

On Demand Trophies #7

EntryNo. 1 Player'sName Tachibana, Sachiko

Canine'sName Irma

Division 1

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

Throw	1	2	3	4	5	6	7	8	2R	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■ 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.	2.12	0.00		
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 player, handing to player).	2.08	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.05	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.09	0.00	8.34	0.00

Judge Comment: **ハイドライフな犬で高いレベルのチーム。DTCで準優勝も納得。さらに1つ1つの動き、セグメントをポリッシュしていけばもう一段階レベルアップ。**

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.	1.74	0.00		
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.	1.73	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.77	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.80	0.00	7.04	0.00

Judge Comment: **センスが光ります！次へのつなぎの選び方が上手なので、トリックが必ず決まるポジションを犬と一緒に探すトレーニングが必要です。**

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	0.00		
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.	1.75	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	1.95	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.90	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.85	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.88	0.00		
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.	1.85	0.00	7.58	0.00

Judge Comment: **巧くて強いです！ジャッジを驚かせる(予想を超える)展開があると印象がさらに変わるはずです！**

1st	Execution Max Score : 10.0	Catches 22 / Throws 25 * 10 = Execution	8.80	1st	8.80
Final	Execution Max Score : 10.0	Catches 0 / Throws 0 * 10 = Execution	0.00	Final	0.00
		1st 0.00 Final 0.00		1st Total 31.76 Final Total 0.00	
		Penalty			
1st*1.5	47.64	+T&F 0.0	+ Final*1.5 0.00	= Total 47.64	Rank 7

On Demand Trophies #7

Division1

EntryNo. 2 Player'sName Watanabe, Misuzu
phone _____

Canine'sName Konatsu

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■ 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.	1.82	0.00		
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).	1.75	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.72	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.80	0.00	1st	Final
					7.09	0.00

Judge Comment: オリジナルな雰囲気、おしゃれなセグメントがいくつもあるので、見せる順番をブルーしてみるとよりいい印象が残りやすくなるはず。

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.	1.60	0.00		
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.	1.64	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.61	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.60	0.00	1st	Final
					6.45	0.00

Judge Comment: 丁寧さが好印象です。ルーチンの展開がジャッジを意識できていないので、やや分かれづらさがありました。スローが上手なので、大きく見せていきましょう

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.	1.57	0.00		
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.	1.50	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	1.60	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.60	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.60	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.63	0.00		
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.	1.65	0.00	1st	Final
					6.48	0.00

Judge Comment: 落ち着いたフリースタイルでした！フィッシュはやめたんですか？あれが有るとまた印象が変わってくるはずですよ。

1st	Execution Max Score : 10.0	Catches: <u>16</u> / Throws <u>19</u> * 10 = Execution	1st	8.42					
Final	Execution Max Score : 10.0	Catches: <u>0</u> / Throws <u>0</u> * 10 = Execution	Final	0.00					
		Penalty	1st	0.00					
			Final	0.00					
			1st Total	28.44					
			Final Total	0.00					
1st*1.5	42.66	+T&F	0.0	+Final*1.5	0.00	= Total	42.66	Rank	20

On Demand Trophies #7

Division1

EntryNo. 3 Player'sName Itou, Kiyoshi
phone _____

Canine'sName Rhythm

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■ 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.	1.81	0.00		
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).	1.75	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.70	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.77	0.00	7.03	0.00

Judge Comment: **キャッチの上手い犬！ペーシックに各技を決めることはできるので、あとは自分のスタイルを加えていけばよりランクアップ。できる限りたくさんさんのビデオをみて「スタイル」を研究してみてください。**

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.	1.60	0.00		
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.	1.63	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.58	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.61	0.00	6.42	0.00

Judge Comment: **初めまして。犬を上手に見せていて応援したくなるチームです。まだスタイルがないのは問題ありません。犬に合うトリックと音楽を探して、より洗練されていってください。**

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.	1.68	0.00		
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.	1.68	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	1.65	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.65	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.60	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.65	0.00		
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.	1.68	0.00	6.69	0.00

Judge Comment: **とても良いルーチン構成！犬も人も落ち着いてプレーができています！今後の期待のチーム！)**

1st	Execution Max Score : 10.0	Catches: 24 / Throws 30 * 10 = Execution	1st	8.00		
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution	Final	0.00		
			1st Total	28.14	Final Total	0.00
			Penalty	0.00		
			1st	0.00	Final	0.00
1st*1.5	42.21	+T&F 0.0	+Final*1.5	0.00	= Total	42.21
			Rank	22		

On Demand Trophies #7

Division1

EntryNo. 4 Player'sName Ideno, Reiko
phone _____

Canine'sName Luna

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■ 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.	1.80	0.00		
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).	1.60	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.65	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.68	0.00	1st	Final
					6.73	0.00

Judge Comment: いいスローの追い方はばっちり！悪いスローだと途端にドライブがダウン。プレイヤーがミススローせず成功を重ねることでより犬は自信を高めていける。サイドアームやオーバーハンドなど逆回転ディスクが好きそう。プレイヤーがよりフィールドを動かし、犬もよりフィールドに自信を持ちます

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.	1.35	0.00		
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.	1.40	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.30	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.38	0.00	1st	Final
					5.43	0.00

