

Official Rules of the Endless Series Competition (27.03.2025):

- A competitor may participate with any number of dogs, and a dog may compete with more than one handler. However, we ask that you respect your dogs and ensure a reasonable number of performances per dog.
- To compete in the Freestyle category, a dog must be at least 18 months old, and for the Distance category, at least 12 months old. This must be confirmed in the dog's passport. Dogs need to be vaccinated against rabies and the vaccine needs to be **VALID**.
- According to USDDN regulations, females in heat CAN compete but need to wear protective pants.
- The use of electric collars, prong collars, or choke chains is strictly prohibited.
- Competitors must ensure their dogs' thermal comfort and provide access to water. The organizer does not supply water for dogs.
- Before each event, competitors will have time and space for a warm-up on or near the competition field.
- Bringing food onto the competition field is strictly prohibited. Violation of this rule may result in penalty points.
- Dogs must not relieve themselves on the competition field. If this occurs, the handler must immediately clean up after the dog or pour water over the area. For this reason, we ask competitors to walk their dogs along the field barriers when they are not called to compete.
- Outside of performances and warm-ups, all dogs must be kept on a leash.
- Participants may camp on-site in tents for free and use showers at agreed times if available at the venue. They can also access electricity after paying a fee.
- Aggressive dogs are not allowed to participate in the competition. Violation of this rule will result in consequences.
- The competition area is monitored but not guarded. The organizer is not responsible for unattended belongings, parked cars, or injuries to competitors or dogs on or around the competition field.
- The organizer reserves the right to change the competition venue.
- Any aggression or violence toward a dog (including pulling on its collar, harness, or fur), insulting other competitors, judges, or organizers will result in disqualification and a lifetime ban from the competition.
- Hitting a dog will lead to an immediate police intervention.
- Any form of racism, chauvinism, xenophobia or hate speech is strictly prohibited. Our competition is a place for everyone.
- Disqualified competitors cannot appeal the organizer's decision, and entry fees are non-refundable.

- Dogs that are sick or visibly in pain, as indicated by their appearance or movement, are not allowed to participate.

REGISTRATION RULES:

- Registration is conducted through the application form on the DiscLog platform.
- Registration dates for the **Endless Summer 2025** edition:
 - **Opening:** June 9, 2025, at 6:00 PM
 - **Closing:** August 22, 2025, at 11:59 PM
- Signing up for the competition is equivalent to accepting the rules and regulations.
- Participation in the competition requires the payment of the entry fee.
- After filling out the registration form, the competitor **will need to pay their fee by the registration closure day (22.08.2025)**. The remaining time will be displayed in the application. Payment confirmation will also be recorded in the application.
- If the payment is not received within the deadline, the registration will be automatically removed.
- The organizer reserves the right to impose limits on certain competition categories.
- Changes to the start lists are allowed until the end of the registration period.
- The organizers reserve the right to change the judging panel.
- Until the end of the registration period, a full refund is possible without providing a reason. After this period, refunds will **ONLY** be issued in case of injury to the dog or competitor. A participant may also transfer their spot to another person upon agreement with the organizer.
- Due to organizational costs, the effort, and time required to arrange the event, entry fees **will not be refunded** if the competition is canceled due to force majeure, such as a natural disaster, pandemic, war, government-imposed bans, hazardous weather conditions, or other unforeseen circumstances that prevent the event from taking place before or during the competition.

USDDN FREESTYLE RULES:

- To compete, the dog must be at least **18 months old** and have no health contraindications.
- In the **Starters** category, competitors have **90 seconds**, while in the **Open** categories, they have **120 seconds** to showcase their skills. The time starts from the first throw made to the dog. Scoring begins when the music starts.
- Competitors select their own music, but it must remain appropriate and respectful.

- A competitor may use up to **10 discs** from brands and types approved by the USDDN Commission. Mixing discs is allowed but only within the same weight category, per USDDN regulations.
- Competitors are judged in **four categories**:
 - **Dog**
 - **Team**
 - **Player**
 - **Execution**
 - Scores are totaled and multiplied by **1.5**.
- Judges have the right to assign up to **4 penalty points** for unsafe situations that could harm the dog. They may also call a competitor for a discussion immediately after their performance.
- Complete round consists of 2 freestyle routines and one Toss & Fetch round.

 Full USDDN rules available at: usddn.com/official-rules

USDDN Super Pro Toss & Fetch (Div II)

A **distance-based** competition in which the dog retrieves a disc. It consists of **two rounds**, with the competitor making as many throws as possible within **90 seconds** (time starts when the dog crosses the line). The final score is based on the **five best catches per round**.

