



Bark in the Park Skyhoundz Hyperflite Disc Competition Guidelines

Bark in the Park is a local competition with competitor registration and scores submitted to Skyhoundz following the event. Competitors are eligible for Hyperflite Skyhoundz Regional Championships held in the U.S. based on residence in a geographic region. Top competitors in the regionals earn invitations to compete in the Hyperflite Skyhoundz World Canine Disc Championships. You may find competition schedules and further information on the Skyhoundz website.

General Competition Rules:

Each contestant must read and sign, without modification, the Hyperflite Skyhoundz Registration Form, which contains a liability waiver and publicity release. Competitors are responsible for reading and understanding the competition rules before they compete. **Competitors are required to use Hyperflite discs. Competitors measuring under 17 inches from ground to withers (the ridge between the shoulder blades of an animal) may use the pup discs.**

Distance/Accuracy competitors are allowed two 60-second rounds and **one disc, Hyperflite only**, to score as many points as possible by completing as many catches as possible within various scoring zones.

No props of any kind, including capes, vests or other adornments worn by canines, are allowed during the completion. Canines may be dressed in costume following their first round of throws to participate in the costume contest that will occur between the two rounds of competition. Costumes must be removed before the second round of throws.

No food treats are permitted to be given to dogs while on the competition field. This will prevent dropped or uneaten treats from remaining on the field and distracting competing canines.

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

Teams may choose either throwing direction, either end of the competition field, but they must continue to throw from that location through the round.

The thrower and the canine must remain behind the throwing line until the clock starts, after that the canine can be anywhere on the field. The throws must always be made from behind the throwing line. 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). The thrower may move freely around the field after he throws – for example to retrieve the disc.

Each round begins with the thrower and canine behind the throwing line. The line judge will ask the competitor, "Ready?" When the competitor responds yes, the announcer will then say, "Go!" and the time will begin. If, in the opinion of the line judge, the dog leaves before time begins, the line judge will signal to the announcer, time will be reset to zero, and a restart will be initiated. Competitors may send their canines downfield, or throw, any time after the start signal is sounded.

Each team will have 2 rounds, one minute each, to accumulate points with as many throws as possible. *Countdown of time remaining will be uniform for all competitors: 30 seconds, 10 seconds (5, 4, 3, 2, 1 and time).* Points are accumulated as follows:

10 – 20 yards = 1 point
20 – 30 yards = 2 points
30 – 40 yards = 3 points
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 upward jumping effort** and subsequently lands with all paws in a scoring zone.

If the disc leaves the thrower's hand before time is called, the throw will be scored if caught by the canine in bounds.

To receive points, catches must be completed by a canine with all four 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 scoring zone closest to the throwing line. If a canine tips the disc and subsequently catches the disc in bounds, the catch will be scored where the catch was completed. The team with the highest total points wins the competition. The top three competitor teams will receive awards. A tie-breaker will be held if necessary.

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, the 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.

Canine Welfare:

If, during the round a competitor believes the disc has become unsafe (example: broken rim, or a large tear in the disc), it may be handed to the line judge for replacement. **Time will not be suspended during a disc change.**

Dog owners/trainers are required to clean up after their dog's nature breaks. **If a "nature break" takes place during a competitive round, at any Skyhoundz competition, the timing clock will continue to run.** A competitor should not interfere physically with a canine during a nature break but may call the canine in an effort to expedite the canine's return to playing status. Any clean-up necessary must be accomplished by the human team member upon completion of the round.

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.** 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.

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.

Although not every team can finish in the top positions at a Skyhoundz competition, you are all winners in the eyes of your canines! So, when you're out on the field competing, don't forget to have fun with your best friend!!