Judge Comment: とても丁寧にトレーニングしているのが伺えます。自分も一緒に動いてフィールドを動かすと、ポイントも上がるし犬ももっとパワフルになります。

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.	1.35	0.00		
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 succession.	1.65	0.00		
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.	1.50	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.35	0.00		
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.	1.55	0.00	1st	Final
					6.05	0.00

Judge Comment: ルナを楽しんでいる姿がとても好印象です！出野さんが動き広く使う事で、ルナの集中力はさらにあがるはずです！

1st	Execution Max Score : 10.0	Catches: 17 / Throws 25 * 10 = Execution	1st	6.80		
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution			Final	0.00
			1st	0.00	Final	0.00
		Penalty		0.00		
			1st Total	25.01	Final Total	0.00
1st*1.5	37.52	+T&F 0.0	+Final*1.5 0.00	= Total	37.52	Rank 28

On Demand Trophies #7

Division1

EntryNo. 5 Player'sName Ideno, Reiko
phone _____

Canine'sName Mai

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■ 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.	1.90	0.00		
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).	1.65	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.68	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.65	0.00	1st	Final
					6.88	0.00

Judge Comment: **初めてみた頃から着実に成長し続けているのが明確なチーム。楽しそうにプレーする空気は見る人全てをひきつけるストロングポイント。このまま進み続けてください!!**

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.	1.30	0.00		
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.	1.35	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.30	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.45	0.00	1st	Final
					5.40	0.00

Judge Comment: **ルールとしてポイントは低くありませんでしたが、とても楽しかったです。K9ダンシングが取り入れられていて良かったです。ロングスローをキャッチ出来るように、さあトレーニングです。**

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	0.00		
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 succession.	1.45	0.00		
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.	1.70	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.45	0.00		
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.	1.40	0.00	1st	Final
					6.10	0.00

Judge Comment: **great!
If you can show Mai's running, that is more awesome:))**

1st	Execution Max Score : 10.0	Catches: 15 / Throws 26 * 10 = Execution	1st	5.77		
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution	Final	0.00		
			1st Total	24.15	Final Total	0.00
			Penalty	0.00		
			1st	0.00	Final	0.00
1st*1.5	36.23	+T&F 0.0	+Final*1.5	0.00	= Total	36.23
			Rank	30		

On Demand Trophies #7

Division1

EntryNo. 6 Player'sName Sakai, Hiroshi
phone _____

Canine'sName Sony

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■ Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.90	0.00		
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).	1.75	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.77	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.80	0.00	7.22	0.00

Judge Comment: フレルーチンをもっとフライングされたものに見せる工夫を。犬が毎年タフになってきている。ストロングポイントは表現されているのでさらに輝かせるにはスロー・トススキルのアップが必須。

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.	1.65	0.00		
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.	1.60	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.55	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.60	0.00	6.40	0.00

Judge Comment: スロータイミングはまちいです。例えばスキップスロー、犬がスローを理解していないように見えました。ルーチンがないのか、スキップスローの取り方を教えていないのかわかりませんが、犬にどんどん伝えていきましょう！

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.	1.60	0.00		
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.	1.65	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	1.60	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.65	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.60	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.68	0.00		
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	0.00	6.70	0.00

Judge Comment: Super Dog. スピード感は十分に見せられているので、今後はセグメントの強化がカギになるはずです！

1st	Execution Max Score : 10.0	Catches: <u>19</u> / Throws <u>23</u> * 10 = Execution	1st	8.26		
Final	Execution Max Score : 10.0	Catches: <u>0</u> / Throws <u>0</u> * 10 = Execution	Final	0.00		
			1st Total	28.58	Final Total	0.00
			Penalty	0.00		
			1st*1.5	42.87	+T&F	0.0
			+Final*1.5	0.00	= Total	42.87
			Rank	18		

On Demand Trophies #7

Division1

EntryNo. 7 Player'sName Sakai, Nobuko
phone _____

Canine'sName Gash

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.77	0.00		
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).	1.72	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.73	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.73	0.00	1st	Final
					6.95	0.00

Judge Comment: **BSPを犬にケリアに教えて、ルーチン中でも示すことで何をやるのが犬にとってケリアになるます。ルーチン作りはBSPのルールを決めること。OverセグメントはShow Case!!このまま磨きまくって、みせるタイミングもより練ってみては。**

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.	1.50	0.00		
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.	1.55	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.55	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.60	0.00	1st	Final
					6.20	0.00

Judge Comment: **最初がばっちり決めましたね。このまま出来ることを増やして、ルーチンを本格的にまとめていきましょう。プレイヤーエレメントはそのあとです。**

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.	1.60	0.00		
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.	1.55	0.00		
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.	1.68	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.60	0.00		
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.	1.65	0.00	1st	Final
					6.53	0.00

Judge Comment: **Good tracking:) 出来る事のバリエーションはかない増えています！次はそれぞれのストロングポイントを自分の中で明確にして、それをトレーニングしてください！)**

1st	Execution Max Score : 10.0	Catches: 18 / Throws 24 * 10 = Execution	1st	7.50		
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution			Final	0.00
			1st	0.00	Final	0.00
		Penalty		0.00		
			1st Total	27.18	Final Total	0.00
1st*1.5	40.77	+T&F 0.0	+Final*1.5 0.00	= Total	40.77	Rank 26

