

Disc'n Raffle #1 2020

EntryNo. 1 Player'sName Yoshioka, Mio

Canine'sName Yoyo

Division1

■Toss & Fetch Game(90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	3.5	3.5	2.0	3.5	3.0	0.0	0.0	0.0

2R	Penalty	Total
15.5	0.0	15.5

■Freestyle(120 Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.90	2.05		
2	Retrieval	The dog's ability to track, chase, and catch discs while showing a variety of retrieval options (dropping them away from, or near player, handing to player).	1.85	2.08		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.95	2.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.00	2.10	1st	Final
					7.70	8.23

Judge Comment: *Good begininng, but at the end, dog lost drive you need to make fun till the end*

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1.90	1.90		
2	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	1.85		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.90	1.88		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.85	1.94	1st	Final
					7.50	7.57

Judge Comment: *throw was not enough, dog helped a lot by strong grip. But step by step...*

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.92	1.99		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.50	2.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.85	1.95		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.92	1.96		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.88	1.78		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.92	1.78	1st	Final
					7.64	7.90

Judge Comment: *Not so bad. Keep your own style. Need more throw skills.*

1st **Execution** Max Score : 10.0 Catches **19** / Throws **29** * 10 = Execution **6.55**

Final **Execution** Max Score : 10.0 Catches **18** / Throws **24** * 10 = Execution **7.50**

1st **Penalty** **0.00** Final **0.00**

1st Total **29.39** Final Total **31.20**

1st*1.5 **44.09** +T&F **15.5** +Final*1.5 **46.80** = Total **106.39**

Rank **7**

Disc'n Raffle #1 2020

EntryNo. **2** Player'sName **Sakai, Nobuko**

Canine'sName **Gash**

Division 1

phone

■ Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	0.0	2.5	2.0	2.5	2.0	2.0	0.0	0.0

T&F	Penalty	Total
11.0	0.0	11.0

■ Freestyle (120 Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.85	1.90		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	1.80	1.90		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.85	1.86		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.80	1.90	7.30	7.56

Judge Comment: **Good beginning but step by step, dog lost drive**

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1.88	1.78		
2	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.	1.80	1.77		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.82	1.80		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.87	1.81	7.37	7.16

Judge Comment: **good idea, and good challenge.**

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.50	1.65		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.70	1.70		
4	Dog Catch	1 dog catch with the disc in flight.	0.00	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.72	1.75		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.75	1.78		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.94	1.90	7.11	7.13

Judge Comment: **Need throw trining mre. Be happy with her. Need clean strong segment.**

1st	Execution Max Score : 10.0	Catches 18 / Throws 22 * 10 = Execution	8.18	1st
Final	Execution Max Score : 10.0	Catches 17 / Throws 24 * 10 = Execution	7.08	Final
		Penalty 0.00	0.00	1st Total
				Final Total
1st*1.5	44.94	+T&F 11.0	+Final*1.5 43.40	= Total 99.34
				Rank 9

Disc'n Raffle #1 2020

EntryNo. **3** Player'sName **Kimura, Shingo**

Canine'sName **Midou**

phone

Division1

■Toss & Fetch Game(90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	0.0	0.0	2.5	0.0	0.0	2.0	0.0	0.0

T&F	Penalty	Total
4.5	0.0	4.5

■Freestyle(120 Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.90	1.85		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, 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.	1.88	1.95		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.95	1.87	7.63	7.47

Judge Comment: **Good dog, she trusts you, so you need to think more routine**

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1.85	1.83		
2	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.	1.90	1.90		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.82	1.82		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.83	1.81	7.40	7.36

Judge Comment: **You could not show this elements**

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.90	1.88		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	1.98	1.88		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.85	1.90		
4	Dog Catch	1 dog catch with the disc in flight.	1.78	1.90		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.77	1.80		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.90	1.88		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	2.00	1.88	7.78	7.56

