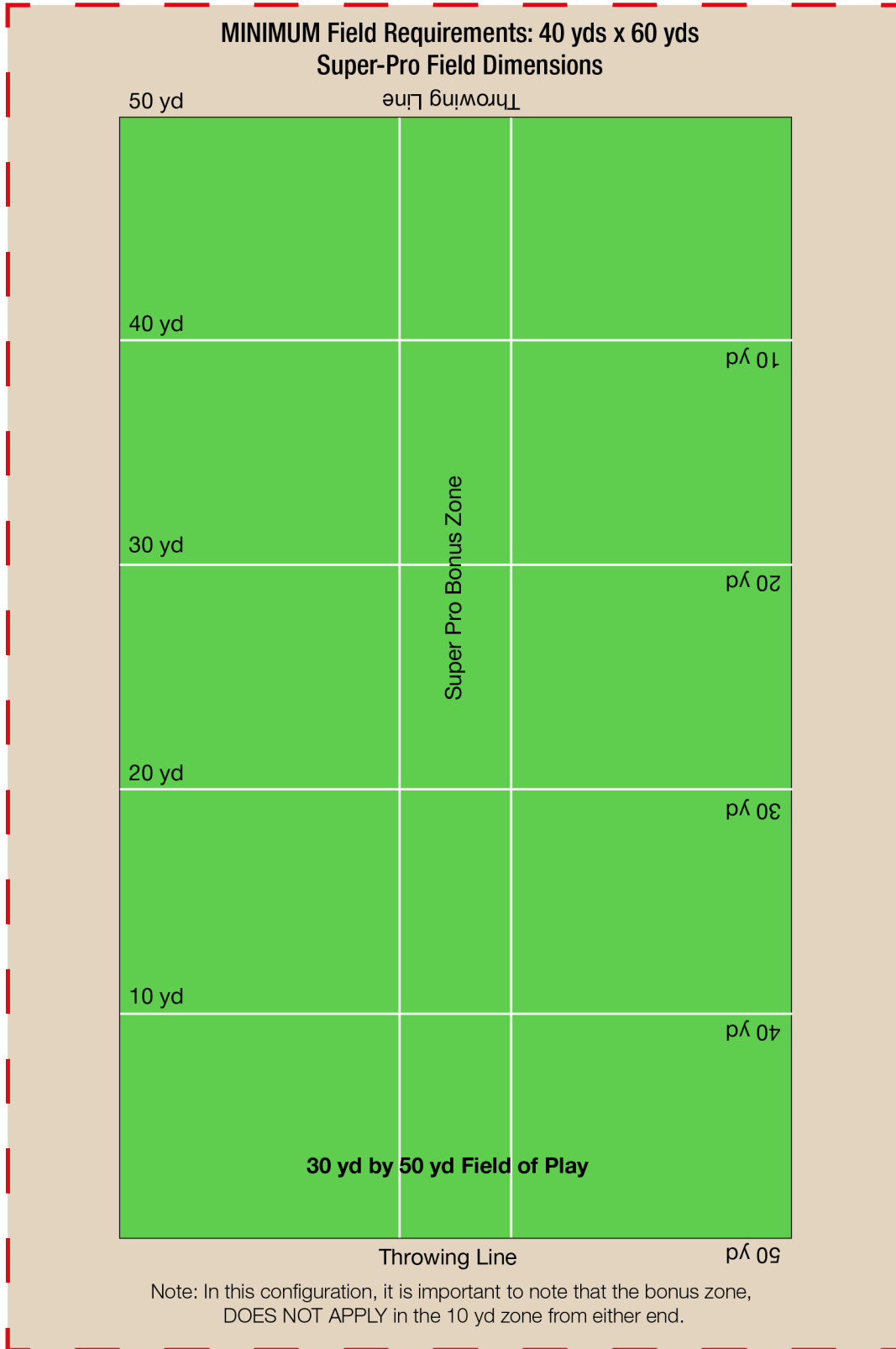


Maximum field size



Appendix 5: USDDN Super-Pro Toss & Fetch Field Scheme

Minimum field size



Appendix 6: Instructions for Determining USDDN Placements

The USDDN competitors are attempting to earn an invitation to the annual USDDN World Championships. At USDDN Worlds, a competitor may only compete with 1 dog in each World Championship Division. Similarly, a dog may qualify in a division with multiple handlers but may only compete at USDDN Worlds with 1 handler in each World Championship Division.