- The competitor may have **only one disc** on the field. A second disc may be handed to the line judge and used only if the first disc is damaged.
- Both the **competitor and dog must be behind the starting line** before the first throw. Afterward, the dog may be anywhere on the field, but the competitor must always throw from behind the line.
- Stepping on the line results in a **“foot fault,”** and the throw will not count.
- The competition field measures **30x50 yards** and is divided into **five 10-yard zones**.
- An **extra 0.5 points** is awarded for an **aerial catch**, defined as a **deliberate jump** in which all four paws leave the ground with visible air space between the dog and the ground. A dog catching the disc while galloping is **not** considered a jumping catch.
- A **catch in the middle zone** earns an additional **0.5 points**.

- To move up to a **higher division**, a competitor must consistently score **18 points** in a single round of **Pro Toss & Fetch** or **SPTF Div. II**. Success in other events like **Throw N Go Level 1** does not require moving up in SPTF.

📌 Full rules: usddn.com/official-rules

BullsEye

A **fast-paced** distance competition where the competitor and dog must accumulate as many points as possible within **60 seconds** using only **two discs**.

- The **playing field** consists of **three concentric circles** with radii of **2 yards, 4 yards, and 7.5 yards**.
- The competitor starts **inside the smallest circle** and must throw the disc into the **outer ring or beyond** for points.
- The dog **also starts in the middle circle** at the beginning of the game.
- The competitor **may leave the inner circle** to retrieve the disc, but throws made **outside the inner circle do not count**.
- **Scoring:**
 - **1 point** for a catch in the outer ring (4-7.5 yards).
 - **3 points** for a catch **beyond 7.5 yards**.
 - **+1 bonus point** for an **aerial catch** (all four paws off the ground with a clear jumping intent).
- The team with the **most points** wins.

