

#### 4. Kirican DiscDog Freestyle 24.-25.4.2010

<b>Tým:</b>	<b>Zuzka &amp; Trest</b>									
<b>Canine</b>						<b>Jakub Štýbr</b>		<b>RD1</b>	<b>RD2</b>	
<b>Prey Drive</b>	During the entire routine constant focus and concentration must be sustained.								<b>1,75</b>	<b>1,9</b>
<b>Retrieval</b>	The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player).								<b>1,8</b>	<b>1,8</b>
<b>Athleticism</b>	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and-or vaulting maneuvers.								<b>2,05</b>	<b>1,9</b>
<b>Grip</b>	Before, during and after the moment of catching a disc, the canine must exhibit consistent commitment with adequate focus.								<b>1,6</b>	<b>1,7</b>
<b>Judge comments</b>									<b>7,2</b>	<b>7,3</b>
<b>Player</b>						<b>Marcus Wolff</b>		<b>RD1</b>	<b>RD2</b>	
<b>Field Presentation</b>	The routing must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions.								<b>1,7</b>	<b>1,7</b>
<b>Release Diversity</b>	A diversity of throws must be demonstrated by the handler with variations in the grip and release, including a minimum of 3 different releases.								<b>1,8</b>	<b>1,7</b>
<b>Disc Management</b>	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.								<b>1,7</b>	<b>1,6</b>
<b>Rhythmic Team</b>	Transitional movement must be designed with smooth transitions between maneuvers and segments.								<b>1,8</b>	<b>1,6</b>
<b>Judge comments</b>									<b>7</b>	<b>6,6</b>
<b>Team</b>						<b>Sabine Wolff</b>		<b>RD1</b>	<b>RD2</b>	
<b>Two Different Overs</b>	The team performs 2 different over-the-body tricks: canine travels over the body, clearing the body of the player to catch a disk placed in flight.								<b>1,9</b>	<b>1,65</b>
<b>Two Different Vaults</b>	The team performs 2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.								<b>2,3</b>	<b>2</b>
<b>Multiple Segment</b>	1 multiple segment with a minimum of three consecutive throws in rapid succession.								<b>1,8</b>	<b>1</b>
<b>Dog Catch</b>	1 dog catch with the disc in flight.								<b>2</b>	<b>1</b>
<b>Team Movement</b>	Coordinated team movement i.e. spin together, weave under legs, dog stall, etc.								<b>2,38</b>	<b>1</b>
<b>Passing Segments</b>	Consecutive throws where the dog passes close to the player at least twice in a straight line.								<b>1,5</b>	<b>1</b>
<b>Directional Distance Movement</b>	The team performs tricks consisting of at least 4 consecutive throws where the dogs catches discs in a plane of space at a distance from the handler, including such movements as zig/zags, circling outruns, and the like.									<b>1</b>
<b>Judge comments</b>									<b>8,58</b>	<b>5,65</b>
									<b>Penalty</b>	<b>Penalty</b>
<b>Execution</b>						<b>Yva Andrová</b>				
	<b>Throws</b>			<b>Catches</b>						
<b>RD1</b>	<b>19</b>			<b>12</b>					<b>6,32</b>	
<b>RD2</b>	<b>25</b>			<b>9</b>					<b>3,60</b>	
<b>Toss &amp; Fetch</b>						<b>Miša Andrová</b>			<b>Total</b>	
<b>0</b>	<b>2,5</b>	<b>1,5</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>0</b>		<b>6</b>		
<b>Freestyle 1</b>	<b>x 1.5</b>	<b>T&amp;F</b>	<b>Freestyle 2</b>		<b>x 1.5</b>	<b>Grand Total</b>				
29,1	43,64	6	23,15		34,73	<b>84,37</b>				