On Demand Trophies #7

Division1

EntryNo. 8 Player'sName Yoshioka, Koji
phone _____

Canine'sName Yukon

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.82	0.00		
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).	1.77	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.80	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.76	0.00	1st	Final
					7.15	0.00

Judge Comment: **新しいIDCがcool!!!新コージスタイルが出てきて見ていてワクワク。フレリーチから1投目への移行をもっともっとスムーズに!**

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.	1.76	0.00		
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	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.71	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.74	0.00	1st	Final
					7.01	0.00

Judge Comment: **勢いはいいです。Yachi&Vegaのリズムを徹底的に完コピすると良いと思いました。**

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.	1.67	0.00		
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.	1.58	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.60	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.74	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.65	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.68	0.00		
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.	1.60	0.00	1st	Final
					6.74	0.00

Judge Comment: **今ある新しいアイデア、トリックに質が加わると全く別の印象を与えられるはずです!!**

1st	Execution Max Score : 10.0	Catches: 15 / Throws 21 * 10 = Execution	1st	7.14		
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution			Final	0.00
			1st	0.00	Final	0.00
		Penalty		0.00		
			1st Total	28.04	Final Total	0.00
1st*1.5	42.06	+T&F 0.0	+Final*1.5 0.00	= Total	42.06	Rank 23

On Demand Trophies #7

Division1

EntryNo. 9 Player'sName Yoshioka, Mio
phone _____

Canine'sName Roxie

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.05	0.00		
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).	2.00	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.10	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.00	0.00	1st	Final
					8.15	0.00

Judge Comment: **Nice response to TM, Good steps, High drive athletic dog, Well executing close tricks, Several misses from throws.**

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	0.00		
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.	1.88	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.98	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.08	0.00	1st	Final
					7.84	0.00

Judge Comment: **Good beginning, 2005年のメリッサデモのスローのように力強く。ルーチンとしてしっかりと成立しているからあとはthe discdogを表現**

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.	1.75	0.00		
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.	1.80	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	1.85	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.65	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.85	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.72	0.00		
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.	1.70	0.00	1st	Final
					7.25	0.00

Judge Comment: **最初が良かった分だけ後半のミスが痛い！決まらないと分かっている場面で止まらずに投げってしまうのももったいない！**

1st	Execution Max Score : 10.0	Catches: 18 / Throws 23 * 10 = Execution	1st	7.83		
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution			Final	0.00
			1st	0.00	Final	0.00
		Penalty		0.00		
			1st Total	31.07	Final Total	0.00
1st*1.5	46.61	+T&F 0.0	+Final*1.5	0.00	= Total	46.61
			Rank	9		

On Demand Trophies #7

Division1

EntryNo. 10 Player'sName Kimura, Yasuko
phone _____

Canine'sName Glen

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.78	0.00		
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).	1.75	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.77	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.78	0.00	1st	Final
					7.08	0.00

Judge Comment: **ジャンプスタイルが抜群に綺麗。ホルトはとて素晴らしいのもっとShow Caseとして見せ方に工夫を。もっと犬のスピードを引き出せれば評価は別物に上がります。もう軽くこなせるルーチンでは物足りない。皆を驚かせるNewを作り出して。**

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.	1.61	0.00		
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.	1.62	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.64	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.65	0.00	1st	Final
					6.52	0.00

Judge Comment: **グレンの調子はいいですね。そろそろサフライストリックをグレンに提案してもいいのでは？**

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.	1.65	0.00		
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.	1.58	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	1.60	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.60	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.60	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.58	0.00		
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.	1.58	0.00	1st	Final
					6.45	0.00

Judge Comment: **安定しています。ここでポイントを取る！というどびめけた部分が欲しいです。**

1st	Execution Max Score : 10.0	Catches: 21 / Throws 25 * 10 = Execution	1st	8.40		
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution			Final	0.00
			1st	0.00	Final	0.00
		Penalty		0.00		
			1st Total	28.45	Final Total	0.00
1st*1.5	42.68	+T&F 0.0	+Final*1.5 0.00	= Total	42.68	Rank 19

On Demand Trophies #7

Division1

EntryNo. 11 Player'sName Takano, Keiko
phone

Canine'sName DeeDee

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.88	0.00		
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).	1.85	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.83	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.90	0.00	7.46	0.00

Judge Comment: **楽しいものがちりばめられていてGood. 犬のスピードをもっと出せる様に、人のキレ・キワも磨いて。**

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.	1.76	0.00		
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.	1.71	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.85	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.81	0.00	7.13	0.00

Judge Comment: **力強さがあります。トリックの完成度をあげていけばほとんどポイントがのびるはず！**

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.	1.82	0.00		
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.	1.60	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	1.65	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.90	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.70	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.75	0.00		
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.	1.70	0.00	7.17	0.00

Judge Comment: **全体的としてはgood!) それぞれにクオリティがもっとあれば ジャッジの想像を超える動きがほしい！**

1st	Execution Max Score : 10.0	Catches: 22 / Throws 24 * 10 = Execution	9.17	
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution	0.00	
		Penalty	0.00	0.00
		1st Total	30.93	Final Total 0.00
1st*1.5	46.40	+T&F	0.0	+Final*1.5
		0.00	= Total	46.40
		Rank	10	

