



# Bonus Chase

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ACDA have adopted the following Judging Criteria for Bonus Chase as a titling alternative to Toss & Fetch for use in sanctioned competitions. These Judging Criteria have modified the Judging Criteria for Toss & Fetch, which was originally developed through a consultative process by the USDDN, the Organizing Committee that coordinates the annual [US Disc Dog Nationals Championships Series](#).

## What You Need To Know

Teams consist of one handler and one dog and must use a single disc approved by ACDA for competition use.

Teams compete one at a time from their choice of end on a rectangular shaped field that is 25 metres wide. Before time starts both the handler and the dog must be completely behind the throwing line. After receiving permission to start from the Line Judge, time will commence when the dog or the disc crosses the throwing line.

Only successful catches made by the dog before the disc makes contact with the ground score points. In order to score points, the dog must catch the disc while they have at least one paw within the specified competition field. Dogs that make a catch in mid-air with all four paws off the ground and while executing an obvious leaping effort score an extra half point. Points are scored as summarised in the following table:

Metres	Ground Catch	Mid-Air Catch
More than 10	1	1.5
More than 20	2	2.5
More than 30	3	3.5
Bonus Zone	4	4.5

**The Bonus Zone score is only given if all four paws are inside the Bonus Zone at the time the dog makes the catch or lands after making the catch.** Each throw made by the handler must be released from behind the throwing line. If, at any time during the motion of throwing before the throw has left the handler's hand, any portion of either of the handler's feet are over, on, or touching the throwing line that throw will be signalled as a foot fault by the Line Judge, and the throw will not score any points.

Teams have 90 seconds in which to make as many throws as possible, but only the "best five" scoring throws contribute to a team's total Bonus Chase score. Once a team has successfully made five catches the handler is welcome to continue making throws in an effort to improve their team's score. Any throws that leave the handler's hand before time expires may count towards the team's total score although the actual catch may not be executed until after time has expired.

## Bonus Chase Judging Criteria

If you want to know all the rules, then here they are:

1. The competition field shall be a rectangular shape with a width of 25 metres and a minimum length of 40 total metres.
2. Teams can compete from either end of the field that they choose or only from one end designated by the competition organisers.
3. Spectators cannot be permitted to enter the competition field.
4. Only one handler and their dog compete on the field at any given time.
5. The thrower is restricted to the use of a single disc.
6. The competition disc must be approved for competition use by the Australian Canine Disc Association (ACDA). (Note: This policy for Approved Competition Discs is included at the end of this document.)
7. This is a 90 second timed event.
8. The handler and their dog must both be behind the throwing line before time can commence.
9. After receiving permission to start from the Line Judge, time will commence when the dog or the disc crosses the throwing line.
10. Only successful catches made by the dog before the disc makes contact with the ground score points.
11. In order to score points, the dog must catch the disc while they have at least one paw within the specified competition field.
12. Dogs that make a catch in mid-air with all four paws off the ground and while executing an obvious leaping effort score an extra half point.
13. The points scoring opportunities are summarized in the following table:

<b>Metres</b>	<b>Ground Catch</b>	<b>Mid-Air Catch</b>
More than 10	1	1.5
More than 20	2	2.5
More than 30	3	3.5
Bonus Zone	4	4.5

14. During the 90-second time limit handlers are able to make as many throws as possible, but only the "best five" points scores contribute to a team's total Toss and Fetch score. Once a team has successfully made five catches the handler is welcome to continue making throws in an effort to improve their team's score.
15. Each throw made by the handler must be released from behind the throwing line. If, at any time during the motion of throwing before the throw has left the handler's hand, any portion of either of the handler's feet are over, on, or touching the throwing line that throw will be signalled as a foot fault by the Line Judge, and the throw will not score any points.

16. Any throws that leave the handler's hand before time expires may count towards the team's total score although the actual catch may not be executed until after time has expired.

17. Although this is a single disc event, teams where the dog is susceptible to damaging discs may bring extra discs with them to the starting line. At any time during their 90 seconds a thrower may inform the Line Judge that they will be exchanging discs in order to ensure that the handler does not use a disc that has a broken rim, tear, or other type of damage that may substantially impair the flight of the disc or potentially injure the dog. To exercise this option a handler must hand the disc that they have been using to the Line Judge before taking hold of their replacement disc. Time does not stop during this exchange. The handler has total discretion for deciding if and when such disc exchanges will take place.

