

**EDGE**

**SkillShot**

**Awards®**

**Program Guide**

Revised, June, 2004



## SKILLSHOT® AWARDS

The SkillShot® Awards are presented by the EDGE program for demonstrated proficiency at a variety of fundamental Disc Golf skills.

In increasing difficulty, the Owl (novice), Hawk (intermediate), Falcon (advanced), and Eagle (expert) awards consist of certificates and embroidered patches that can be displayed on a disc bag, vest, or jacket.

SkillShot® test courses may be structured (laid out on a football, soccer or other open field) or free form (laid out on an existing disc golf course). Colored markers on the ground indicate the locations from which the various throws are made. Scoring is based on distance from the target. The throws are all standard and participants can try repeatedly to improve their scores and qualify for higher level awards. At the lower levels, participants are given more opportunities to score, but as a player's competency increases, the number of chances is reduced and the added throws are more difficult.

SkillShot® Challenge competitions may also be held, where competitors make one throw from each station, trying to compile the highest score, compared to others.

Have a great time as you challenge yourself to improve your disc golf skills. Work on the shots and take your skills to the course. You will find that you are a better golfer and that your game will improve as a result of SkillShot®!

# DEFINITIONS

The throws required in the SkillShot® program come from a standard repertoire that most disc golfers use. To make sure that competency is judged in a fair manner, the following definitions will be used.

**Backhand:** Bringing the disc across the chest, release it with the back of the hand aimed toward the target.

**Sidearm or Forehand:** Holding the disc level and out away from your body, fling it, like snapping a towel, with the palm aimed toward the target.

**Roller:** Throwing the disc on an angle, with a backhand or forehand release, so it lands on its edge and rolls toward the target. The disc must roll at least half of the distance to the target to count.

**Upside-Down:** Thrown with the bottom side of the disc facing up, with a backhand or overhead forehand release, the disc must remain upside down for more than half of its flight to count.

**Straddle:** Facing directly toward the target, place your feet at or about shoulder width. Starting with the disc near the center of your body, somewhere between your legs and chest, release it toward the target with a backhand throw, like you are reaching out to shake hands.

**Kneeling/Seated:** One or both knees must be on the ground, or the player must be seated, when the disc is thrown. Use any type of throw that feels comfortable.

**Freestyle:** Any type of stance and throw style is allowed including rollers.

**Obstructed:** A tree, bush or artificial structure is positioned at about half the distance to the target on the line of play.

# Scoring

The SkillShot scoring system is as follows.

1. All throws are made from behind the designated markers.
2. A first throw landing in the target is awarded 60 points.
3. A first throw that lands touching the target pole is awarded 50 points.
4. A first throw landing within 25 feet of the target pole is scored by deducting the number of feet away from the pole from 50 points. Any part of the disc within the foot measurement scores the higher point value. (Example: The closest edge of the disc lies between 17 and 18 feet from the pole. 17 points are deducted from 50, resulting in a score of 33 points for that throw.)
5. An initial throw landing further than 25 feet from the target pole requires the player to throw again. The player must attempt their second throw from where their first disc lies. If the player successfully puts the disc in the target on the second throw, they score 20 points. If the second throw lands within 25 feet of the target pole, the player scores 10 points. If the disc lands outside of 25 feet, there is no score for that skill.
6. Players trying for the Owl Award make each throw two times and record their best score. 150 points are needed to earn the award.

Players trying for the Hawk Award make each throw two times and record their best score. 330 points are needed to earn the award.

Players trying for the Falcon Award make each throw twice and record their best score. 480 points are needed to earn the award.

Players trying for the Eagle Award make one attempt at each skill and record the score. They must earn 650 points to qualify.

