



# Centro Sportivo Educativo Nazionale

Ente di Promozione Sportiva riconosciuto dal C.O.N.I. (art. 31 d.p.r. 2-8-1974 n.530)  
Ente Nazionale con Finalità Assistenziali riconosciuto dal Ministero dell' Interno (d.m. 559/c 3206.12000.a (101) del 29 febbraio 92)  
Associazione di Promozione Sociale Iscrizione n. 77 reg. naz. Ministero del lavoro e politiche sociali (legge 7-12-2000)



## RULES DISC DOG

(part of the regulation is taken by the international standards SkyHoundz)

Rule for the First Edition of Dog Olympic Games

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### **Canine Welfare**

Competitors are responsible for the safety and welfare of their dogs. Competing canines must be supervised and under the care and control of their throwers/owners at all times. Only the competing dog, thrower and contest officials are allowed on the field during competition. Dogs must be leashed at all times, except when competing.

There are presently no limitations as to the number of events you or your dog may enter, or in which divisions. However, the same thrower/dog combination may only compete once per division/class. It is the owner/trainer's responsibility to ensure that competing canines do not compete in more events than would be advisable given the prevailing weather conditions, with specific consideration given to the fitness and general health of the competing canine. At the Dog Olympic Games, the Chief Judge will have final authority on the issue of whether a dog is fit to compete.

Abusive treatment of a canine, or any conduct of a competitor which might be perceived by spectators as such, will not be tolerated. Contest officials may disqualify any competitor who engages in this type of behavior. The wearing of electronic or chemical training aids, of any sort (active or inactive), will not be permitted during competition.

Competitors with overly aggressive dogs may not be permitted to compete if such canines are believed to pose a danger to people or other canines.

Freestyle vaults, utilizing the trainer's body as a launch pad, should be minimized or excluded from routines altogether. If attempted, vaults should be performed in a controlled and safe manner. Excessive height, or frequent repetitions of vaults, will not increase the likelihood of a higher score.



### **General Competition Rules**

Each contestant must read and sign, without modification, the DOG Registration Form. Competitors are responsible for reading and understanding the competition rules before they compete.

Because of time constraints, no practice throws will be permitted at DOG event.

No props of any kind, including capes, vests or other adornments worn by canines, are permitted in competition.

Female dogs in any stage of heat will not be permitted to compete and must not be brought to the competition site.

Dog owners/trainers are required to clean up after their dog's nature breaks. Any clean-up necessary must be done by the thrower upon completion of the round.

Where required by local ordinance, all participating dogs must have proof of Rabies inoculation and license. Parvo and Kennel Cough vaccinations are strongly recommended.

If a spectator's dog runs onto the field during a competitor's round, time will be suspended. Once the spectator's dog is leashed and has been removed from the field, time will resume from the point of interruption. Officials will use every effort to allow the interrupted team to be returned to their status on the field, including physical field location and time remaining, at the point of the interruption.

The DOGs represents family entertainment at its finest. Accordingly, competitors should avoid confrontations with other competitors or challenges of contest officials. Abusive language or other inappropriate or unsportsmanlike behavior may result in a contestant's disqualification from competition.

DOG Officials reserve the right to change format, competition rules, time allotments, etc. at all levels of competition.



### **Competition Discs**

At DOG only K9 disc will be accepted. The main recognized manufacturers brands are: Hyperflite, Wham-O, Eurablend, Hero, DogStar. Discs from other manufacturers must be approved by the Chief Judge before the competition.

Microdog must use only K9 discs mad for small sized dogs.

### **Competition Formats**

**FREESTYLE DIVISION** (Freestyle and Distance/Accuracy Combined) The Open Division provides opportunities to compete in Expert, Novice and Microdog Classes.

Round 1 — Freestyle elimination round to the top six teams in each class followed by Round 2 — Distance/Accuracy and Round 3 — Freestyle. First round scores are used for elimination and then dropped. A team's final score is determined by taking the third round Freestyle score and doubling it and then adding it to the Distance/Accuracy score.

