disc dog challenge Germany 2013

Hildesheim 11.05. - 12.05.2013

PURINA PRO PLAN

Startnumber:	1	Competitor´s Name:	Susanne Müller	Division :	I
		Dog´s Name:	Tamaya	Ranking:	14

Toss & Fetch
Maximum Score per Round = 22,5 Best 5 throws count towads total. Pointscale is 1 - 4,5

Total

Throws	1	2	3	4	5	6	7	8	9	10	Penalty	9,50
Points	0,00	0,00	2,50	2,50	2,50	2,00	0,00	0,00	0,00	0,00	0,00	

Canine Elements

			Round 1	Round 2
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2,10	2,10
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, handing them to the player.	1,90	1,80
3	Athleticism	The Canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2,00	1,90
4	Grip	Before, during and after the moment of excuting a disc, the canine must exhibit consistent commitment with adequate focus.	1,50	1,60
		Canine Element Subtotals	**7,50**	**7,40**

Player Elements

			Round 1	Round 2
5	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1,40	1,75
6	Release Diversity	A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.	1,85	1,80
7	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1,75	1,90
8	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1,90	1,90
		Player Elements Subtotals	**6,90**	**7,35**

Team Elements
Team Elements are scored on the highest 4 out 7 elements

			Round 1	Round 2
9	Two Different Overs	The team performs 2different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	0,90	1,84
10	Two Different Vaults	The team performs 2different vaults: canine leaps off player's body, touching the body, to catch to catch a disc placed in flight. Player utilizes 2 different stances.	1,10	1,20
11	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1,60	1,40
12	Dog Catch	1 dog catch with the disc in flight.	0,00	0,00
13	Team Movment	Coordidated team movement i.e. spin together, weave under legs, dog stall etc.	1,65	1,72
14	Passing Segments	Passing segments consecutive throws where the dog passes close to the player at last twice in a straight line.	1,50	1,60
15	Directional Distance Movement	Directional Distance Movement- The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches disc in a plane of spaces at distance from the handler, including such movements as zigzags, circling outruns, and the like.	1,40	0,00
		Team Elements Subtotals	**6,15**	**6,56**

Execution
hit/miss ratio of the executed throws (18 minimum throws)

									Round 1	Round 2
16	Round 1:	Misses	2	Catches	23	Throws	25	Ratio	9,20	
	Round 2:	Misses	10	Catches	13	Throws	23			5,65

Freestyle

Maximum score per Round = 40. Grand Total = Round 1 x 1,5 + T&F + Round 2 x 1,5		Penalties	0,00	0,00
Scoring is based on a 00,1 to 2,50 scale per Category 1/00 pt Scale		Freestyle Subtotals	29,75	26,96

Freestyle Round 1 x 1,5		Toss & Fetch		Freestyle Round 2 x 1,5		Grand Total	
44,63	+	9,50	+	40,44	=	94,57	

Judges Comments
Judges comments are not available in online scoresheets.