Freestyle (120 Sec) Canine Elements Maximum Score : 10.0 Prey Drive Retrieval plane at the mattine constonen ficus and uncentration must be not plane a plane from the plane and uncentration must be not plane. The day shall be planed in the south and the plane and landing shall be planed in the south and the planed and landing shall be planed in the planed from the planed from the planed from the planed in the planed	1055	& Fet	ch Ga	me (90 Sec	Best Five	Throws	Max Scor	e: 22.5	-			
Free Style (120 Sec) Canhe Elements Maximum Soore: 10.0 Prey Drive Dama the entire tourise consistent focus and concentration must be sentiment. Rectrieval The day's stability to read, chane, and each thous while showing a warrey of retrieved options (freely of the style). Arthleticism The curine must execute entire load consistent place and place the place of night place and after the moment of executing a disc, the confine must called consistent with adequate focus. Grip Before, during and after the moment of executing a disc, the confine must called consistent with adequate focus. Judge Comment: 1/19/1/26/Tast L/NLOF-12, DTCTEMBRATHS, 25-L-17-17-00 The Called Confident of the place of the place of the confine must called the consistent with adequate focus. Release Diversity And the variety of theory of different clearth theory in different clearth theory in different clearth theory in different elements. Release Diversity And the place of the		0.0	0.0	3 0.0	0.0								Tota O.0
Prop Drive During the entire matrine constants from and roncentration must be autitated. Retrieval During the entire matrine constants from and roncentration must be autitated. Retrieval points (diopping them owey from, or near player, handing to 2.08 0.00 one player. Athleticism The turne must excess control and consistency while lauping and launding, during standing, manning, flapping and/or walking manuscusces. Property of the control of the cont		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		0.0	0,0	
Prey Drive		_								1.04	Final		
Retrieval Pibe days shifty to track, chass, and carch dises while showing a wardery of remireval options (drupping them away frum, or near player, handing to player). Athleticism The camine must execute cuntral and constrainty while keeping and landing. 2.05 0.00 List Grip Before, during and after the moment of executing a dise, the camine must exhibit consistent commitment with adequate focus. Judge Comment: ハイドライスを高リレスルロテーム, DTCで単級形を構造。ランニコンの動き、セイン・トをボーシュレていけばもう・製造しベルファップ。 Player Elements Maximum Score: 10.0 The routine must demonstrate planned movement around the playing field. 1.74 0.00 directions. Release Diversity Aliversity of throws and liferent lengths thrown in different directions. Release Diversity Aliversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. Release Diversity Aliversity of throws must be deigned with smooth manistions between the grip and endeses, including with a minimum of 3 different releases. Release Diversity Aliversity of throws must be deigned with smooth manistions between the grip and movement must be designed with smooth manistions between the grip and movement and the grip and movement must be designed with smooth manistions between the grip and movement must be designed with smooth manistions between the grip and movement to the player and movement to the player and movement to the grip and player and the grip and player to the player and the grip and player to cach a disc placed in flight. The Different 2 different values camine leaps off player's basile, seaching the basiley, to catch the disc placed in flight. Player utilizes 2 different states. Multiple Segment and the disc and player and the grip and player and play					tine consiste	ent focus ar	nd concents	ation must	be				