**Freestyle Division Tie-Breaker** If there is a tie for first, second, or third place, the tie will be broken by the following criteria, as necessary: 1) The team with the highest combined scores in the Athleticism and Wow!Factor categories from the Freestyle Rounds, 2) The team with the highest score in Distance/Accuracy. 3) A Face-off round will take place with each team receiving one Distance/Accuracy throw. The dog making the higher scoring catch will be declared the victor. If the teams are still tied after each has made one throw, Face-off continues until one dog makes a higher scoring catch than the other. Officials will permit the competitors to rest their dogs as necessary.

**DISTANCE DIVISION** (Distance/Accuracy) The Sport Division provides opportunities to compete in Expert, Novice and Microdog Classes.

Round 1 — Distance/Accuracy elimination round to the top six teams in each class.



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Round 2 — Distance/Accuracy. Final scores are cumulative.

**Distance Division Tie-Breaker** If there is a tie for first, second, or third place, the tie will be broken by the following criteria, as necessary: 1) The team with the fewest throws in both rounds, 2) A Face-off round with each team receiving one Distance/Accuracy throw. The dog making the higher scoring catch will be declared the victor. If the teams are still tied after each has made one throw, Face-off continues until one dog makes a higher scoring catch than the other. Officials will permit the competitors to rest their dogs as necessary.

**DART BEE (Dart Bee)** The Dart Bee Division provides opportunities to compete in Expert Class only.

Round 1 — Dart Bee elimination round to the top six teams in each class. Round 2 — Dart Bee. Final scores are cumulative.

**Dart Bee Division Tie-Breaker** If there is a tie for first, second, or third place, the tie will be broken by the following criteria, as necessary: 1) The team with the highest-point throws in both rounds, 2) A Face-off round with each team receiving one Dart Bee throw. The dog making the higher scoring catch will be declared the victor.

### Competition Classes

Competitive Classes, vary from Division to Division, and apply only to DOG.

**ELITE (Expert)** Anyone can enter.

**OPEN (Novice)** A team composed of a canine and thrower that either together or separately, have never finished higher than fourth place in the Expert Class at any international Hyperflite, UFO, AWI or USDDN.



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### **Freestyle**

Freestyle is a free-form, choreographed, routine scored by judges with an emphasis on success, variety, innovation, and the athletic skills of the canine and thrower.

Teams competing in Freestyle will receive a maximum of 90 seconds per round. Routines must last at least 60 seconds to be scored. Competitors in Freestyle are permitted to use up to five discs. Timing begins when the disc is placed in flight, or the canine attempts to catch or pick-up a disc placed on the ground, or takes the disc from any part of a thrower's or canine's body. Countdown of time remaining will be uniform for all competitors: 60 seconds, 30 seconds, 10 seconds and time.

Contestants who bring their own music should present it to contest officials when called to the on-deck area. Music should be on a CD (compact disc) that is marked with the competitor's name and desired track number. This information should also be noted on the outside of the CD case. Contestants must choose music that is suitable for a family audience.

Judges will disregard tricks that do not begin or conclude with a disc in flight except roller throws. Takes — moves in which a disc is handed off to the dog — will not be scored.

### **PAWS Freestyle Scoring System**

Competing teams will receive scores ranging from 1-10, in half-point increments, for each of the following four categories:

**Presentation** The team's presentation of a crowd-pleasing routine with exciting choreography, continuous flow, good disc management and smooth transitions.

**Athleticism** Intensity and athleticism in completing catches, tricks or maneuvers together with a dog's speed, quickness, leaping ability relative to its size and control over his/her body while competing.

**Wow!Factor** Ability to successfully complete challenging tricks or moves, including successful catches of throws with varied spins or releases. Also, the presentation of



completely new moves, or a novel or unique presentation of a previously performed move, will result in higher scores in this category.

**Success** The team's ability to successfully execute a routine with specific consideration given for the difficulty of the throws, catches and tricks.