Every USDDN World Qualifier is open to all competitors wishing to enter. The USDDN does not restrict the competitor from competing at multiple Qualifiers or with multiple dogs. However, a Handler will only be awarded one (1) Qualifier status. We will utilize a “roll down” methodology to determine the new Qualifying Teams at each event. There are four (4) official “Qualifier” statuses to be awarded at each event:

- Qualifier (1 through 4)
- Alternate (1 and 2 and 3)
- Already Qualified
- Auxiliary Dog

Explanation of Official Statuses:

Qualifier 1 - 4

These teams have earned an opportunity to attend USDDN Worlds at THIS event. To be a “Qualifier”:

- The HANDLER has NOT earned a Qualifying spot at ANOTHER USDDN Competition this year (with this or another Dog)
- The HANDLER MAY have earned an Alternate spot at ANOTHER USDDN Competition this year (with this or another Dog)

Alternate 1 & 2 & 3

These teams may win an opportunity to attend USDDN Worlds if a Qualifier from this event chooses not to attend. To be an “Alternate”:

- The HANDLER has NOT earned a Qualifying spot at THIS or ANOTHER USDDN Competition THIS year (with this or another Dog)
- The HANDLER MAY have earned an Alternate spot at ANOTHER USDDN Competition this year (with this or another Dog) (You **can** be an alternate from multiple World Qualifier competitions but cannot take 2 alternate spots at the SAME event. The 2nd alternate spot will roll to the next eligible competitor/team.)

Already Qualified

This Handler has already earned an opportunity to attend USDDN Worlds at this or another USDDN Competition this year. To Be “Already Qualified”:

- The HANDLER & THIS DOG have earned an opportunity at ANOTHER USDDN Competition this year.
- The Handler has earned an opportunity to attend USDDN Worlds with a DIFFERENT DOG, AND did NOT finish in the Top 4 Qualifiers at this event with THIS Dog

Auxiliary Dog

This Handler will have the choice to compete at USDDN Worlds between this dog or any previously qualified dog. To Be “Auxiliary Dog”:

- This Handler has already earned an opportunity to attend USDDN worlds (at this or another USDDN Competition) with a Different Dog AND THIS Dog finished within the TOP 4 Qualifiers at THIS event.

Review Event Placement Results

Step 1: Determine if there are any Ties.

- Sort final results from HIGHEST score to LOWEST Score
- Determine if there are any ties. If there is a tie in any of the top placements/qualifying spots you must use one of the defined tie breakers before proceeding further.
 - Freestyle Tie Breaker – Add all of the 7 team sub-elements together (from both rounds) and recalculate the Grand Total.
 - Super Pro Toss & Fetch Tie Breaker – Throw off. One Throw at a time – Best throw caught wins tie.

Step 2: Determine Tournament Placements

- Start with the results updated from tie breakers.
- Number the players placements.

Step 3: Determine USDDN Qualifiers

- As tournament host it is your responsibility to verify with participants if they have already qualified at another event and with which dog. Best practice – ask participants to note on their entry sheet if qualified & with which dog. If competing with multiple dogs – make sure it's written on ALL their forms.
- Start with the results of the Tournament Placements from Step 2.
- Go team by team and identify their placement until all 4 Qualifiers & 3 alternates are identified.