On Demand Trophies #7

Division1

EntryNo. 12 Player'sName Sugai, Hisashi
phone _____

Canine'sName Katana

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■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	0.00		
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).	2.05	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.23	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.08	0.00	8.46	0.00

Judge Comment: 驚異的なジャンプで抜群のATを見られています。ルーチン後半の密度がまだ足りないのもっともっと練り込んで、最後まで皆を驚かせ続けてください。カタナとならで可る！

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.	1.83	0.00		
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	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.80	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.81	0.00	7.34	0.00

Judge Comment: トスの時に動きながらやっている。犬のスピードを考えると仕方ないのですが

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.	2.08	0.00		
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 succession.	1.92	0.00		
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.	1.95	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.98	0.00		
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.	1.95	0.00	7.96	0.00

Judge Comment: ボテンシャル抜群です！ルーチンでまだ似通ったものがいくつかあるので、見せるレパートリーを増やしていきたいです！

1st	Execution Max Score : 10.0	Catches: <u>17</u> / Throws <u>23</u> * 10 = Execution	1st	7.39		
Final	Execution Max Score : 10.0	Catches: <u>0</u> / Throws <u>0</u> * 10 = Execution	Final	0.00		
			1st	0.00	Final	0.00
		Penalty		0.00		
			1st Total	31.15	Final Total	0.00
1st*1.5	46.73	+T&F 0.0	+Final*1.5 0.00	= Total	46.73	Rank 8

On Demand Trophies #7

Division1

EntryNo. 13 Player'sName Kimura, Shingo
phone _____

Canine'sName Midou

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.66	0.00		
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).	1.60	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.70	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.55	0.00	1st	Final
					6.51	0.00

Judge Comment: **いいバネをもっている。そのストロークポイントをもっともっと上手に引き出して見せて。テイク技はジャッジに点をつけられないという大きな理由を与えてしまいます。ルーチンで使う技はオスで!**

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.	1.64	0.00		
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.	1.67	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.60	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.63	0.00	1st	Final
					6.54	0.00

Judge Comment: **ニーボルトが良かったです。ジャッジが何を見たいのか、ミドウの何をまずは見せるべきなのかを意識しましょう。半端に展開してしまっています。**

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.	1.52	0.00		
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.	1.70	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.55	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.58	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.45	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.58	0.00		
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	0.00	1st	Final
					6.41	0.00

Judge Comment: **絶対に決まるものを最初のセグメントに使ってください。ボルトは良い感じでした。)**

1st	Execution Max Score : 10.0	Catches: 13 / Throws 24 * 10 = Execution	1st	5.42		
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution	Final	0.00		
			1st Total	24.88	Final Total	0.00
		Penalty	1st	0.00	Final	0.00
1st*1.5	37.32	+T&F 0.0	+Final*1.5	0.00	= Total	37.32
			Rank	29		

On Demand Trophies #7

Division1

EntryNo. 14 Player'sName Taniguchi, Hiroaki
phone

Canine'sName Recca

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.80	0.00		
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).	1.70	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.80	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.65	0.00	1st	Final
					6.95	0.00

Judge Comment: **ドライブばっちり! きれいなジャンプもしっかり見せられています。パイトの重要性をきっちりきっちり教えこんで。ディフィカリティは十分に見せられているので、エキシユーションで説得力を。**

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.	1.65	0.00		
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.	1.68	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.63	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.65	0.00	1st	Final
					6.61	0.00

Judge Comment: **スローの安定とキャッチの安定が出来れば、輝くチームです。ドッグトレーニングを優**

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.	1.69	0.00		
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.	1.85	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.68	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.69	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.70	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.69	0.00		
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.	1.68	0.00	1st	Final
					6.93	0.00

Judge Comment: **セグメント間の動きはとてもスムーズでレベルが高い! キャッチをしっかり見せられれば全体の印象がぐっと変わるはず)**

1st	Execution Max Score : 10.0	Catches: 18 / Throws 27 * 10 = Execution	1st	6.67					
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution	Final	0.00					
			1st Total	27.16					
			Final Total	0.00					
		Penalty	1st	0.00					
			Final	0.00					
1st*1.5	40.74	+T&F	0.0	+Final*1.5	0.00	= Total	40.74	Rank	27

On Demand Trophies #7

Division1

EntryNo. 15
 Player'sName Watanabe, Yumiko
 phone

Canine'sName
 Lip

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■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	0.00		
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).	2.17	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.05	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.22	0.00	8.64	0.00

Judge Comment: NICE!!! いいエナジーと気持ち良いテンポで進むルーチンはみんなを引き込む。このまま進めばさらに大きな大会での大きなリザルトも待っているはず。

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.	2.03	0.00		
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.	1.93	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.07	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.11	0.00	8.14	0.00

Judge Comment: 素晴らしいフリースタイル。ジャッジが求めているものが分かっているのでジャッジも出

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.	1.85	0.00		
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 succession.	1.88	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	2.00	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	2.05	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	2.05	0.00		
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	0.00	8.10	0.00

Judge Comment: Great job!!!
 リップに落ち着きが出てきたように見えます:) 全体の流れはとても良いので次はそれぞれの項目でどうやってポイントをあげられるのかを考えてください!