Under the PAWS scoring system, judges will evaluate each team's ability to cleanly execute a challenging, varied and exciting routine within the time allotted. Although there are specific categories that focus on execution (Success) and difficulty (Wow!Factor), a failure to score well in either of these categories may impact a competitor's scores in all of the PAWS categories. This is because the judges must account for differences between the routines of the competitors that are competing on a given day.

For example, even if two competitors have perfect rounds they will not necessarily each receive a score of 10 in the Success category. Instead, the more difficult routine will typically receive a higher score in Success than the simpler routine. Similarly, if two competitors have equally difficult rounds, it is likely that the competitor with fewer misses will receive the higher score in the Wow!Factor category.

Vaults, utilizing the trainer's body as a launch pad, should be minimized or excluded from routines altogether. If attempted, vaults should be performed in a controlled and safe manner. Excessive height, or frequent repetition of vaults, will not increase the likelihood of a higher score. Vaults are not required for success in DOG competitions. A vault is to be valued no differently than any other trick of similar difficulty.

**Freestyle Tie-Breaker** If there is a tie for first, second, or third place, the tie will be broken by the following criteria, as necessary: 1) The team with the highest combined scores in the Athleticism and Wow!Factor categories, 2) A Snapshot round will take place with each team alternating turns and receiving ten seconds in which to demonstrate their strongest trick or cluster of tricks. Order of competition





will be determined by a coin toss. The timekeeper will announce the start of Snapshot when each competitor signals his or her readiness to begin. The judges will then declare a winner based on their impressions of the overall quality of the Snapshot performances.

### **Distance/Accuracy**

Distance/Accuracy is a fast-paced event in which teams attempt to score points by completing as many catches as possible within various scoring zones in the time allotted.

Distance/Accuracy competitors are allowed 60 seconds and one disc to score as many points as possible. If, during the round a competitor believes the disc has become unsafe (e.g.: broken rim, or a large tear in the disc), it may be handed to the line judge for replacement (if the competitor has provided such a replacement). Time will not be suspended during a disc change. Notification of time remaining will be uniform for all competitors: 30 seconds, 10 seconds, and a countdown of the final five seconds before time is called.

The Distance/Accuracy field set-up provides the ability for individual competitors to throw in either direction, however, competitors cannot change throwing direction once time has begun. Field dimensions and the ability to throw from either end are subject to change, at the discretion of contest officials, due to overall field limitations or for safety considerations.

The thrower and canine are required to be behind the throwing line before time starts. When the competitor is ready, the line judge will signal the announcer by raising an arm. Soon after, a start cue will be given by the announcer indicating that time has begun. If, in the opinion of the line judge, the dog leaves before time begins, time will be reset to zero and a restart will be initiated. Competitors may send their canines downfield, or throw, anytime after the start signal is sounded.





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The thrower must always throw from behind the throwing line and between the throwing line cones, but may move freely around the field at other times. A throw will not be scored if the thrower steps on or over the throwing line prior to or during the release of the disc (foot fault). If the disc leaves the thrower's hand before time is called, the throw will be scored if caught by the canine inbounds.

To receive points, catches must be completed by a canine with all paws landing within one of the official scoring zones. If a canine catches a disc with paws in more than one scoring zone, the catch will be scored as if it were made in the lower scoring zone. If a canine tips the disc and subsequently catches the disc inbounds, the catch will be scored where the catch was completed.

Scoring is based on the following point scale. No points are awarded for catches under 10 yards.

Zone 1 (10-20 yards) 1 Point   Zone 2 (20-30 yards) 2 Points   Zone 3 (30-40 yards) 3 Points   End Zone (40-50 yards) 5 Points

An additional half-point bonus will be awarded for each successful catch in which the dog makes a catch with all paws clearly off the ground in an obvious jumping effort and subsequently lands with all paws in a scoring zone.