Retrieval petroia (dropping them away from, or near player, handing to player). Arbleticism The comine must execute control and consistency while leaping and landing, auring standing, running, lipiging and/or wauting maneuvers. Grip Before, during and after the moment of executing a disc, the canine must consistence commitment with adequate focus. Judge Comment: ハイドラインラインストルレラーム、DTCで発機能も開発、シンニフラン酸 き、セケメトラをボーシュレスレイはおもう一段階レベルアップ。 Player Elements Maximum Score: 10.0 Field Presentation The routine must demonstrate planned movement around the playing field, offerent cleans the comparation of directions. 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. Disc Management Releasing and replacing of all discs must be engaged in the seamless and in-grip and release, including with a minimum of 3 different releases. To an including the movement must be designed with smooth transitions between the seam and the grip and release, including with a minimum of 3 different releases. To a player back the comparation of the seamless and transitions derived an including the seamless and transitions movement around the playing field, the grip of the grip of the player with a minimum of 3 different releases. To a player back the comparation of the seamless and transitions between the seamless and transitions between the seam and the grip of the player that the comparation in the grip and release, the comparation to the player and transitions between the seam of the grip of the player that the distance of the player that the body, to earth the body of the player, to earth a distribution of flags. Multiple Segment with a minimum of three consecutive throws in rapid the body to design the segment with a minimum of three consecutive throws where in the day as a player to the player at least twice in a straight line. Passing Segment Conditional To the transport of the bandler, the day as the day as the and the p	Prey			ability to t	ack chase	and catch (liece while	showing a v	variety of	2,12	0.00		
Arthletricism The camme must execute curroul and consistency while kaining and landing, 2.05 0.00 during standing, running, flipping and/or vaulting maneuvers. Grip Before, during and after the moment of executing a disc, the camine must exhibit consistent romainment with alternate facus. Judge Comment: 1.747-76-76-76-81. U.J.L.O.7-1. DTC (# 原	Ret	rieval	retrieval of	ptions (dro	pping them	away from	, or near p	layer, handi		2.08	0.00		
Grip	Athle	eticism	The canine	must exec	ute control	and consist	ency while	leaping and	d landing,	2.05	0.00	1st	Fina
Player Elements Maximum Score: 10.0 Field Presentation The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different lengths different lengths thrown in different lengths lengt	(Grip	, , , , , , , , , , , , , , , , , , , ,	9				sc, the canir	ne must	2.09	0.00	8.34	0.00
Fleyer Elements Maximum Score : 10.0 1st Final The routine must demonstrate planned movement around the playing field. 1.74 0.00	Judge (Comment:	ハイドライ	ブな犬で	高いレベル	しのチーム	。DTCで当	優勝も納	得。 さらに	101	つの動		
Field Presentation Incorporating a variety of throw of different lengths thrown in different 1.74 0.00 1.74 0.00 1.74 0.00 1.75 0.00					147100	.V 11 110-C		>116154	№ 0				
Release Diversity Adversity of throws must be demonstrated by the player with variations in the girp and release, including with a minimum of 3 different releases. Disc Management Releasing and replacing of all discs must be engaged in the seamless and 1.77 0.00 consistent manner with no breaks. Rhythmic Team Transitional movement must be designed with smooth transitions between 1.80 0.00 1st 7.004 0.00 1st 7.004 1st 7			The routine	e must den						1st	Final		
Release Diversity Re grip and release, including with a minimum of 3 different releases. 1.73 0.00 list Management Releasing and replacing of all discs must be engaged in the seamless and 0.77 0.00 on 1.85 consisting of all discs must be engaged in the seamless and 0.77 0.00 list Pin (Transitional movement must be designed with smooth transitions between 1.80 0.00 7.04 0.4 0.4 0.4 0.4 0.4 0.4 0.4 0.4 0.4	Field Pr	esentation		ing a varie	ty of throw	of different	lengths th	rown in dif	ferent	1.74	0.00		
Rhythmic Team	Release	Diversity	-							1.73	0.00		
Judge Comment:	Disc Ma	nagement	consistent 1	manner wi	th no breaks	S.				1.77	0.00	1st	Fina
Team Elements - Maximum Score: 10.0 (Best 4 Scores out of 7 Elements) Two Different Overs	Rhythn	nic Team				designed wi	th smooth	transitions	between	1.80	0.00	7.04	0.00
