

# ***Crusty Classic***

## ***Rules and Guidelines***



### **Competitor Eligibility**

The Crusty Classic is open to all competitors, regardless of their ability, race, sex, ethnicity, nationality, and club or group affiliation.

### **Handler's responsibility**

Competitors are responsible for the welfare and safety of their dogs at all times and is required to read and sign the event registration form which contains a liability waiver at the morning sign-up. All dogs must be leashed, in a kennel, or otherwise under the owner's control at all times. At the discretion of Crusty Classic representatives or contest officials, any dog that is perceived to be a medical or physical threat to other canine competitors will not be allowed to compete and may be asked to leave the premises. Female dogs in heat are not allowed to compete and may not be brought to the competition site.

### **Canine Welfare**

Abusive treatment of canine competitors, or any actions that may be perceived by Crusty Classic officials as such, will not be permitted. While the health and welfare of canine competitors is the responsibility of their owners/trainers, a Crusty Classic official may be called on to ultimately determine whether a canine is fit to compete. Many disc dogs will continue to play even if they are badly injured, so competitors are encouraged to be aware of the physical condition of their dog at all times. Crusty Classic officials reserve the right to deduct points from the competitor's score, or in extreme cases disqualify a competitor altogether if they believe that the canine half of the team is being endangered unnecessarily. The human half of the disc dog team should incorporate into a Freestyle routine only tricks and moves that have been properly trained and prepared for, resulting in the display of control and safe transitions throughout the routine.

### **Multiple Dogs and Handlers**

Handlers are allowed to compete with up to two dogs maximum. Competitors may enter both dogs in a single division or they may slide up or down one division with their second dog. For instance, competitors may enter the Advanced division with one dog and the Intermediate division with their other dog, or they may enter the intermediate division with one dog and the Novice division with their other dog. However, a competitor may not enter one dog in the Advanced division and the other dog in the Novice division in a single competition.

Dogs are allowed to compete with up to two throwers in any given competition, but this allowance is meant to accommodate families in which more than one member actively plays with and trains the family disc dog. No substitutions of either a handler or canine will be allowed.

### **Nature Breaks and Other Interruptions**

If a nature break occurs on the playing field during competition, the time will continue to count down and any necessary clean-up must be completed by the human half of the team before the competition can resume. As a courtesy to others, competitors should avoid allowing their dog to take a nature break on the playing field at any time as this can cause an unnecessary distraction for other canines participating in the competition. To this end, canine competitors should be kept away from the playing field before the competition begins and should be taken for a nature walk before they are scheduled to take the field during the competition.

If an unleashed dog runs onto the field during competition, time will be suspended. Once the unleashed dog is secured, time will resume from the point of interruption.

## **Sportsmanship**

Abusive language, boisterous challenges of Crusty Classic officials, confrontations with other competitors, or any other unsportsmanlike conduct will not be tolerated and will result in disqualification from competition.

## **Divisions and Categories**

The Crusty Classic will consist of four separate divisions; Advanced (Freestyle), Intermediate (Freestyle), Intermediate (Toss & Fetch) and Novice (Toss & Fetch). Each team (1 dog & 1 handler) may enter only one division. **Saturday** – The Novice and Intermediate Toss & Fetch divisions will consist of two rounds of Toss & Fetch. The Intermediate and Advanced Freestyle divisions will consist of one round of Toss & Fetch and one round of Freestyle. **Sunday** – The Novice and Intermediate Toss & Fetch divisions will consist of one round of Toss & Fetch and one round of Bull's-eye. The Intermediate and Advanced Freestyle Divisions will consist of one round of Freestyle and one round of Bull's-eye. The final scores will be determined by adding together the individual scores from each of the categories, after applying tiebreakers (if necessary). Trophies will be awarded to the top three finishing teams in each division each day. At the close of the event, the cumulative overall point's leader will be crowned "Best in the West" and the overall California resident point's leader will receive the "Golden State Disc Dog Champion" award.

## **Toss & Fetch Rules and Guidelines**

In the Toss & Fetch Round, competitors are given 60 seconds in which to complete as many throws as possible with one disc. The canine and the handler must be behind the line before time starts. When the handler indicates that he or she is ready, the line judge signals to the announcer that the competitor is ready. At this time, the announcer says "go" and simultaneously starts the clock. Handlers must be behind the line for all throws, but they may move around the field freely between throws. If the handler steps on or across the throwing line at the time of the release of the disc, the throw will not be scored. If, during a round, the competitor believes the disc has become unsafe for the dog to catch for any reason, it may be handed to the judge for replacement. The damaged disc must be handed to the line judge before a replacement is given, and time will not be suspended during a disc change. Countdown of time remaining will be given at 30 seconds, 10 seconds, 5, 4, 3, 2, 1, and time. Completions are scored as long as the disc leaves the thrower's hand on or before time is called.

## **Toss & Fetch Scoring & Field Layout**

The field is measured in yard increments from 0 to 50, and points are awarded for successful completions as follows:

Zone 1	(10-20 yards)	1 Point
Zone 2	(20-30 yards)	2 Points
Zone 3	(30-40 yards)	3 Points
Zone 4	(40-50 yards)	4 Points

A one-half point bonus is awarded for each completion in which the dog clearly has all four paws off the ground in a distinct jumping motion. Completions will be spotted where the trailing paw of the dog is located at the time of the catch. If the dog is in the air at the time of the catch, the completion will be spotted where the trailing paw of the dog is located when the dog lands. The trailing paw must be completely on or across the line to score in the higher score zone. The field is set up so that competitors have a choice to throw from either end of the field; however, the throwing direction cannot be changed once time has started. Low profile cones will be laid out on the edge of the field at the scoring grid lines; however, there is no out-of-bounds along the sides of the field.