Judge Comment: **Don't do what you can not.**

1st	Execution Max Score : 10.0	Catches 16 / Throws 23 * 10 = Execution	6.96
Final	Execution Max Score : 10.0	Catches 13 / Throws 22 * 10 = Execution	5.91
		Penalty 0.00 0.00	29.77 28.30
		1st Total Final Total	29.77 28.30
1st*1.5	44.66	+T&F 4.5	+Final*1.5 42.45 = Total 91.61
		Rank	12

Disc'n Raffle #1 2020

EntryNo. **4** Player'sName **Sakai, Hiroshi**

Canine'sName **Sony**

phone

Division 1

■ Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	0.0	3.0	3.5	0.0	3.5	2.0	0.0	0.0

T&F	Penalty	Total
12.0	0.0	12.0

■ Freestyle (120 Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.10	2.05		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.00	1.95		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.05	2.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.90	1.95	8.05	7.95

Judge Comment: **Great, but uncomfortable from rushing**

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1.90	1.90		
2	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	1.85		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.85	1.80		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.90	1.80	7.50	7.35

Judge Comment: **Good field pre/Good active/don't rush so much, calm together**

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.80	1.70		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.50	1.50		
4	Dog Catch	1 dog catch with the disc in flight.	0.00	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.55	1.55		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.70	1.70		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.72	1.78	6.77	6.73

Judge Comment: **Complicating.**

1st	Execution Max Score : 10.0	Catches 16 / Throws 22 * 10 = Execution	7.27	1st
Final	Execution Max Score : 10.0	Catches 12 / Throws 22 * 10 = Execution	5.45	Final
		Penalty	0.00	0.00
		1st Total	29.59	Final Total
		1st*1.5	44.39	+T&F
		12.0	+Final*1.5	41.22
		= Total	97.61	Rank
				11

Disc'n Raffle #1 2020

EntryNo. **5** Player'sName **Yoshioka, Koji**

Canine'sName **Yukon**

phone

Division 1

■ Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	4.0	3.0	0.0	0.0	3.5	0.0	0.0	0.0

T&F	Penalty	Total
10.5	0.0	10.5

■ Freestyle (120 Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.00	2.00		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	1.95	1.90		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.92	1.90		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.90	1.85	7.77	7.65

Judge Comment: **You needed to reset your mind after preroutine / don't need to be shy, please try more.**

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	2.05	1.88		
2	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.	2.00	1.90		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.95	1.85		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.03	1.89	8.03	7.52

Judge Comment: **Good challenge, but need more execution**

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.90	1.80		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.78	1.68		
4	Dog Catch	1 dog catch with the disc in flight.	1.90	1.85		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.88	1.83		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.96	1.86		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.78	1.70	7.64	7.34

Judge Comment: **Why?**

1st	Execution Max Score : 10.0	Catches 20 / Throws 26 * 10 = Execution	7.69	1st	
Final	Execution Max Score : 10.0	Catches 8 / Throws 17 * 10 = Execution	4.44	Final	
		Penalty 0.00	0.00	1st Total Final Total	
				31.13 26.95	
1st*1.5	46.70	+T&F 10.5	+Final*1.5 40.43	= Total 97.62	Rank 10

Disc'n Raffle #1 2020

EntryNo. **6** Player'sName **Tsuda, Natsumi**

Canine'sName **Einstein**

Division1

phone

■Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	4.5	4.5	4.5	3.0	3.5	3.5	0.0	0.0

T&F	Penalty	Total
20.5	0.0	20.5

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.20	2.20		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.15	2.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.25	2.10		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.05	2.05	8.65	8.35

Judge Comment: **Great dog. He is ready to get more high point**

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	2.10	1.95		
2	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.	2.05	1.95		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.07	2.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.15	2.05	8.37	7.95

Judge Comment: **You need to be more strong mind**

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	2.06	1.88		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	2.05	1.98		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	2.08	1.88		
4	Dog Catch	1 dog catch with the disc in flight.	2.12	2.05		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	2.10	2.05		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.98	1.93		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.88	1.98	8.36	8.06

