

2. Event 2019 in Augustfehn

Datum: 04. bis 05. Mai



Competitors Name	Grit Bendel	Combined Division	II
Canine Name	Sunny	Ranking	3

Toss & Fetch

Judge:

Throws	1	2	3	4	5	6	7	8	9	10	Penalty	Round 1	Round 2
Round 1	0,00	0,00	2,00	2,00							0,00	4,00	
Round 2	3,00	0,00	2,00								0,00		5,00

Caine Elements

Judge:

			Round 1	Round 2
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1,78	1,77
2	Retrieval	The dog's ability to track, chase and catch discs, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player).	1,72	1,73
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1,62	1,63
4	Grip	Before, during and after the moment of catching a disc, the canine must exhibit consistent commitment with adequate focus.	1,59	1,58
Canine Elements Subtotal			6,71	6,71

Player Elements

Judge:

			Round 1	Round 2
5	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions.	1,65	1,52
6	Release Diversity	A diversity of throws must be demonstrated by the handler with variations in the grip and release, including a minimum of three different releases.	1,78	1,75
7	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1,65	1,58
8	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1,72	1,67
Player Elements Subtotal			6,80	6,52

Team Elements

Judge:

			Round 1	Round 2
9	Two Different Overs	The team performs two different over-the-body tricks: canine travels over the body, clearing the body of the player to catch a disc placed in flight.	0,00	1,89
10	Two Different Vaults	The team performs two different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes two different stances.	0,00	0,00
11	Multiple Segment	One multiple segment with a minimum of three consecutive throws in rapid succession.	2,15	2,16
12	Dog Catch	One dog catch with the disc in flight.	0,00	0,00
13	Team Movement	Coordinated team movement i.e. spin together, weave under legs, dog stall, etc.	1,34	1,68
14	Passing Segments	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1,83	1,86
15	Directional Distance Movement	The team performs tricks consisting of at least four consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like.	2,13	1,91
Only the best four of the seven elements score			7,45	7,82
Team Elements Subtotal			7,45	7,82

Execution

Judge:

								Round 1	Round 2
16	Round 1	Misses	8	Catches	14	Throws	22	Ratio	6,36
	Round 2	Misses	6	Catches	19	Throws	25		7,60

Freestyle

		Round 1	Round 2
Maximum score per Round = 40. Scoring is based on a 00,1 to 2,50 scale per category 1/00 pt scale.		Penalty	0,00
		Freestyle Subtotal	27,32
			28,65

Freestyle Round 1 * 2	+	Freestyle Round 2 * 2	+	Toss & Fetch Best Round	=	Grand Total Combined	116,95
54,65		57,30		5,00			