1st	Execution Max Score : 10.0	Catches: 26 / Throws: 27 * 10 = Execution	9.63	
Final	Execution Max Score : 10.0	Catches: 0 / Throws: 0 * 10 = Execution	0.00	
		1st	Final	
		Penalty	0.00	0.00
		1st Total	Final Total	
		34.51	0.00	
1st*1.5	51.77	+T&F	0.0	+Final*1.5
			0.00	= Total
			51.77	Rank
				2

On Demand Trophies #7

Division1

EntryNo. 16
 Player'sName Kubo, Mayumi
 phone

Canine'sName
 Fuku

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.75	0.00		
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).	1.70	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.77	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.73	0.00	1st	Final
					6.95	0.00

Judge Comment: トレーニングを積み重ねてきた成果がくっきり見えます。トリックスローや技へのチャレンジも犬のドライブを高めているのでこのまま止まることなくステップアップし続けちゃってください。

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.	1.60	0.00		
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.	1.56	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.55	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.60	0.00	1st	Final
					6.31	0.00

Judge Comment: いいですよ！またスローミスがあるので、風の中でのトレーニングを気合でやりますよ

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.	1.75	0.00		
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 succession.	1.50	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.65	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.55	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.62	0.00		
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.	1.58	0.00	1st	Final
					6.60	0.00

Judge Comment: とても良い感じですよ！ジャンプが武器なのでもっと見せられるはずですよ！DCもOverもバリエーションがあるとgood！

1st	Execution Max Score : 10.0	Catches: 22 / Throws: 26 * 10 = Execution	1st	8.46	
Final	Execution Max Score : 10.0	Catches: 0 / Throws: 0 * 10 = Execution	Final	0.00	
			1st Total	28.32	Final Total
			1st	0.00	Final
			Penalty	0.00	0.00
1st*1.5	42.48	+T&F	0.0	+Final*1.5	0.00
		= Total		42.48	Rank
					21

On Demand Trophies #7

Division1

EntryNo

17

phone

Player'sName

Tsuda, Natsumi

Canine'sName

Einstein

■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	0.0	0.0	0.0	0.0	0.0	0.0

T&F	Penalty	Total
0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.18	0.00
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).	2.11	0.00
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.20	0.00
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.16	0.00

1st	Final
8.65	0.00

Judge Comment: 犬の良さを色々な角度から見せられている。ずっと見続けられるストーリーと躍動感のある面白いルーチン構成は世界クラス。力強いスローが投げられる様になればタイトルだってどんどん狙っていけるはず。

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.	1.99	0.00
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	0.00
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.03	0.00
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.12	0.00

1st	Final
8.09	0.00

Judge Comment: ルーチンがいいのは示している。フランもある。次に見たいのはこの体からこのスローが!?という驚きです。

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	0.00
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	0.00
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	1.90	0.00
4	Dog Catch	1 dog catch with the disc in flight.	2.05	0.00
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	2.12	0.00
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.98	0.00
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.	2.02	0.00

1st	Final
8.24	0.00

Judge Comment: Great routine. I want you to show us something No.1 in the world!!

1st Execution Max Score : 10.0 Catches: 20 / Throws 23 * 10 = Execution

1st
8.70

Final Execution Max Score : 10.0 Catches: 0 / Throws 0 * 10 = Execution

Final
0.00

Penalty

1st
0.00

Final
0.00

1st Total
33.68

Final Total
0.00

1st*1.5

50.52

+T&F

0.0

+Final*1.5

0.00

= Total

50.52

Rank

4

On Demand Trophies #7

Division1

EntryNo. 18
 Player'sName Tsutsui, Yuka
 phone _____

Canine'sName
 Letty

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.92	0.00		
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).	1.88	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.83	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.89	0.00	1st	Final
					7.52	0.00

Judge Comment: 超順調にトレーニングを積み重ねられているのが一目瞭然。ステキな関係性が見て取れる。この先がひたすら楽しみ。そろそろジャンプの高さを見せていっても大丈夫。

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.	1.60	0.00		
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.	1.64	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.65	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.73	0.00	1st	Final
					6.62	0.00

Judge Comment: 長所はしっかりと見えました。このフィールドではそこ以外の表現は難しいかな。Lettyが楽しそうなのかなによりです。

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.	1.65	0.00		
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 succession.	1.80	0.00		
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	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.78	0.00		
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	0.00	1st	Final
					7.02	0.00

Judge Comment: とても順調:)
 落ちていていて犬も人もやりやすそう:)
 DC,Overで徐々に高さを意識してもいいかも。

1st	Execution Max Score : 10.0	Catches: 23 / Throws 26 * 10 = Execution	8.85	1st	
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution	0.00	Final	
				1st Total	Final Total
		Penalty	0.00	0.00	30.01
1st*1.5	45.02	+T&F	0.0	+Final*1.5	0.00
		= Total	45.02	Rank	13

On Demand Trophies #7

Division1

EntryNo. 19 Player'sName Miyamoto, Noriko
phone _____

Canine'sName Dagda

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.87	0.00		
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).	1.82	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.86	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.83	0.00	1st	Final
					7.38	0.00

Judge Comment: **nice flips!オーバーはもっと迫力あるいいものになるはずなので、磨いてみて。誰とも違う、オリジナルなムードはラングだけでなくダグザともすでに表現できている。Love it!!**

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.	1.72	0.00		
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.	1.75	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.75	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.78	0.00	1st	Final
					7.00	0.00