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. 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. Multiple Segment 1 multiple segment with a minimum of three consecutive throws in rapid secession. Dog Catch 1 dog catch with the disc in flight. 1.90 1.95 0.00 Team Movement Coordinating team movement, i.e. spin together, dog stall, weave under legs. etc. Passing Segment Directional Distance Movement The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches disc in a plane of space at a distance from the handler, including such movements as zigazags, circling outruns, and the like. Judge Comment: TCTAICE Total Execution Max Score: 10.0 Catches O / Throws O *10 = Execution 1st Final Penalty O.00 1st Final O.00 1st Final O.00 1st Final O.00 1st Final O.00 Ist Final O.00 O.00	Judge C	Johnniem.							1-7-713%	y mo	· 3/IV		
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. 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. Multiple Segment 1 multiple segment with a minimum of three consecutive throws in rapid secession. Dog Catch 1 dog catch with the disc in flight. 1.90 1.95 0.00 Team Movement Coordinating team movement, i.e. spin together, dog stall, weave under legs. etc. Passing Segment Directional Distance Movement The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches disc in a plane of space at a distance from the handler, including such movements as zigazags, circling outruns, and the like. Judge Comment: TCTAICE Total Execution Max Score: 10.0 Catches O / Throws O *10 = Execution 1st Final Penalty O.00 1st Final O.00 1st Final O.00 1st Final O.00 1st Final O.00 Ist Final O.00 O.00	Team Ele	ments - Ma	aximum Sco	ore: 10.0	(Best 4 Sc	ores out o	f 7 Elemei	nts)		1st	Final		
Vaults	Two I	Different	2 different	over-the-b	ody tricks: c	anine trave	els over the		ring the	1.80	0.00		
Dog Catch 1 dog catch with the disc in flight. 1.90 0.00 Team Movement Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc. 1.85 0.00 Passing Segment Consecutive throws where the dog passes close to the player at least twice in a straight line. 1.88 0.00 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 Judge Comment: プラス になる フェックを整かせる(予想を超える)展開があると印象がせるに変わるはすです! 1st Execution					-			-	ly, to catch	1.75	0.00		
Team Movement Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc. Passing Segment Consecutive throws where the dog passes close to the player at least twice in a straight line. Directional Distance Movement Under 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. 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. 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. 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. 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. 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. 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. 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. 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.	Multiple	e Segment	_	segment w	ith a minim						<u></u>		
Passing Segment	Dog	Catch				um of three	e consecutiv	ve throws in	ı rapid	1.95	0.00		
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 Judge Comment: ガベス強いです! ジャッジを繋がせる(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 Final Score: 10.0 1st Final Score: 10			1 dog catch	n with the o			e consecutiv	ve throws in	ı rapid				
Distance Movement 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. 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! Execution Max Score: 10.0 Catches 22 / Throws 25 * 10 = Execution Find Score: 10.0 Catches 0 / Throws 0 * 10 = Execution 1st Final 1st Total Final 21.76 0.60	Team N	Iovement	Coordinati		lisc in flight					1.90	0.00		
Execution Max Score : 10.0 Catches 22 / Throws 25 * 10 = Execution 8.80 Execution Max Score : 10.0 Catches 0 / Throws 0 * 10 = Execution 1st Total Final 1st Total Final 1st Total Final 0.60 0.00 0.00 0.00 0.60			Coordinati etc. Consecutiv	ng team m	ovement, i.e.	e. spin toge	ther, dog si	all, weave 1	under legs,	1.90	0.00	1st	Fina
Execution Max Score : 10.0 Catches 22 / Throws 25 * 10 = Execution	Passing Direc	Segment ctional tance	Coordinati etc. Consecutiv a straight l The team p	re throws wine.	ovement, i.e	g passes clo	ther, dog st	all, weave tall, weave the action the horizontal and the horizontal an	under legs, st twice in ws where by andler,	1.90 1.85 1.88	0.00		
