



## Disc Dog Single Disc Accuracy Short Course Score Sheet

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

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

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

### Single Disc Accuracy Round 1

Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	Total

### Single Disc Accuracy Round 2

Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	Total

0-5 points possible plus 0.5 point added for leaping catch for each throw. Maximum score per throw 3.5 points.

### Single Disc Accuracy Legend

FF Foot Fault, thrower crosses the throwing line before the disc is released.

INT Interruption during the round from outside the competition field; i.e. Loose dog, Sudden loud noises such as fireworks, etc.

NC No Catch indicates an attempt for a catch without success.

0-15 yds.	Zone 1 (L)	Zone 1 (R)	Zone 2	Zone 3
0 pts.	1 pt. **	1 pt.	2 pts.	3 pts.**

\*\* Specialty Field Only

All throws are scored and noted. Each round total is the sum of all throws during that round. 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 lesser number of throws during their rounds shall be awarded placement. If the tie persists, a throw off shall determine the placeholder positions. Each team will have one throw each with the high awarded successful catch determining the winner of the tie breaker.

ROUND 1 TOTAL	ROUND 2 TOTAL	FINAL TOTAL

Updated 1.17.14
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