Judge Comment: **どんどん良くなっていますね！楽しみです！とにかく基礎をこのまま磨いてくださいね。**

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.	1.72	0.00		
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.	1.65	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	1.83	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.70	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	0.00	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.90	0.00		
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.	1.70	0.00	1st	Final
					7.15	0.00

Judge Comment: **very good! Just keep going!**

1st	Execution Max Score : 10.0	Catches: 20 / Throws 26 * 10 = Execution	1st	7.69		
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution			Final	0.00
			1st	0.00	Final	0.00
		Penalty		0.00		
			1st Total	29.22	Final Total	0.00
1st*1.5	43.83	+T&F 0.0	+Final*1.5 0.00	= Total	43.83	Rank 15

On Demand Trophies #7

Division1

EntryNo. 20 Player'sName Matsuura, Michiko
phone

Canine'sName Ally

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.88	0.00		
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).	1.83	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.85	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.85	0.00	1st	Final
					7.41	0.00

Judge Comment: 驚きの成長です。しっかりルーチンの中集中し続け、いいパフォーマンスを見せています。体の軽さ、バネをいかしたステキなflip、over、DC系の技を追求してみてください？

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.	1.63	0.00		
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.	1.65	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.65	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.69	0.00	1st	Final
					6.62	0.00

Judge Comment: 犬が落ち着いてきているように感じます。この項目は置いておいてドッグトレーニングを続けてください！
ただしリズムチームは磨き続けてください。リズムは犬をよくします。

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.	1.68	0.00		
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 succession.	1.68	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.70	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.62	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.72	0.00		
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.	1.74	0.00	1st	Final
					6.84	0.00

Judge Comment: 一つ一つが丁寧に分かりやすく良かったです！
松浦アリーだけの新しいスタイルを探してみてください！

1st	Execution Max Score : 10.0	Catches: <u>25</u> / Throws <u>27</u> * 10 = Execution	1st	9.26	
Final	Execution Max Score : 10.0	Catches: <u>0</u> / Throws <u>0</u> * 10 = Execution	Final	0.00	
		1st	0.00	Final	0.00
		Penalty	0.00	1st Total	30.13
		Final	0.00	Final Total	0.00
1st*1.5	45.20	+T&F	0.0	+Final*1.5	0.00
		= Total	45.20	Rank	12

On Demand Trophies #7

Division1

EntryNo. 21
 Player'sName Kyoda, Hironobu
 phone

Canine'sName Ikki

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.02	0.00		
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).	1.98	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.90	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.00	0.00	1st	Final
					7.90	0.00

Judge Comment: ラストのDC nice!!フィールドが大きく使えていて見ている気持ちがいいリリース。スローの合間のチームムーブにも犬の反応がいい。後ろ足の使い方をきちんと教えてあげられるとさらに犬のポイントが上がります。

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	0.00		
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	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.84	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.89	0.00	1st	Final
					7.63	0.00

Judge Comment: オリジナルトリックも入っていてジャッジが楽しかったです。動きも良く、スローも上手!

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.	1.98	0.00		
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.	2.00	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	1.98	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	2.10	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.98	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.95	0.00		
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.	1.95	0.00	1st	Final
					8.06	0.00

Judge Comment: amazing skill!!
 If you show us your dog and your personality in routine, that is great!

1st	Execution Max Score : 10.0	Catches: 21 / Throws 24 * 10 = Execution	1st	8.75					
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution	Final	0.00					
		Penalty	1st	0.00					
			Final	0.00					
			1st Total	32.34					
			Final Total	0.00					
1st*1.5	48.51	+T&F	0.0	+Final*1.5	0.00	= Total	48.51	Rank	5

On Demand Trophies #7

Division1

EntryNo. 22 / phone
 Player'sName Okada, Haruko

Canine'sName Julie

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.81	0.00		
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).	1.66	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.65	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.72	0.00	6.84	0.00

Judge Comment: いいエナジーと楽しいムード。何度でも見たくありません。犬とディスクのコントロールをもっと見せられるとよりレベルアップ。犬の能力を引き出せるトスを頑張って。目切りです！

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.	1.65	0.00		
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.	1.52	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.60	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.68	0.00	6.45	0.00

Judge Comment: 始まりがいい！トス系に入って悪い方に流れてしまったが、スピンが犬を作ると信じてトレーニングしてください。

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.	0.00	0.00		
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.	1.60	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.55	0.00		
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.	1.60	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.75	0.00		
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.	1.58	0.00	6.53	0.00

Judge Comment: 最初のパッシング好印象です！ポイントをあげたいと思った時にはトス/スローイングの質がどうしても必要になってきます！

1st	Execution Max Score : 10.0	Catches: <u>20</u> / Throws <u>22</u> * 10 = Execution	1st	9.09		
Final	Execution Max Score : 10.0	Catches: <u>0</u> / Throws <u>0</u> * 10 = Execution	Final	0.00		
			1st	0.00	Final	0.00
		Penalty	0.00	0.00	1st Total	28.91
					Final Total	0.00
1st*1.5	43.37	+T&F 0.0	+Final*1.5 0.00	= Total	43.37	Rank 17