**Distance/Accuracy Tie-Breaker** If there is a tie for first, second or third place, the tie will be broken by the following criteria, as necessary: 1) The competitor with the fewest throws in both rounds, 2) A Face-off round with each team receiving one Distance/Accuracy throw.

The dog making the higher scoring catch will be declared the victor. If the teams are still tied after each has made one throw, Face-off continues until one dog makes a higher scoring catch than the other. Officials will permit the competitors to rest their dogs as necessary.



### **Dart Bee**

Dog Dartbee is a combination of dogfrisbee and darts. With Dog Dartbee it depends on your throwing techniques and a very good teamwork between you and your dog.

The DogDartboard is a series of concentric circles marked off on the ground resembling a target as found on a traditional dart board. Each of the concentric circles are marked as follows:

The outer most ring (4th ring) has a diameter of 6.5 meters. The next inner most ring (3rd ring) has a diameter of 4.5 meters. The next inner most ring (2nd ring) has a diameter of 2.5 meters. The final inner most ring (bullseye) has a diameter of 50 cm

Throwing distance to the outer most ring is 15 meters and to the center of the bullseye is 18.25 meters. Scoring is based on the location of the two front paws on contact immediately following a catch. If the two front paws straddle two scoring zones, then the score will be based on the scoring zone with the least value.

Catches made in the zone beyond the 4th ring, but before the 3rd ring (zone 4) will score 10 points

Catches made in the zone beyond the 3rd ring, but outside of the 2nd ring (zone 3) will score 30 points.

Catches made in the zone beyond the 2nd ring, but outside of the bullseye (zone 2) will score 50 points.

Catches made with no less than one front paw touching the bullseye will score 100 points.

Each team will make 3 throws per round.

**Dart Bee Tie-Breaker** Ties will be broken with an additional shoot out round consisting of one throw by each team involved in the tie. This will continue until there is one remaining team.



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## Scoresheet

☒ SPORT DIVISION

☐ NOVICE

☐ EXPERT

☐ MICRODOG

DISTANCE/ACCURACY – ROUND 1											1
THROW	1	2	3	4	5	6	7	8	9	10	TOTAL
SCORE											

DISTANCE/ACCURACY – ROUND 2											2
THROW	1	2	3	4	5	6	7	8	9	10	TOTAL
SCORE											

DISTANCE/ACCURACY – GRAND TOTAL					1+2
Winners will be determined by adding the score of the 1st and 2nd round.	TOTAL 1		TOTAL 2		TOTAL
		=		=	

## NOTE

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### Open Division

☒ OPEN DIVISION

☐ NOVICE

☐ EXPERT

☐ MICRODOG

FREESTYLE – ROUND 1 (0-10 POINTS EACH CATEGORY)				1
PRESENTATION	ATHLETICISM	WOW! FACTOR	SUCCESS	TOTAL

DISTANCE/ACCURACY – ROUND 1 (0-5.5 POINTS EACH THROW)											2
THROW	1	2	3	4	5	6	7	8	9	10	TOTAL
SCORE											

FREESTYLE – ROUND 2 (0-10 POINTS EACH CATEGORY)				1
PRESENTATION	ATHLETICISM	WOW! FACTOR	SUCCESS	TOTAL

OPEN DIVISION GRAND TOTAL							2
Winners will be determined by adding the 3 rounds	FS 1		D/A		FS 2		TOTAL
		=		=		=	

### NOTE

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## Pairs Division

☒ PAIRS DIVISION

☐ EXPERT

FREESTYLE – ROUND 1 (0-10 POINTS EACH CATEGORY)				1
PRESENTATION	ATHLETICISM	WOW! FACTOR	SUCCESS	TOTAL

FREESTYLE – ROUND 2 (0-10 POINTS EACH CATEGORY)				1
PRESENTATION	ATHLETICISM	WOW! FACTOR	SUCCESS	TOTAL

PAIRS FREESTYLE – GRAND TOTAL					1+2
Winners will be determined by adding the score of the 1st and 2nd round.	TOTAL 1	=	TOTAL 2	=	TOTAL

## NOTE

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