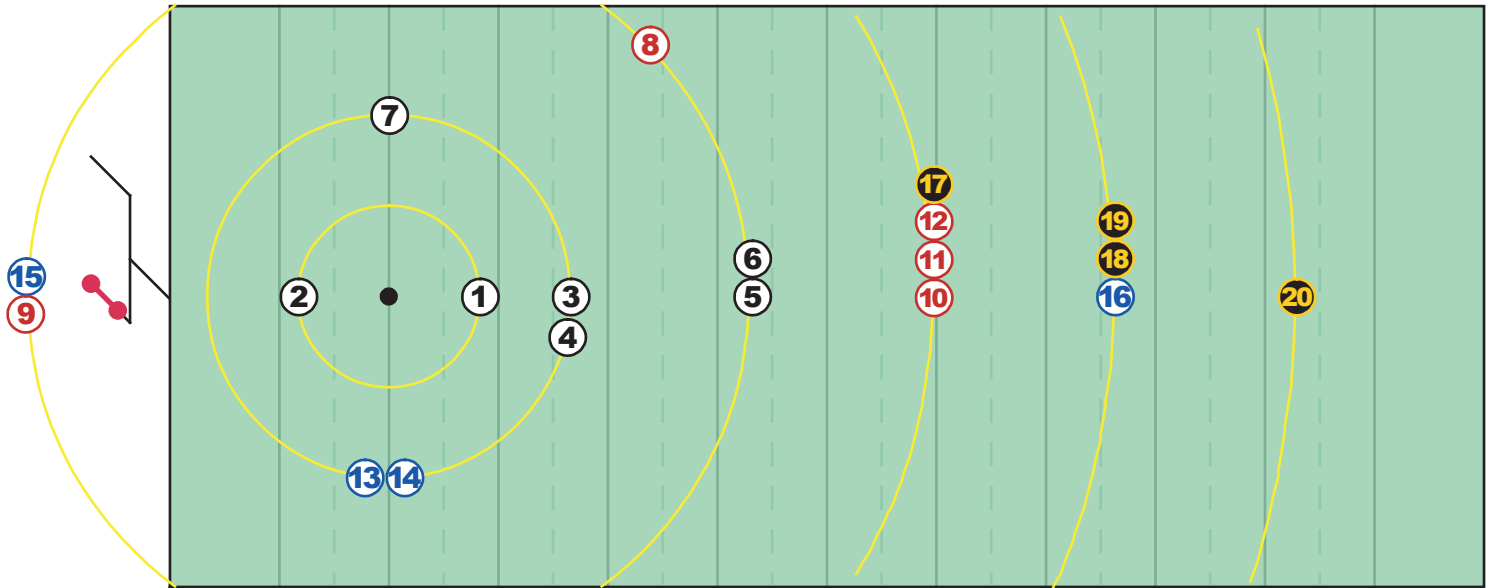
# Skill Shot<sup>®</sup> Awards

## EDGE Scoring Requirements

Skill No.	Dist. (Feet)	Skill Description	Owl (White)	Hawk (Red)	Falcon (Blue)	Eagle (Gold)
			Best 1 of 2 Attempts	Best 1 of 2 Attempts	Best 1 of 2 Attempts	1 Attempt
1	25	Putt, Freestyle	x	x	x	x
2	25	Putt, Freestyle 180° (directly opposite skill #1)	x	x	x	x
3	50	Backhand	x	x	x	x
4	50	Forehand/Sidearm	x	x	x	x
5	100	Backhand	x	x	x	x
6	100	Forehand/ Sidearm	x	x	x	x
7	50	Obstructed		x	x	x
8	100	Forehand Roller (kneeling/seated)		x	x	x
9	100	Obstructed		x	x	x
10	150	Backhand		x	x	x
11	150	Forehand/Sidearm		x	x	x
12	150	Roller, Forehand/Sidearm		x	x	x
13	50	Straddle or Kneeling/Seated			x	x
14	50	Upside-Down			x	x
15	100	Obstructed Knee/Seated			x	x
16	200	Backhand			x	x
17	150	Upside-Down				x
18	200	Roller, Freestyle				x
19	200	Forehand/Sidearm				x
20	250	Freestyle				x
<b>Average Throw Value</b>			<b>25</b>	<b>27.5</b>	<b>30</b>	<b>32.5</b>
<b>Total Points to Qualify</b>			<b>150</b>	<b>330</b>	<b>480</b>	<b>650</b>

# SKILLSHOT STRUCTURED COURSE

## Sample Layout on Football Field



① = Owl Skills (1-6)

Inner circle around basket is 25 feet from the pole.