On Demand Trophies #7

Division1

EntryNo. 23 Player'sName Watanabe, Yumiko
phone _____

Canine'sName Berry

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.00	0.00		
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).	1.96	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.97	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.97	0.00	1st	Final
					7.90	0.00

Judge Comment: **Great concentration!** スピンがきいてないディスクはキャッチしない。スピンのきいたディスクはがっちりキャッチ、と犬はめっちゃくちゃ明確な反応を示しています。空中姿勢の美しさは健在で大きなストロクポイント。

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.	1.80	0.00		
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.	1.65	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.75	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.77	0.00	1st	Final
					6.97	0.00

Judge Comment: 素晴らしいと感じました。とても丁寧でジャッジが見たいものを分かっている、イッ

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.	1.68	0.00		
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 succession.	1.78	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.58	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.72	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.82	0.00		
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	0.00	1st	Final
					7.04	0.00

Judge Comment: 犬の事をしっかりと考えていて、なおかつ戦うルーチンになっていました!

1st	Execution Max Score : 10.0	Catches: <u>25</u> / Throws <u>29</u> * 10 = Execution	1st	8.62					
Final	Execution Max Score : 10.0	Catches: <u>0</u> / Throws <u>0</u> * 10 = Execution	Final	0.00					
		Penalty	1st	0.00					
			Final	0.00					
			1st Total	30.53					
			Final Total	0.00					
1st*1.5	45.80	+T&F	0.0	+Final*1.5	0.00	= Total	45.80	Rank	11

On Demand Trophies #7

Division1

EntryNo. 24
 Player'sName Kawaguchi, Noriko
 phone _____

Canine'sName
 Tete

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.84	0.00		
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).	1.78	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.83	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.82	0.00	7.27	0.00

Judge Comment: **いくつか引き付けられるセグメントがある。ディスクを拾うシーンが見えてしまう瞬間がもたない。トススキルを磨けばもっともとの犬の良さが際立ちます！**

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.	1.70	0.00		
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.	1.66	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.74	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.77	0.00	6.87	0.00

Judge Comment: **セグメントがしっかりと出ていました。この項目ではリズムチームが長く、ルーチ**

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.	1.58	0.00		
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 succession.	1.72	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.70	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.64	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.62	0.00		
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.	1.68	0.00	6.74	0.00

Judge Comment: **ムードはgoodです！各トリックのBSPが決まっていないのでそこを明確にするともっとスムーズに見えるはずです！**

1st	Execution Max Score : 10.0	Catches: 20 / Throws 24 * 10 = Execution	8.33	1st	
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution	0.00	Final	
		Penalty	0.00	1st Total	29.21
			0.00	Final Total	0.00
1st*1.5	43.82	+T&F 0.0	+Final*1.5 0.00	= Total	43.82
				Rank	16

On Demand Trophies #7

Division1

EntryNo. 25 Player'sName Kawaguchi, Noriko
phone _____

Canine'sName Kiki

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.91	0.00		
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).	1.88	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.83	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.84	0.00	7.46	0.00

Judge Comment: トレーニングした!というのが見えるムーブがたくさんありました。オリジナルなストーリーのあるルーチンが見えた。もう少し変化のある曲の方がいいかも?

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.	1.75	0.00		
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.	1.70	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.80	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.82	0.00	7.07	0.00

Judge Comment: 始まりから勢いがあって良かったです。キキもドライブが高いですね。

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.	1.60	0.00		
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.	1.68	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid succession.	1.72	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.66	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.68	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.63	0.00		
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	0.00	6.74	0.00

Judge Comment: マルチプルナイスです!音楽につられて全体的に焦りがあったように見えました。トレーニング中は一つ一つBSPを意識すると良いと思います。

1st	Execution Max Score : 10.0	Catches: <u>19</u> / Throws <u>23</u> * 10 = Execution	8.26	1st	
Final	Execution Max Score : 10.0	Catches: <u>0</u> / Throws <u>0</u> * 10 = Execution	0.00	Final	
		Penalty	0.00	1st Total	29.53
			0.00	Final Total	0.00
1st*1.5	44.30	+T&F 0.0	+Final*1.5 0.00	= Total	44.30
				Rank	14

On Demand Trophies #7

Division1

EntryNo. 29 Player'sName Armon Vaziri
phone _____

Canine'sName Sooie

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.30	0.00		
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).	2.20	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.24	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.20	0.00	8.94	0.00

Judge Comment: **Love it!! Great ideas through whole routine. Sooie's strong points were shown well!**

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.	2.07	0.00		
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	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.03	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.06	0.00	8.26	0.00

Judge Comment: **Love your routine, good throw, unique idea, Dog could not breath last throw from zigzag. Before zigzag, he needs to rest little bit by DC or TM**

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.	1.95	0.00		
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	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.90	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	2.08	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	2.18	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	2.00	0.00		
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.	2.05	0.00	8.36	0.00

Judge Comment: **Nice!!!! You have challenge in your routine:) Throws have quality! Add same quality on your TOSS**

1st	Execution Max Score : 10.0	Catches: 20 / Throws 24 * 10 = Execution	8.33	1st	
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution	0.00	Final	
		Penalty	0.00	1st Total	33.89
			0.00	Final Total	0.00
1st*1.5	50.84	+T&F	0.0	+Final*1.5	0.00
		= Total	50.84	Rank	3

