

# FREESTYLE

Hyperflite  
skyhoundz

DISCDOGATHON™

PLEASE PRINT CLEARLY

SIGN UP NUMBER \_\_\_\_\_ PLACE \_\_\_\_\_

COMPETITOR NAME/DOG NAME \_\_\_\_\_

SCORING (Time: 2 minutes) Maximum of 10 points per category (0-10)



1 FREESTYLE – ROUND 1 (0-10 POINTS EACH CATEGORY)				
PRESENTATION	ATHLETICISM	WOW!FACTOR	SUCCESS	TOTAL 1

2 FREESTYLE – ROUND 2 (0-10 POINTS EACH CATEGORY)				
PRESENTATION	ATHLETICISM	WOW!FACTOR	SUCCESS	TOTAL 2

FREESTYLE GRAND TOTAL					
Winners will be determined by adding Freestyle Rounds 1 and 2	TOTAL 1	+	TOTAL 2	=	GRAND TOTAL

**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: 1) The competitor with the highest combined scores in the Athleticism and WOW!FACTOR categories, 2) A Snapshot round will take place with each team receiving ten seconds in which to demonstrate their strongest trick/or cluster of tricks. The judges will then declare a winner based on their impressions of the overall quality of the snapshot performances.

Copyright ©2010 Skyhoundz. SKYHOUNDZ® is a registered trademark of PRB & Associates, Inc. No reproduction permitted without prior written authorization.

# FREESTYLE

Hyperflite  
skyhoundz

DISCDOGATHON™

PLEASE PRINT CLEARLY

SIGN UP NUMBER \_\_\_\_\_ PLACE \_\_\_\_\_

COMPETITOR NAME/DOG NAME \_\_\_\_\_

SCORING (Time: 2 minutes) Maximum of 10 points per category (0-10)



1 FREESTYLE – ROUND 1 (0-10 POINTS EACH CATEGORY)				
PRESENTATION	ATHLETICISM	WOW!FACTOR	SUCCESS	TOTAL 1

2 FREESTYLE – ROUND 2 (0-10 POINTS EACH CATEGORY)				
PRESENTATION	ATHLETICISM	WOW!FACTOR	SUCCESS	TOTAL 2

FREESTYLE GRAND TOTAL					
Winners will be determined by adding Freestyle Rounds 1 and 2	TOTAL 1	+	TOTAL 2	=	GRAND TOTAL

**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: 1) The competitor with the highest combined scores in the Athleticism and WOW!FACTOR categories, 2) A Snapshot round will take place with each team receiving ten seconds in which to demonstrate their strongest trick/or cluster of tricks. The judges will then declare a winner based on their impressions of the overall quality of the snapshot performances.

Copyright ©2010 Skyhoundz. SKYHOUNDZ® is a registered trademark of PRB & Associates, Inc. No reproduction permitted without prior written authorization.