

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

<b>Tým:</b>	<b>Eva &amp; Luky</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>2,3</b>	<b>2,3</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>1,9</b>	<b>1,7</b>
<b>Athleticism</b>	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and-or vaulting maneuvers.						<b>1,75</b>	<b>1,7</b>
<b>Grip</b>	Before, during and after the moment of catching a disc, the canine must exhibit consistent commitment with adequate focus.						<b>2,2</b>	<b>2,2</b>
<b>Judge comments</b>							<b>8,15</b>	<b>7,9</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>2</b>	<b>1,8</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>1,5</b>	<b>1,5</b>
<b>Disc Management</b>	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.						<b>1,8</b>	<b>1,5</b>
<b>Rhythmic Team</b>	Transitional movement must be designed with smooth transitions between maneuvers and segments.						<b>2</b>	<b>1,7</b>
<b>Judge comments</b>							<b>7,3</b>	<b>6,5</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 disc placed in flight.						<b>2,25</b>	<b>1,75</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>Multiple Segment</b>	1 multiple segment with a minimum of three consecutive throws in rapid succession.							<b>1</b>
<b>Dog Catch</b>	1 dog catch with the disc in flight.						<b>2,3</b>	<b>1</b>
<b>Team Movement</b>	Coordinated team movement i.e. spin together, weave under legs, dog stall, etc.						<b>1,8</b>	<b>1,75</b>
<b>Passing Segments</b>	Consecutive throws where the dog passes close to the player at least twice in a straight line.						<b>2</b>	<b>1,75</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>2</b>	<b>1,6</b>
<b>Judge comments</b>							<b>8,55</b>	<b>6,85</b>
							<b>Penalty</b>	<b>Penalty</b>
<b>Execution</b>					<b>Yva Andrová</b>			
	<b>Throws</b>		<b>Catches</b>					
<b>RD1</b>	<b>24</b>		<b>18</b>		<b>7,50</b>			
<b>RD2</b>	<b>20</b>		<b>11</b>		<b>5,50</b>			
<b>Toss &amp; Fetch</b>					<b>Miša Andrová</b>			<b>Total</b>
<b>0</b>	<b>1,5</b>	<b>0</b>	<b>0</b>	<b>1,5</b>	<b>1</b>			<b>4</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>	
31,5	47,25	4	26,75		40,13		<b>91,38</b>	