Execution Max Score : 10.0 Catches 22	Passing Directory Dis Mov	Segment ctional tance ement	Coordinatietc. Consecutiva straight l The team pathe dogs coincluding s	e throws wine.	ovement, i.e. there the do cicks consisti in a plane hents as zig:	g passes clo	ose to the p	layer at lea	st twice in ws where by andler,	1.90 1.85 1.88	0.00		Fina 0.00
Execution Max Score : 10.0 Catches O / Throws O * 10 = Execution 1st Total Final 1st Total Final O.00 O.00	Passing Directory Dis Mov Judge C	Segment ctional tance ement Comment:	Coordinatietc. Consecutiva straight l The team pathe dogs coincluding s	e throws wine.	ovement, i.e. there the do cicks consisti in a plane hents as zig:	g passes clo	ose to the p	layer at lea	st twice in ws where by andler,	1.90 1.85 1.88	0.00	7.58	
Penalty 0.00 0.00 31.76 0.0	Passing Directory Dis Mov Judge C	Segment ctional tance ement Comment:	Coordinatietc. Consecutiva straight l The team performed the dogs coincluding s	ng team me throws wine. performs tratches discs uch mover	novement, i.e. there the do icks consisti in a plane nents as zig:	e. spin toge g passes clo ng of at lec of space at zags, circlin	ther, dog stocked the plant 4 consect a distance g outruns,	all, weave in layer at lea cutive throw from the he and the like	st twice in ws where by andler,	1.90 1.85 1.88	0.00	7.58	0.00
10x15 4=64 4T9.F 0.0 4F2-1815 0.00 - T-11	Passing Directory Distory Mov Judge C Exe Max Sc Exe	Segment ctional tance ement Comment: cution ore:10.0	Coordinatietc. Consecutiva straight l The team pathe dogs coincluding s がくて強い Catches	ng team me throws wine. Deerforms trutches discs uch mover. いです! 驚かせる	here the do icks consisti in a plane nents as zig:	e. spin toge g passes clo ng of at lec of space at zags, circlin	ther, dog so ose to the p ast 4 consec a distance g outruns,	all, weave in layer at lea cutive throw the he and the like	st twice in ws where by andler,	1.90 1.85 1.88	0.00	7.58	o.oo
1st*1.5 47.64 +T&F 0.0 +Final*1.5 0.00 = Total 47.64 Rank 7	Passing Directory Distory Mov Judge C Exe Max Sc Exe	Segment ctional tance ement Comment: cution ore:10.0	Coordinatietc. Consecutiva straight l The team pathe dogs coincluding s がくて強い Catches	ng team me throws wine. Deerforms trutches discs uch mover. いです! 驚かせる	ovement, i.e. here the do icks consisti in a planements as zig: / Throws	e. spin toge g passes clo ng of at lec of space at zags, circlin 25	ther, dog so ose to the p ast 4 consec a distance g outruns, * 10 = E * 10 = E	all, weave in layer at lea cutive throw the he and the like	under legs, st twice in ws where by andler, e. Final	1.90 1.85 1.88	0.00	1st 8.80	Fina 0.00

EntryNo.

On Demand Trophies #7

Player'sName

Tachibana, Sachiko

Canine'sName

Irma

	On D	eman	d Tro	phies		ntryNo. 2	Player'sN Watar	nabe, N	lisuzu		Canine's	Konats	su
	Divis	ion1				phone							
1	oss &	& Fet	ch Ga	me (90 Se	Best Five	Throws	Max Scor	e: 22.5	_			
	Throw	1	2	3	4	5	6	7	8		T&F	Penalty	Toto
	Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		0.0	0.0	0.0
F	reest	tyle (120 S	ec)									
_	Canine Ele	ements M	aximum Sc	ore: 10.0						1st	Final		
	Prey	Drive	During the sustained.	entire rou	tine consist	ent focus a	nd concentr	ation must	be	1.82	0.00		
•••	Retr	ieval	-	otions (dro	rack, chase, pping them			-		1.75	0.00		
	Athle	ticism	The canine	must exec	cute control ning, flippin				l landing,	1.72	0.00	1st	Fina
		rip	exhibit con	sistent con	fter the mor	vith adequa	te focus.				0.00	7.09	0.00
	Judge C	omment:	オリジナルンしてみる	な雰囲気	え、おしゃれ い印象が	はいやすく	ントかいく なるはず。	フモある の)で、見せる	を関する	567		
	Digver Ele	mente M	aximum Sco	nre · 10 0						1st	Final		
			The routine	e must den	nonstrate p					_			
	Field Pre	esentation	incorporati directions.	ing a varie	ty of throw	or differen	t lengths th	rown in dif	terent	1.60	0.00		
	Release	Diversity			must be de					1.64	0.00		
						. 1	engaged in	the seamle	ess and	1 61	0.00		
	Disc Mar	nagement		_	ing of all di th no break					1.01	0.00	1st	Fina
	Rhythm	nagementic Team omment:	Transitionamaneuvers	manner wi al moveme and segme	th no break ent must be ents. す。ルーチ	s. designed w	ith smooth	意識でき	ていない	1.60	0.00	1st 6.45	