⑦ = Hawk Skills (7-12)

Outer circle around basket is 50 feet from pole.

⑬ = Falcon Skills (13-16)

⑰ = Eagle Skills (17-20)

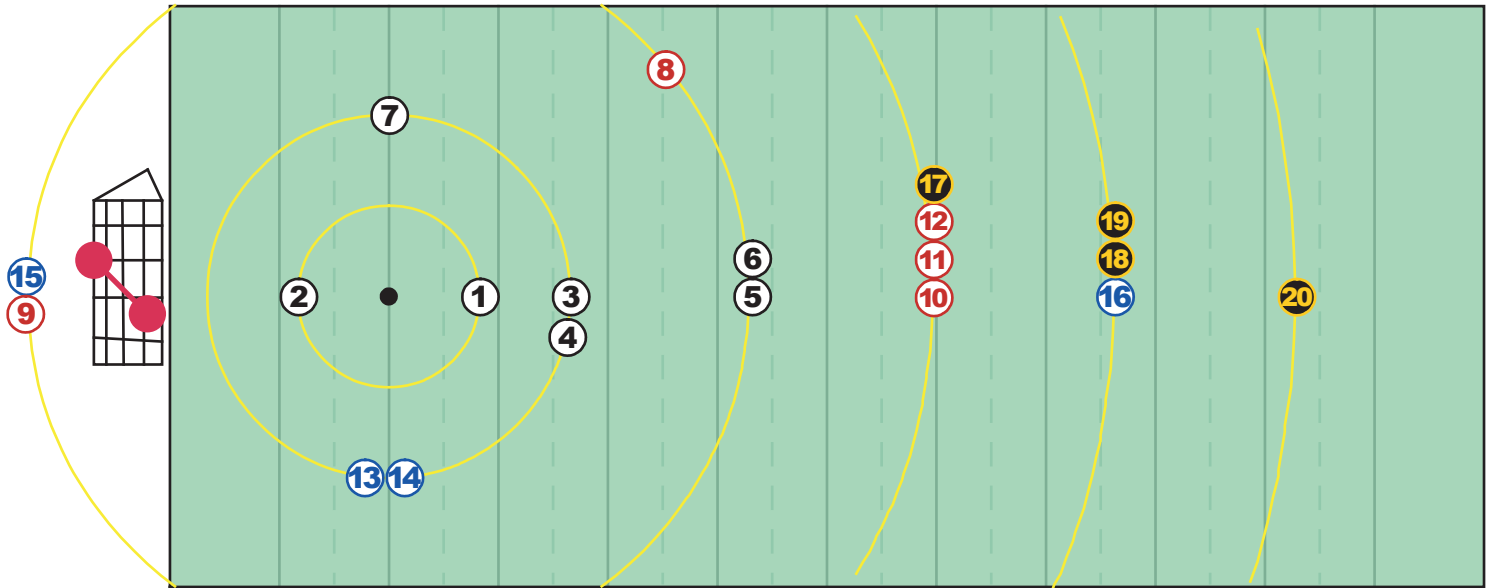
Multiple skills in line are thrown from lowest number position. (Center of field)

●● = Obstruction

● = Basket

# SKILLSHOT STRUCTURED COURSE

## Sample Layout on Soccer Field



① = Owl Skills (1-6)

Inner circle around basket is 25 feet from the pole.

⑦ = Hawk Skills (7-12)

Outer circle around basket is 50 feet from pole.

⑬ = Falcon Skills (13-16)

⑰ = Eagle Skills (17-20)

Multiple skills in line are thrown from lowest number position. (Center of field)

● = Obstruction  
(in this case the soccer goal)

● = Basket

## How to participate:

1. Locate a SkillShot® Course or Qualifying Event on the [edgediscgolf.org](http://edgediscgolf.org) website.
2. Complete the Player's Application and either:
  - a) Forward it with your one time \$10.00 fee to  
SkillShot® Awards  
c/o EDGE  
2850 Commerce Dr.  
Rock Hill, SC 29730, .....OR,
  - b) Attend the event and pay the Event Director your fee.
3. Turn in a completed and countersigned scorecard for the level you are attempting.
4. Your patch and certificate will be mailed to you or awarded at the event.
5. When you are ready to try for the next level, just mail in your qualifying scorecard for the next patch.
6. SkillShot® Challenge Competitions are separate from the Awards program and may have separate fees attached.
7. Schools or organizations wishing to run SkillShot® events should contact EDGE at 1-800-476-3968 or [skillshot@edgediscgolf.org](mailto:skillshot@edgediscgolf.org) for details and pricing information.