On Demand Trophies #7

Division 1

EntryNo. 30 Player'sName Heather Gallagher
phone _____

Canine'sName Lana

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■ Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.35	0.00		
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).	2.33	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.35	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.35	0.00	1st	Final
					9.38	0.00

Judge Comment: **Looooove it!! So fun to watch and so many new things! You rock!**

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.	2.16	0.00		
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.	2.22	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.30	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.35	0.00	1st	Final
					9.03	0.00

Judge Comment: **Amazing freestyle!! So many great stuff, I love your creativity!!! Wow!!!**

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.	2.15	0.00		
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.	2.24	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	2.05	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	2.20	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	2.35	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	2.28	0.00		
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.	2.10	0.00	1st	Final
					9.07	0.00

Judge Comment: **WOWWOWOWOWOW!!!!!!!!!!!!!!**

1st	Execution Max Score : 10.0	Catches: 22 / Throws 23 * 10 = Execution	1st 9.57
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution	Final 0.00
		Penalty 0.00	1st Total 37.05
		0.00	Final Total 0.00
1st*1.5	55.58	+T&F 0.0	+Final*1.5 0.00
	= Total	55.58	Rank 1

On Demand Trophies #7

Division1

EntryNo. 31 Player'sName Chloe West
phone _____

Canine'sName Pilot

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

■Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.17	0.00		
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).	2.10	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.08	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.20	0.00	8.55	0.00

Judge Comment: **Great Dog!! Nice music! Make each tricks bigger and use more field, then you're routine will level up 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.	1.63	0.00		
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.	1.68	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.71	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.75	0.00	6.77	0.00

Judge Comment: **Smooth! Love to watch you are enjoying with your dog. It will be better if**

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.	1.72	0.00		
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.	1.70	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.80	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.68	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.70	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.65	0.00		
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.	1.68	0.00	6.92	0.00

Judge Comment: **Love your multiple! Amazing dog:) If you can show your long throw, it is better!!**

1st	Execution Max Score : 10.0	Catches: <u>31</u> / Throws <u>31</u> * 10 = Execution	1st	###					
Final	Execution Max Score : 10.0	Catches: <u>0</u> / Throws <u>0</u> * 10 = Execution	Final	0.00					
		Penalty	1st	0.00					
			Final	0.00					
			1st Total	32.24					
			Final Total	0.00					
1st*1.5	48.36	+T&F	0.0	+Final*1.5	0.00	= Total	48.36	Rank	6

On Demand Trophies #7

Division1

EntryNo. 32 Player'sName Matsumoto, Kyoko
phone _____

Canine'sName Mana

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.73	0.00		
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).	1.65	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.66	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.70	0.00	1st	Final
					6.74	0.00

Judge Comment: **Too short for full score, but showing good training. Good concentration.**

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.	1.50	0.00		
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.	1.51	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.50	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.60	0.00	1st	Final
					6.11	0.00

Judge Comment: **上手にトレーニングしていますね！
せっかくならトスフェッチっぽいものも入れてしまって現状を確認したかったかな。
壊さないように丁寧にトレーニングをしている印象です。**

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.	0.00	0.00		
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 succession.	1.60	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.50	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.55	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.60	0.00		
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.	1.55	0.00	1st	Final
					6.30	0.00

Judge Comment: **ベーシックトレーニングを丁寧にやってきているのがわかります！
フリースタイルはこのままのペースで大丈夫だとおもうので、トスフェッチの方も
丁寧に作ってください！**

1st	Execution Max Score : 10.0	Catches: 16 / Throws 19 * 10 = Execution	1st	8.42		
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution	Final	0.00		
			1st	0.00	Final	0.00
		Penalty		0.00		
			1st Total	27.57	Final Total	0.00
1st*1.5	41.36	+T&F 0.0	+Final*1.5	0.00	= Total	41.36
			Rank	25		

On Demand Trophies #7

Division 1

EntryNo. 33 Player'sName Steve Gannon
phone _____

Canine'sName Copper

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

Throw	1	2	3	4	5	6	7	8	T&F	Penalty	Total
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

Freestyle (120Sec)

Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.72	0.00		
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).	1.68	0.00		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.68	0.00		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.70	0.00	1st	Final
					6.78	0.00

Judge Comment: **Move on the field and dog will move more active. Good catch on difficult throws.**

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.	1.55	0.00		
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.	1.62	0.00		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.50	0.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.51	0.00	1st	Final
					6.18	0.00

Judge Comment: **Good throw! Nice Butterfly, I wanted to see another direction throw, too.**

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.	1.58	0.00		
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 succession.	1.65	0.00		
4	Dog Catch	1 dog catch with the disc in flight.	1.58	0.00		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.58	0.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.55	0.00		
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.	1.75	0.00	1st	Final
					6.56	0.00

Judge Comment: **I like your behind throw 3 times in a row!! I think you can show Copper's Jump more!**

1st	Execution Max Score : 10.0	Catches: 15 / Throws 18 * 10 = Execution	1st	8.33		
Final	Execution Max Score : 10.0	Catches: 0 / Throws 0 * 10 = Execution			Final	0.00
			1st	0.00	Final	0.00
		Penalty		0.00		
			1st Total	27.85	Final Total	0.00
1st*1.5	41.78	+T&F 0.0	+Final*1.5 0.00	= Total	41.78	Rank 24