



# Disc Dog Freestyle Score Sheet

Handler \_\_\_\_\_ Dog \_\_\_\_\_ Date \_\_\_\_\_

MASCA Registration # \_\_\_\_\_ MASCA Tracking # \_\_\_\_\_

Judge \_\_\_\_\_ Signature \_\_\_\_\_

## FREESTYLE ROUND 1

TEAM	CANINE	HANDLER	SUCCESS	DIFFICULTY	DEDUCTIONS
			X5=	/2=	

## FREESTYLE ROUND 2

TEAM	CANINE	HANDLER	SUCCESS	DIFFICULTY	DEDUCTIONS
			X5=	/2=	

0-10 points possible for TEAM, CANINE, and HANDLER. SUCCESS (catch/attempt x 5) Difficulty 0-10 points/2. DEDUCTIONS During the routine, at the discretion of the judges, at any point where the canine is endangered with excessive contortion or buckling/slam a 3 point deduction may be added to the total score for the round.

### Freestyle Notes

ROUND 1 SCORE	ROUND 1 DEDUCTION	ROUND 2 SCORE	ROUND 2 DEDUCTION	TOTAL

The total score for the team will be a combined score from each round.

**Tie Breaker:** For ties in the top placing/awarding positions, the team with the higher Success Team and difficulty score wins the first round of the tie breaker. If needed a second round consisting of a best single catch trick scored by the freestyle judges in the above categories will determine the winner of the tie breaker.

**Canine Safety:** During the routine, at the discretion of the judges, at any point where the canine is endangered with excessive contortion or buckling/slam a 3 point deduction may be added to the total score for the round. Where excessive instances are occurring the judges may stop the routine thereby no score will be provided and the team is disqualified.

**All calculated boxes will be tabulated after all rounds are completed or by the designated official.**