This may best be explained through the following example. These are the final results from an imaginary qualifier:

Qualifier Status	Competition Placement	Competitor	Dog	Notes:
Already Qualified	1	Yachi	Vega	Qualified with THIS DOG at a PRIOR Event
Qualifier 1	2	Chuck	Bam Bam	
Qualifier 2	3	David	Ro	
Auxiliary Dog	4	Chuck	Bling Bling	Qualified with a DIFFERENT DOG AT THIS EVENT
Qualifier 3	5	Andrea	Moxie	
Auxiliary Dog	6	Tracy	Rampage	Qualified with a DIFFERENT DOG at a PRIOR Event
Already Qualified	7	Tracy	Siren	Qualified with THIS DOG at a PRIOR Event
Qualifier 4	8	Daniel	Nick	
Already Qualified	9	Jeff	Killian	Qualified with a DIFFERENT DOG at a PRIOR Event
Alternate 1	10	Dominika	Kiper	
Alternate 2	11	Alena	Jerry	Alternate with THIS DOG at a PRIOR event.
Already Qualified	12	Tim	Auggie	Qualified with THIS DOG at a PRIOR event
Alternate 3	13	David	Hippy Chick	Alternate with a DIFFERENT DOG at a PRIOR event
	14	Laura	Frenzy	
	15	Jimmy	Cisco	

Explanation:

1. Yachi & Vega – They have already qualified at a different event, so they are **not** Qualifier 1.
2. Chuck & Bam Bam in 2nd place become your first Qualifier.
3. David & Ro in 3rd place become your 2nd qualifier.
4. Chuck and Bling Bling – Chuck is 1st Qualifier so Bling would either be “Already Qualified” or Auxiliary Dog. Because they placed higher than the 4th Qualifier, they are officially Auxiliary Dog.
5. Andrea & Moxie in 5th place, become your 3rd Qualifier.
6. Tracy & Rampage are granted Auxiliary Dog status as they finished higher than the 4th Qualifier. Tracy would have her choice to compete at Worlds with either Rampage or Siren who is already qualified.
7. Daniel and Nick in 8th place are your 4th and final Qualifier.
8. Jeff & Killian in 9th place are NOT granted Auxiliary Dog but are Already Qualified status. They did not place before Qualifier 4 (Daniel & Nick) was identified.
9. Dominika is Alternate 1.
10. Alena and Jerry are Alternate 2 even though they were an alternate at a different event.
11. Tim and Auggie qualified at a different event, so they are “Already Qualified”.
12. David & Hippy Chick are your Alternate 3, even though he was an alternate at a different event with a different dog.

Appendix 7: Competitor Invitations to USDDN World Championships

1. As explained in Appendix 6, every USDDN Qualifier will identify 4 Qualifying Teams and 3 Alternate Teams.
2. When World Championship Invitations are issued, all Qualifying Teams will receive an email inviting them and their qualified dog(s) to participate for each Qualifying Division (Super Open Freestyle/Super Pro Toss & Fetch).
3. Qualifying Teams are given a deadline by which they must RSVP Yes or No for attending. If they fail to RSVP by the deadline, it's assumed to be a "NO".
4. At that time, for each "NO" from a qualifying team from a specific Qualifier Event, an Alternate identified AT THAT EVENT will be invited.
5. The invited Alternates will also be required to RSVP by a deadline. Again, failure to RSVP is assumed to be a "NO".
 - a. A competitor that is an alternate with different dogs from different events – if the invitation to worlds is not with the dog they WANT to compete with, they will need to decline that invitation.
 - b. There is no guarantee that they WILL receive an invitation for the 2nd (or 3rd or 4th, etc) Alternate dog based on qualifiers declining invitations from their event NOR are they guaranteed that Wild Card invitations will be offered. It is a risk they take by declining that first invitation.
6. At the end of the invitation cycle, the Championship Series Coordinator will determine how many competitors have accepted the invitation to compete and determine if Wild Card invites will be issued to Alternates that have not already received an invitation.
 - a. Wild Card invitations are not guaranteed to be issued.
 - b. If Wild Card alternates are invited, they are issued based on the order in which they "won" their alternate status. Example, if there are 5 alternates remaining but there are only 2 spots left for Worlds, then the order of invitation will be based on the date of the Qualifier events.