FREESTYLE — D/A

HYPERFLITE SKYHOUNDZ QUALIFIER

| PLEASE PRINT CLEARLY | | | | 0, |
|---|---|--|--|--|
| SIGN UP NUMBER | PLACE | | | 12 |
| COMPETITOR NAME/DOG NA | AME | | | |
| SCORING (Time: 90 seconds) Ma | ximum of 10 points | per category (0-10 | in .5 increments) | <i>M</i> |
| DIVISIONS OPEN DIVISION | CLASSES EXPERT CLASS | ☐ Masters Class | □ Novice Class | s |
| ☐ MICRODOG DIVISION | EXPERT CLASS (| Only) | | |
| ☐ YOUTH DIVISION | , | ☐ EXPERT CLASS (ONLY) | | |
| DISC DOG TITLING Competitors at Skyhoundz Canine Disc regardless of age or breeding are eligible titles they earn and wish to formally red Skyhoundz titling program support the S | e to earn Skyhoundz Co ord via the Skyhoundz | ompetition Titles! Com Competition Titling Sy | petitors pay only for | the the |
| As soon as the results for this Skyhound they are eligible for a title. Please visit the | | | | |
| http://skyhoundz.com/sqtitlehol | dereligible.html | | | |
| | | | | |
| FREESTYLE - ELIMINATIO | | | ELIMINATI | ON |
| PRESENTATION ATHLETICIS | SM WOW!FA | CIOR SO | CCESS | |
| | | | | |
| 2a DISTANCE/ACCURACY | – (0-5.5 POINTS EACI | h THROW) | | _ |
| THROW 2 3 4 | 5 6 | 7 8 9 | IO TOTAL | 2a |
| SCORE | | | | |
| 2b FREESTYLE - (0-10 POINT | S FACIL CATECORY) | | | |
| PRESENTATION ATHLETICIS | | ACTOR SU | CCESS TOTAL | 2b |
| | | | | |
| Notes: | I | I | | |
| 1 10 100. | | | | |
| | | | | |
| | | | | |
| DISTANCE/ACCURACY | — FREESTYLE G | RAND TOTAL | Distar | nce/Accuracy/Freestyle Tie- |
| Winners will be determined by doubling the seco (2b) score and adding it to the Distance/Accuracy | nd Freestyle TOTAL 2A | TIME TO TAL | Break e or third followin | er If there is a tie for first, second, place, the tie will be broken by the g criteria, as necessary: I) The comwith the highest combined scores in |

TOTAL 2B

TOTAL 2B

+

GRAND
TOTAL

Distance/Accuracy/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: I) The competitor with the highest combined scores in the Athleticism and WOW!FACTOR categories from the Freestyle Rounds, 2) The contestant 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.