# SkillShot® Player Application

First Name		Last Name	
Address			
City		State	ZIP
Phone		Email	
DGU#		PDGA #	
Club Name:			
Date of Birth	School		Grade
I hereby apply to participate in the SkillShot Awards Program. I will achieve a qualifying score at each level before moving on to the next. I will ask for scoring assistance when I attempt a level and will provide assistance to another player when asked.			
Player Signature			Date
Parent Signature (if under 18)			Date

Send completed application with \$10.00 fee to:

SkillShot,  
c/o EDGE,  
2850 Commerce Dr.,  
Rock Hill, SC 29730

or give it to the administrator of your  
school's or organization's SkillShot program.

### SkillShot® Awards – Owl Award Scorecard

<b>Player Name:</b>				<b>Date:</b>	
Make TWO attempts at each skill, circle the best score.					
Skill #	Dist.	Description	#1	#2	Total
1	25	Putt, Freestyle			
2	25	Putt, Freestyle 180 ° (Directly opposite skill #1)			
3	50	Backhand			
4	50	Forehand/Sidearm			
5	100	Backhand			
6	100	Forehand/Sidearm			
(150 Points needed to qualify for Owl Award)				<b>Total Score</b>	

The SkillShot® scoring system is as follows.

1. All throws are made from behind the designated markers. A first throw landing in the target is awarded 60 points.
2. A first throw that lands touching the target pole is awarded 50 points.
3. A first throw landing within 25 feet of the target pole is scored by deducting the number of feet away from the pole from 50 points. Any part of the disc within the foot measurement scores the higher point value. (Example: The closest edge of the disc lies between 17 and 18 feet from the pole. 17 points are deducted from 50, resulting in a score of 33 points for that throw.)
4. An initial throw landing further than 25 feet from the target pole requires the player to throw again. The player must attempt their second throw from where their first disc lies. If the player successfully puts the disc in the target on the second throw, they score 20 points. If the second throw lands within 25 feet of the target pole, the player scores 10 points. If the disc lands outside of 25 feet, there is no score for that skill.
5. Players trying for the Owl Award make each throw two times and record their best score. 150 points are needed to earn the Owl award.

Player Signature \_\_\_\_\_ Witness Signature \_\_\_\_\_

## SkillShot® Awards – Hawk Award Scorecard

<i>Player Name:</i>				<i>Date:</i>	
<b>Make TWO attempts at each skill, circle the best score.</b>					
Skill #	Dist.	Description	#1	#2	Total
1	25	Putt, Freestyle			
2	25	Putt, Freestyle 180 ° (Directly opposite skill #1)			
3	50	Freestyle			
4	50	Freestyle			
5	100	Backhand			
6	100	Forehand / Sidearm			
7	50	Obstructed			
8	100	Roller, Sidearm/Forehand kneeling/seated			
9	100	Obstructed			
10	150	Backhand			
11	150	Forehand / Sidearm			
12	150	Roller Forehand / Sidearm			
(330 Points needed to qualify for Hawk Award)				<b>Total Score</b>	

The Skill Shot® scoring system is as follows.

1. All throws are made from behind the designated markers. A first throw landing in the target is awarded 60 points.
2. A first throw that lands touching the target pole is awarded 50 points.
3. A first throw landing within 25 feet of the target pole is scored by deducting the number of feet away from the pole from 50 points. Any part of the disc within the foot measurement scores the higher point value. (Example: The closest edge of the disc lies between 17 and 18 feet from the pole. 17 points are deducted from 50, resulting in a score of 33 points for that throw.).
4. An initial throw landing further than 25 feet from the target pole requires the player to throw again. The player must attempt their second throw from where their first disc lies. If the player successfully puts the disc in the target on the second throw, they score 20 points. If the second throw lands within 25 feet of the target pole, the player scores 10 points. If the disc lands outside of 25 feet, there is no score for that skill.
5. Players trying for the Hawk Award make each throw two times and record their best score. 330 points are needed to earn the Hawk award.