18. If, during the allotted time, a dog takes a nature break on or off the field, time will be immediately stopped and will not resume. Handlers will be immediately required to thoroughly clean any affected area of the field. Teams will not be disqualified for such an infraction, but in addition to forfeiting the remainder of their time, points will be deducted from their score equal to the number of throws that had been made by the handler before the nature break took place. However, the application of this rule cannot result in a score lower than zero.

19. If an interruption occurs during competition that is beyond the control of the competitor (ie, not a nature break), time will be suspended as quickly as possible by an indication from any of the field judges. The interruption will be dealt with (field cleared, offending interruption severely chastised) and the competitor will be allowed to continue with the rest of the round. Time will start immediately where it was suspended, and the canine may start anywhere on the field. Additionally, the competitor can be given the option to start the round over, but only with the support of the majority of the Judges in order to avoid interruptions that in the Judges' opinions were intentionally caused by someone wanting to provide the competitor with a restart opportunity. As the interruption may have occurred early in the round, the competitor may choose to take their new round immediately. If the interruption occurred in the second half of the round, the competitor may elect to move to the end of the order and start the round over after their dog has rested. Time will be suspended for all unforeseen distractions or interruptions that occur on the field and that may directly, or indirectly put the canine competitor at risk of injury or that hamper a team's ability to compete fairly. The decision to halt a team's round will be made at the discretion of Judges.

20. One or more Scoring Judges will assess the points scored by each throw and the total points scored by each team. The Scoring Judges have total discretion for determining scores, and their decisions will not be subject to review or appeal.

21. The Bonus Zone is a marked circle positioned at the centre of the width of the field. It is 10 metres in diameter tangential to and extending out beyond the 30 metre line. **To earn the Bonus Point the dog's four paws must all be positioned on the ground inside the bonus zone, or if one or more paws are in the air at the time of the catch then all those paw/s must land inside the Bonus Zone. If any paw is outside or touching the bonus zone line then the bonus will not be scored.**

## Approved Competition Discs

This is the approved Policy by the USDDN Steering Committee and adopted by ACDA in February 2009.

The SC set forth Size/Weight class distinctions in discs. Players can use any of the approved discs, HOWEVER, players may NOT mix disc sizes and weights in a single round. For example, competitors cannot compete with a EuroBlend & standard Fastback in the same Round; competitors cannot you use standard Fastbacks and Jawz in the same round; and, competitors cannot combine Pup size discs with any larger discs.

Consequently, ACDA requires in Toss & Fetch, Bonus Chase, Freestyle and all Games Formats, the use of only the discs specified below. A competitor may not mix discs within any one (1) round of competition - all discs must be the same size and weight class. If a competitor is found to have mixed the sizes or weight class of discs in a single round, a five (5) point penalty will be applied in Freestyle before the multiplier and in Toss & Fetch formats there will be a one (1) point penalty applied per throw made. However, the application of this rule cannot result in a score lower than zero. Important note: A penalty assessed for mixing discs is separate from any Canine Endangerment penalties.

### **If your dog measures 15.01 Inches (375mm) or Taller at the Shoulder (measured at the withers), you must use one of the discs identified below:**

"Standard Large Discs": Between 9 - 9.5 Inches in Diameter & Less Than 115 grams

- Wham-O: Fastback Standard, Flex & Super Flex
- Discovering The World: Chomper Standard, Flex & SuperFlex
- Innova Hero: 235's: AIR and Xtra
- DogStar: Standard and Crusher

"Standard Medium Discs": Between 8.5 to 8.75 Inches in Diameter & Less Than 115 grams

- Innova Hero: 215's: Sonic, Super Sonic, Sonic Xtra
- Hyperflite: K-10 Competition Standard, Frostbite, UV & Midnight Sun

"Heavy Large Discs": Between 9 - 9.5 Inches in Diameter & between 130 grams and 145 grams

- Wham-O: Eurablend
- Innova Hero: 235's: Super Hero/K9 Candy, SuperStars, SuperSwirls
- DogStar: Crusher Heavy & Crusher T-Rex

"Heavy Medium Discs": Between 8.5 to 8.75 Inches in Diameter & between 130 grams and 145 grams

- Hyperflite: Jawz (All variants of Jawz - HyperFlex, XComp, Standard)

**If your dog measures 15.00 inches (375mm) or less at the shoulder (measured at the withers), you may choose to compete with any of the discs defined above or those specified below. The same rules and penalties for mixing disc size/weights defined above apply.**

"Small Dog Discs": Between 6.25 and 7 Inches in Diameter and between 40 grams and 90 grams

- Innova Hero: Pup 160's

- Hyperflite: Pup Jawz, Pup Frostbite, Pup Competition Standard