📌 Official English rules: skyhoundz.com/bullseye

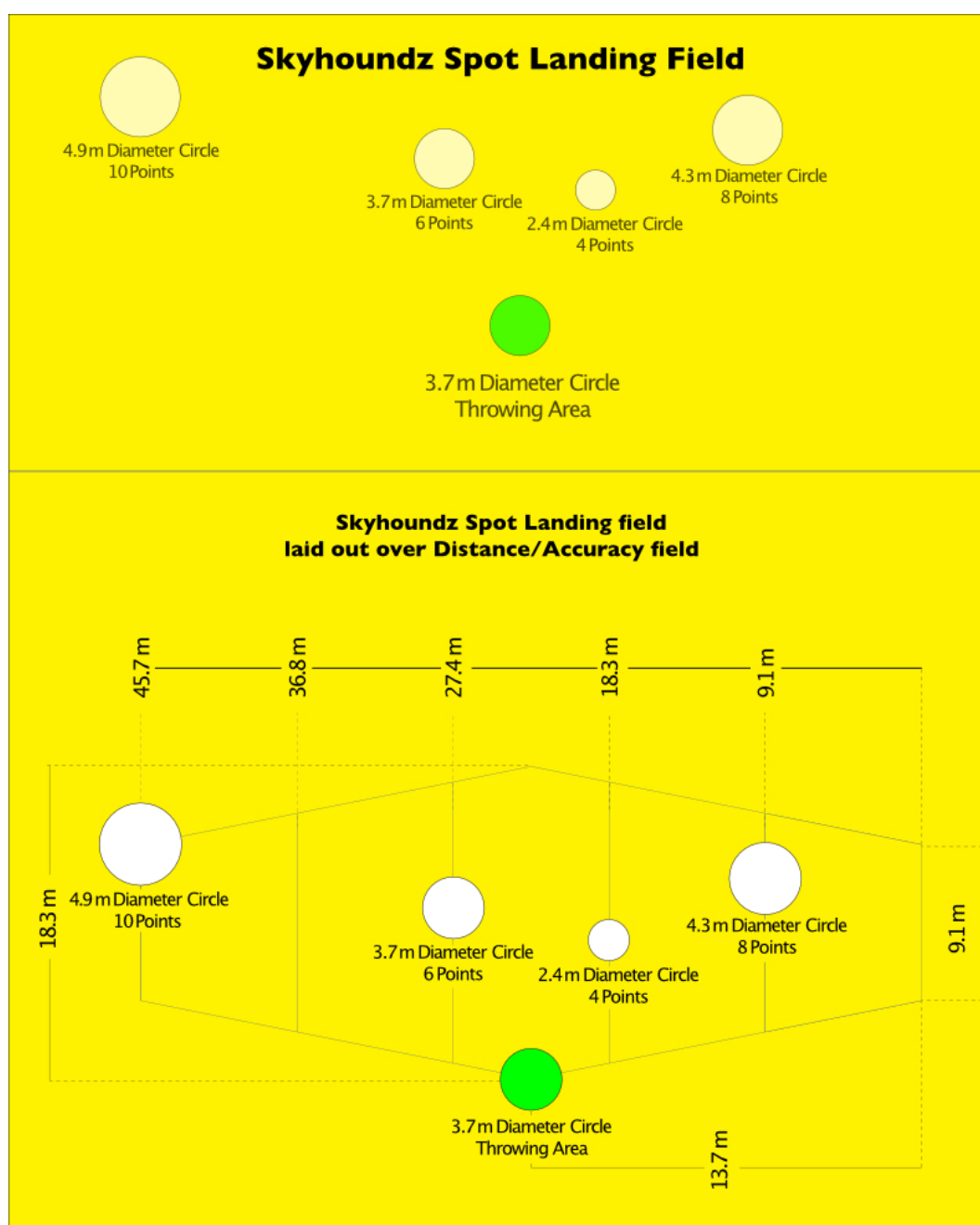
Spot Landing

A precision event where the **competitor stands inside a circle** and must throw **one disc** into **each of four scoring zones**.

- The competitor has **60 seconds** and may only use **one disc**.
- **Scoring Zones:**
 - **4, 6, 8, or 10 points** depending on which zone the dog lands in.
- To score, the **dog must catch the disc with all four paws inside the circle** for that zone.

- If the dog **misses** but makes a **clear attempt** near the zone, the competitor **earns 1 point** and may proceed to the next zone. The **head judge** decides whether the attempt is valid.
- If an attempt is ruled **insufficient** or a **foot fault** occurs, the competitor must **re-throw to the same zone**.
- Once all four zones are completed, the competitor may continue throwing to **any zone** for additional points until time expires.

📌 Official English rules: skyhoundz.com/spot-landing



Pairs Distance

A team-based distance competition where two players and one dog work together using a single disc. The game lasts 60 seconds.

- The playing field resembles a **diamond shape** measuring **50 yards long and 20 yards wide**, divided into **10-yard scoring zones**. Points per zone: **0, 1, 2, 3, 5**.
- **Gameplay:**
 - Player A throws the disc.
 - The dog must return the disc to **Player B**, who then becomes the thrower.
 - If the **dog drops the disc**, Player B must retrieve it before throwing.
 - After Player B's throw, the **roles switch again**.
- **Penalties** apply for throws or receptions made by the wrong player.
- **+1 bonus point** for an **aerial catch** (all four paws off the ground with a clear jumping intent).
- At the **start of the game**, both players and the dog must be **behind the starting line**.
- The team with the **most points wins**.

📌 Official English rules: skyhoundz.com/distance-accuracy-and-pairs

Far Out

A long-distance throwing event where the competitor aims for the **furthest successful catches**.

- The competitor has **90 seconds** to make **three throws**.
- **Scoring:**
 - **1 yard = 1 point** (measured at the catch location).
 - The clock starts **when the first throw is made**.
- **Rollers (rolling throws)** are allowed but must be **declared to the judge in advance**.
- The competitor may bring **any number of discs** to the field.
- The **dog is not required to return the disc** after catching it.
- **Bonus Round:**
 - After all competitors complete their three throws, each competitor gets **one additional throw** (called a “**Sweet Shot**”) to improve their **lowest-scoring throw**.

- **Risk:** If the Sweet Shot is worse than the lowest original throw, the worse score **will be counted**.
- Competitors may **delay their bonus throw** and take it later.
- The **highest total score wins**.

📌 Official English rules: updogchallenge.com/far-out

Progress

A beginner-friendly event designed for young competitors, those with limited throwing ability, or those still learning technique.

- The round lasts **60 seconds**, and the competitor may use **one disc**.
- **Toys and other objects** are permitted.
- The field follows **Super Pro Toss & Fetch rules** but is **half the size**:
 - **5 yards = 1 point**
 - **10 yards = 2 points**
 - **15 yards = 3 points**
 - **20 yards = 4 points**
- **Bonus Points:**
 - **+0.5 points** for an **aerial catch**.
 - **+0.5 points** for a **catch in the middle zone**.
- The **five best throws** determine the final score.

This event is a **great entry point** for newcomers wanting to experience disc competitions!