Player Signature \_\_\_\_\_ Witness Signature \_\_\_\_\_

## SkillShot® Awards – Falcon Award Scorecard

<i>Player Name:</i>			<i>Date:</i>		
<b>Make TWO attempts at each skill, circle the best score.</b>					
Skill #	Dist.	Description	#1	#2	Total
1	25	Putt, Freestyle			
2	25	Putt, Freestyle 180 ° (directly opposite skill #1)			
3	50	Backhand			
4	50	Forehand/Sidearm			
5	100	Backhand			
6	100	Forehand / Sidearm			
7	50	Obstructed			
8	100	Forehand Roller (Kneeling/Seated)			
9	100	Obstructed			
10	150	Backhand			
11	150	Forehand / Sidearm			
12	150	Roller Forehand / Sidearm			
13	50	Straddle or Kneeling/Seated			
14	50	Upside-Down			
15	100	Obstructed Kneeling/Seated			
16	200	Backhand			
(480 Points needed to qualify for Falcon Award)				<b>Total Score</b>	

The SkillShot® scoring system is as follows.

1. All throws are made from behind the designated markers. A first throw landing in the target is awarded 60 points.
2. A first throw that lands touching the target pole is awarded 50 points.
3. A first throw landing within 25 feet of the target pole is scored by deducting the number of feet away from the pole from 50 points. Any part of the disc within the foot measurement scores the higher point value. (Example: The closest edge of the disc lies between 17 and 18 feet from the pole. 17 points are deducted from 50, resulting in a score of 33 points for that throw.)
4. An initial throw landing further than 25 feet from the target pole requires the player to throw again. The player must attempt their second throw from where their first disc lies. If the player successfully puts the disc in the target on the second throw, they score 20 points. If the second throw lands within 25 feet of the target pole, the player scores 10 points. If the disc lands outside of 25 feet, there is no score for that skill.
5. Players trying for the Falcon Award make each throw two times and record their best score. 480 points are needed to earn the Falcon award.

**Player Signature** \_\_\_\_\_ **Witness Signature** \_\_\_\_\_

## SkillShot® Awards – Eagle Award Scorecard

<b>Player Name:</b>		<b>Date:</b>	
<b>Make ONE attempt at each skill.</b>			
Skill #	Dist.	Description	Score
1	25	Putt, Freestyle	
2	25	Putt, Freestyle 180 ° (directly opposite skill #1)	
3	50	Backhand	
4	50	Forehand/Sidearm	
5	100	Backhand	
6	100	Forehand / Sidearm	
7	50	Obstructed	
8	100	Forehand Roller (kneeling/seated)	
9	100	Obstructed	
10	150	Backhand	
11	150	Forehand / Sidearm	
12	150	Roller Forehand / Sidearm	
13	50	Straddle or Kneeling/Seated	
14	50	Upside-Down	
15	100	Obstructed Kneeling/Seated	
16	200	Backhand	
17	150	Upside-Down	
18	200	Roller, Freestyle	
19	200	Forehand / Sidearm	
20	250	Freestyle	
(650 Points needed to qualify for Eagle Award)			

The SkillShot® scoring system is as follows.

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3. A first throw landing within 25 feet of the target pole is scored by deducting the number of feet away from the pole from 50 points. Any part of the disc within the foot measurement scores the higher point value. (Example: The closest edge of the disc lies between 17 and 18 feet from the pole. 17 points are deducted from 50, resulting in a score of 33 points for that throw.).
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5. Players trying for the Eagle Award make each throw one time and record their score. 650 points are needed to earn the Eagle award.