### **Freestyle Rules and Guidelines**

The freestyle round is a timed freeform competition that is judged on a 40 point scale using the following categories - *Athleticism, Variation, Presentation, and Accuracy*. Only moves that begin with the disc in flight and end with a catch are scored. Takes, moves in which the disc is handed off to the dog, will not be scored. Rollers, which are intentionally rolled along the ground to the dog, will be scored provided the dog makes a clean catch. Moves such as taps and double throws in which one or more discs are intentionally missed by the dog and caught by the thrower will be scored provided they are cleanly executed. Scores for each category can be assigned to the tenth (1/10) of a point.

### **Freestyle Time Limit**

Freestyle routines for the Advanced division have a time limit of 120 seconds maximum (90 seconds minimum) and 90 seconds maximum (60 seconds minimum) for the Intermediate division. Official time begins with the first throw, and countdown of time remaining will be given at 60 seconds, 30 seconds, 10 seconds, and time.

### **Approved Discs**

Competitors must supply their own discs and may use up to a total of 7 during their freestyle routine. The approved discs are the Wham-o Fastback with variations of Flex, Super-Flex and Eurablend, the Hyperflite K10 Competition Standard and Jaws discs, and the Hero 235 discs. If a competitor has any questions as to whether a disc is acceptable for use, they are strongly encouraged to seek out the event coordinator for guidance.

### **Costumes and Props**

There are no clothing restrictions in the freestyle round; however, the use of a costume will not increase the likelihood of a higher score if it does not add to the overall entertainment value and crowd appeal of the freestyle routine. Competitors should be aware that the use of a costume could actually contribute to a lower overall score if it hinders the successful execution of moves or disrupts the overall flow of the routine. The use of any type of prop, an item not worn on the body as clothing, is not permitted while the competing team is on the field. This rule applies regardless of whether the prop is used as part of a pre-routine (before time starts) or otherwise. If there should be any question regarding this matter, it is highly recommended that competitors consult with the judges in advance.

### **Music**

Competitors who bring their own music should present it to the officials when they are called to the on-deck area. Contestants are encouraged to avoid music that is not suited for a family audience. Music should be marked clearly on the case with the name of the competitor and the track number, and must be presented as a compact disc or a cassette tape. Cassette tapes must be cued to the correct location.

### **Vaulting**

It is not necessary to include vaulting, using the thrower's body as a launching pad, in a freestyle routine in order to obtain a high score. If attempted, vaulting should be executed in a very controlled and safe manner, and special care should be taken to ensure that the dog lands safely and cleanly upon completion of the maneuver. Frequent repetition of vaults or excessive height during vaults will not be rewarded.

### **Point Deductions**

Each Crusty Classic official reserves the right to deduct up to 5 points from a competitor's freestyle routine score, or in extreme cases, disqualify them entirely from the competition for violating the

canine welfare clause in the Crusty Classic Guidelines. The point deductions recommended by each individual judge will then be averaged to arrive at a final deduction value.

### **Freestyle Scoring System**

*Athleticism* - Judges look at the athletic ability of the canine competitor with special consideration for the dog's level of prey drive, speed, stamina, tracking skills, leaping ability, and control while in the air and during landings. Canines should show consistency while catching discs with varying spins and orientations over a range of distances.

*Variation* - Judges look at the creativity, athleticism and throwing ability of the human half of the team with special consideration for the consistent placement of discs, and ability to deliver a variety of difficult throws. Successful completions are an important part of this category, but emphasis is placed on innovation and variety, not execution and repetition.

*Presentation* - Judges look at how the team works together to present a routine that flows naturally from trick to trick and transitions smoothly between sequences. Individual sequences should be composed of tricks that logically flow together, and competitors should pay close attention to proper disc management when linking sequences to form a routine. Solitary tricks that are not part of an obvious sequence are given consideration for their contribution to the flow of the routine as a whole. Teams are not penalized for taking time to set up tricks properly provided the overall momentum of the routine is not compromised.

*Accuracy* - A mathematically determined number that is obtained by dividing the number of completions by the number of attempts, multiplying by 10, and then rounding to the nearest tenth of a point. For example, (22 catches) / (30 attempts) \* 10 = 7.3333, or 7.3 by rounding to the nearest tenth of a point. A competing team must catch 100% of their throws in order to receive a Catch Ratio score of 10. No raw scores can be rounded to 10.

### **Bull's-eye**

The field for this accuracy round will consist of three circle scoring zones which share the same center point. The zones will be 30 yards, 15 yards and 5 yards in diameter with awarded point being 1, 3 & 5 respectfully. The center point of this field will be the middle of the Toss & Fetch field and will use the same throwing line which means the first scoring zone is only 10 yards from the throwing line. The time limit will be 60 seconds using up to two discs with a maximum of three throws.

### **Scoring Ties**

Ties for first, second, or third place are broken using the following criteria: 1) highest score in the Toss & Fetch (or Bull's-eye) Round, 2) highest combined score of the Toss & Fetch and Bull's-eye rounds, 3) least amount of throws in the Toss & Fetch round. If these criteria are not sufficient to break the tie, then the competitors will break the tie in a Toss & Fetch Shootout. A coin will be tossed to determine which team goes first, and each team will be allowed one throw in each round of the Shootout. The first team to have a higher scoring round will be declared to have the higher finishing position.

TOSS & FETCH AND  
BULL'S-EYE FIELD LAYOUT