Judge Comment: **What can I say?**

1st	Execution Max Score : 10.0	Catches 19 / Throws 24 * 10 = Execution	7.92	1st
Final	Execution Max Score : 10.0	Catches 14 / Throws 24 * 10 = Execution	5.83	Final
		Penalty	0.00	1st
			0.00	Final
			33.30	1st Total
			30.19	Final Total
1st*1.5	49.95	+T&F	20.5	+Final*1.5
			45.29	= Total
			115.74	Rank
			2	

Disc'n Raffle #1 2020

EntryNo. **7** Player'sName **Yoshioka, Mio**

Canine'sName **Roxie**

phone

Division 1

■Toss & Fetch Game(90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	3.5	3.5	2.0	3.0	0.0	3.5	3.5	0.0

T&F	Penalty	Total
17.0	0.0	17.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.10	2.16		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.10	2.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.08	2.13		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.00	2.01	8.28	8.30

Judge Comment: **you don't need rush, you should succeed 1 by 1, circle movement, you need more posing & swing.**

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	2.00	1.94		
2	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.	1.95	2.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.05	1.88		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.10	1.99	8.10	7.81

Judge Comment: **you tried to show fun. It is good./ you could not swim by your rhythm, its from rush, Tell to dog rule more**

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.88	1.80		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	1.96	1.96		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.85	1.80		
4	Dog Catch	1 dog catch with the disc in flight.	1.90	1.85		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.88	1.88		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.78	1.68		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.80	0.00	7.62	7.49

Judge Comment: **What can I say?**

1st	Execution Max Score : 10.0	Catches 16 / Throws 24 * 10 = Execution	6.67
Final	Execution Max Score : 10.0	Catches 11 / Throws 20 * 10 = Execution	5.50
		Penalty	0.00
		1st	0.00
		Final	0.00
		1st Total	30.67
		Final Total	29.10
1st*1.5	46.01	+T&F	17.0
		+Final*1.5	43.65
		= Total	106.66
		Rank	6

Disc'n Raffle #1 2020

EntryNo. **8** Player'sName **Yaguchi, Junko**

Canine'sName **Pulsar**

Division1

phone

■Toss & Fetch Game(90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	3.0	0.0	2.0	0.0	0.0	3.5	0.0	0.0

T&F	Penalty	Total
8.5	0.0	8.5

■Freestyle(120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.30	2.15		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.21	2.10		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.30	2.20		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.20	2.00	9.01	8.45

Judge Comment:

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	2.08	1.95		
2	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.	2.15	2.05		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.20	2.13		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.30	2.20	8.73	8.33

Judge Comment:

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.99	1.90		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	2.00	1.85		
4	Dog Catch	1 dog catch with the disc in flight.	1.94	1.78		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	2.11	2.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.88	1.83		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.99	1.90	8.09	7.65

Judge Comment:

1st	Execution Max Score : 10.0	Catches 20 / Throws 25 * 10 = Execution	8.00	1st
Final	Execution Max Score : 10.0	Catches 11 / Throws 22 * 10 = Execution	5.00	Final
		Penalty 0.00	0.00	1st Total
				Final Total
1st*1.5	50.75	+T&F 8.5	+Final*1.5 44.15	= Total 103.39
				Rank 8

Disc'n Raffle #1 2020

EntryNo. **9** Player'sName **Sugai, Hisashi**

Canine'sName **Katana**

phone

Division1

■Toss & Fetch Game(90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	3.5	4.5	4.5	3.0	3.0	0.0	0.0	0.0

T&F	Penalty	Total
18.5	0.0	18.5

■Freestyle(120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.20	2.10		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.15	2.05		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.35	2.30		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.15	2.00	8.85	8.45

Judge Comment:

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	2.10	1.85		
2	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.	2.10	1.95		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.00	1.88		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.05	1.90	8.25	7.58

Judge Comment:

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	2.29	2.18		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	2.00	1.98		
4	Dog Catch	1 dog catch with the disc in flight.	0.00	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.89	1.90		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.94	1.88		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	0.00	1.88	8.12	7.94

Judge Comment:

1st	Execution Max Score : 10.0	Catches 20 / Throws 24 * 10 = Execution	8.33	1st	
Final	Execution Max Score : 10.0	Catches 13 / Throws 24 * 10 = Execution	5.42	Final	
		Penalty 0.00	0.00	1st Total Final Total	
				33.55 29.39	
1st*1.5	50.33	+T&F 18.5	+Final*1.5 44.09	= Total 112.91	Rank 3

Disc'n Raffle #1 2020

EntryNo. **10** Player'sName **Lucka**

Canine'sName **Megan**

phone _____

Division 1

■ Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	0.0	4.5	4.0	3.0	3.0	3.0	3.5	0.0

T&F	Penalty	Total
18.0	0.0	18.0

■ Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.60	2.30		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.00	2.30		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.10	2.29		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.10	2.18	7.80	9.07

Judge Comment:

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	2.00	2.05		
2	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.	2.10	2.20		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.00	2.06		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.10	2.18	8.20	8.49

Judge Comment:

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	2.05	1.98		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.95	1.97		
4	Dog Catch	1 dog catch with the disc in flight.	1.95	1.95		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	0.00	2.10		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.70	1.98		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.99	1.99	7.94	8.05

Judge Comment:

1st	Execution Max Score : 10.0	Catches 14 / Throws 22 * 10 = Execution	6.36	1st	
Final	Execution Max Score : 10.0	Catches 14 / Throws 20 * 10 = Execution	7.00	Final	
		Penalty 0.00 0.00	30.30 32.61	1st Total Final Total	
1st*1.5	45.45	+T&F 18.0	+Final*1.5 48.92	= Total 112.37	Rank 5

Disc'n Raffle #1 2020

EntryNo. **11** Player'sName **Mona**

Canine'sName **Haribo**

phone _____

Division 1

■ Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	3.5	3.0	0.0	4.0	0.0	3.5	0.0	0.0

T&F	Penalty	Total
14.0	0.0	14.0

■ Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.20	2.30		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.23	2.33		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.30	2.33		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.35	2.38	1st	Final
					9.08	9.34

Judge Comment:

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	2.20	2.24		
2	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.	2.25	2.30		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.35	2.35		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.30	2.40	1st	Final
					9.10	9.29

Judge Comment:

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	2.28	2.28		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	2.22	2.28		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	2.13	2.28		
4	Dog Catch	1 dog catch with the disc in flight.	2.22	1.98		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	2.00	2.28		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	2.28	2.29		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	2.22	2.20	1st	Final
					9.00	9.13

Judge Comment:

1st	Execution Max Score : 10.0	Catches 23 / Throws 28 * 10 = Execution	1st 8.21
Final	Execution Max Score : 10.0	Catches 20 / Throws 25 * 10 = Execution	Final 8.00
		Penalty 0.00 0.00	1st Total 35.39 Final Total 35.76
1st*1.5	53.09	+T&F 14.0	+Final*1.5 53.64 = Total 120.73
			Rank 1

Disc'n Raffle #1 2020

EntryNo. **12** Player'sName **Kosuke**

Canine'sName **Greedy**

Division 1

phone _____

■Toss & Fetch Game(90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	4.5	4.0	4.5	4.5	0.0	0.0	0.0	0.0

T&F	Penalty	Total
17.5	0.0	17.5

■Freestyle(120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.10	2.20		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.10	2.17		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.15	2.15		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.05	2.20	8.40	8.72

Judge Comment:

Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	2.15	2.25		
2	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.	2.20	2.27		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.10	2.08		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.13	2.14	8.58	8.74

Judge Comment:

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.92	1.80		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	1.60		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.80	1.80		
4	Dog Catch	1 dog catch with the disc in flight.	1.99	1.99		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	2.05	2.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.78	1.90		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.93	1.98	7.89	7.87

Judge Comment:

1st	Execution Max Score : 10.0	Catches 13 / Throws 21 * 10 = Execution	6.19
Final	Execution Max Score : 10.0	Catches 16 / Throws 23 * 10 = Execution	6.96
		Penalty 0.00 0.00	31.06 32.29
1st*1.5	46.59	+T&F 17.5	+Final*1.5 48.44 = Total 112.53
		Rank	4