**Player Signature** \_\_\_\_\_ **Witness Signature** \_\_\_\_\_

Name				
SkillShot Challenge				
Skill	Level	Skill Description	Feet	Score
1	OWL	Putt, Freestyle	25	
2	OWL	Putt, Freestyle 180° (directly opposite skill # 1)	25	
3	OWL	Backhand	50	
4	OWL	Forehand/Sidearm	50	
5	OWL	Backhand	100	
6	OWL	Forehand/Sidearm	100	
7	HAWK	Obstructed	50	
8	HAWK	Forehand Roller (kneeling/seated)	100	
9	HAWK	Obstructed	100	
10	HAWK	Backhand	150	
11	HAWK	Forehand/Sidearm	150	
12	HAWK	Roller, forehand/sidearm	150	
13	FALCON	Straddle or Kneeling/Seated	50	
14	FALCON	Upside-Down	50	
15	FALCON	Obstructed Knee/Seated	100	
16	FALCON	Backhand	200	
17	EAGLE	Upside-Down	150	
18	EAGLE	Roller, Freestyle	200	
19	EAGLE	Forehand/Sidearm	200	
20	EAGLE	Freestyle	250	
Copyright EDGE 2004			<b>Total</b>	

Player Signature \_\_\_\_\_

Name				
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Skill	Level	Skill Description	Feet	Score
1	OWL	Putt, Freestyle	25	
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3	OWL	Backhand	50	
4	OWL	Forehand/Sidearm	50	
5	OWL	Backhand	100	
6	OWL	Forehand/Sidearm	100	
7	HAWK	Obstructed	50	
8	HAWK	Forehand Roller (kneeling/seated)	100	
9	HAWK	Obstructed	100	
10	HAWK	Backhand	150	
11	HAWK	Forehand/Sidearm	150	
12	HAWK	Roller, forehand/sidearm	150	
13	FALCON	Straddle or Kneeling/Seated	50	
14	FALCON	Upside-Down	50	
15	FALCON	Obstructed Knee/Seated	100	
16	FALCON	Backhand	200	
17	EAGLE	Upside-Down	150	
18	EAGLE	Roller, Freestyle	200	
19	EAGLE	Forehand/Sidearm	200	
20	EAGLE	Freestyle	250	
Copyright EDGE 2004			<b>Total</b>	

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8	HAWK	Forehand Roller (kneeling/seated)	100	
9	HAWK	Obstructed	100	
10	HAWK	Backhand	150	
11	HAWK	Forehand/Sidearm	150	
12	HAWK	Roller, forehand/sidearm	150	
13	FALCON	Straddle or Kneeling/Seated	50	
14	FALCON	Upside-Down	50	
15	FALCON	Obstructed Knee/Seated	100	
16	FALCON	Backhand	200	
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18	EAGLE	Roller, Freestyle	200	
19	EAGLE	Forehand/Sidearm	200	
20	EAGLE	Freestyle	250	
Copyright EDGE 2004			<b>Total</b>	

Player Signature \_\_\_\_\_

## Definitions

The throws required in the SkillShot™ program come from a standard repertoire that most disc golfers use. To make sure that competency is judged in a fair manner, the following definitions will be used.

**BACKHAND:** Bringing the disc across the chest, and releasing it with the back of the hand aimed toward the target.

**SIDEARM or FOREHAND:** Holding the disc level and out away from the body, fling it, like snapping a towel, with palm aimed toward the target.

**ROLLER:** Throwing the disc on an angle, with a backhand or forehand release, so that it lands on its edge and rolls toward the target. The disc must roll at least half the distance to the target to count.

**UPSIDE-DOWN:** Thrown with the bottom of the disc facing up, with a backhand, forehand or overhand release. The disc must remain upside down for more than half of its flight to count.

**STRADDLE:** Facing directly toward the target, place your feet at about shoulder width. Starting with the disc near the center of your body, somewhere between your legs and chest, release it toward the target with a backhand throw, like you are reaching out to shake hands.

**KNEELING/SEATED:** One or both knees must be on the ground or player must be seated when the disc is thrown. Use any type of throw that feels comfortable.

**FREESTYLE:** Any type of stance and throwing style is allowed including rollers and upside-down.

**OBSTRUCTED:** A tree, bush or artificial structure is positioned about half the distance to the target on the line of play. Using the technique of your choice, throw your disc around the object.

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