	Rhythm Judge Co	omment:	Transitionamaneuvers	manner wi manner wi al moveme and segme 好印象で いあいま	ent must be ents. す。ルーチ	cs. designed w ンの展開が ーが上手が	ith smooth ジャッジを なので、大	き 意識でき きく見せて	ていない	1.60	0.00		
	Rhythm Judge Co	omment:	Transitiona maneuvers ブ遅さが かりづらさ aximum Sca 2 different	manner wi al moveme and segme 好印象で いかあいま ore: 10.0	ent must be ents. す。ルーチ	designed w シの展開が ーが上手が cores out (ith smooth ロジャッジを GOで、大 of 7 Elemen	き意識でき きく見せて nts)	ていないの	1.60 つで、ヤ	0.00 や分		Fina 0.00
	Rhythm Judge Co Team Elei Two D Ov Two D	omment: ments - Maifferent	Transitiona maneuvers リージラン aximum Sca 2 different body of the 2 different	manner wi all moveme and segme けいました かあいま over-the-be player, to	th no break ent must be ents. す。ルーチ にした。スロ (Best 4 So	designed w 一が上手 cores out (canine trav.sc placed in	ith smooth Nシャッシを OC、大 of 7 Element els over the flight.	ける。 ・ 大きない ・ 大きない	ていない。 いきまし。	1.60 つで、ヤ う 1st	0.00 や分 Final		
	Rhythm Judge Co Team Elei Two D Ov Two D Va	omment: ments - Me ifferent vers	Transitiona maneuvers ファンフィンス aximum Sca 2 different body of the 2 different a disc place	manner wi all moveme and segme けいました いっという。 いっといっといっという。 いっという。 いっという。 いっという。 いっという。 いっという。 いっという。 いっという。 いっという。 いっといっといっといっといっといっといっといっといっといっといっといっといっとい	th no break ent must be ents.	designed w 一が上手が COTES OUT (conine trav. se placed in ff player's lizes 2 diffe	ith smooth Dシャッシを Of 7 Element els over the flight. pody, touch rent stances	ける。 大意識でき きく見せて nts) body, clear ing the bods.	でいない。	1.60 1st 1.57	0.00 や分 Final 0.00		
	Rhythm Judge Co Team Elei Two D Ov Two D Va Multiple	ments - Maifferent vers	Transitiona maneuvers ファンカー Aximum Sca 2 different body of the disc place 1 multiple secession.	manner wi all moveme and segme けいないま ore: 10.0 over-the-be player, to vaults: car ed in flight	th no break ent must be ents.	designed w シの展開が 一が上手が cores out (canine traves placed in off player's lizes 2 differmum of three	ith smooth Dシャッシを Of 7 Element els over the flight. pody, touch rent stances	ける。 大意識でき きく見せて nts) body, clear ing the bods.	でいないのにいきました。	1.60 1st 1.57 1.50	0.00 * 分 Final 0.00		
	Rhythm Judge Co Team Elei Two D Ov Two D Va Multiple	ments - Maifferent vers ifferent ults Segment	Transitiona maneuvers T字さか かりづらる aximum Soc 2 different body of the companion of the com	manner wind movement and segment with the content of the content	th no break ent must be ents. 3. IL—7 (Best 4 So cody tricks: 6 catch a distributed by the cody tricks and tricks a distributed by the	designed w この展開が このできる このでき	ith smooth Diシャッジを OC、大 of 7 Element els over the flight. coody, touch rent stances e consecutiv	hts) body, clear ing the bods.	でいるいでいきました。	1.60 1st 1.57 1.60 1.60 1.60	0.00 Final 0.00 0.00		
	Rhythm Judge Co Team Elei Two D Ov Two D Va Multiple Dog	ments - Maifferent vers Segment Catch	Transition maneuvers 丁澤さか かりづら aximum Sc 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catch Coordinatietc.	manner wind movement and segment with the community with the community was a segment with the com	th no break ent must be ents.	designed w 一が上手 COTES OUT (conine trav. see placed in off player's lizes 2 different num of three tt. .e. spin toge	of 7 Element els over the flight.	body, clear ing the bods. The throws in all, weave the second of the bods.	ing the y, to catch rapid	1.60 1st 1.57 1.50 1.60 1.60	0.00 Final 0.00 0.00 0.00		
	Rhythm Judge Co Team Elei Two D Ov Two D Va Multiple Dog Team M Passing Direct Dist	ments - Maifferent vers ifferent ults Segment Catch	Transition maneuvers Transition maneuvers Aximum Sca 2 different body of the disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutive a straight leading the dogs could be dogs could be described by the dogs could be described	manner wind movemed and segment with the company team moves wine.	th no break ent must be ents. す。ルーチ にした。スロ (Best 4 Sc cody tricks: o catch a dis nine leaps o t. Player uti ith a minim disc in fligh	designed w この展開が しか上手が COTES OUT (COTE	of 7 Element els over the flight. coody, touch rent stances e consecutive ther, dog stances a distance a distance	body, clear throws in the layer at least throw the horizontal throw t	ring the rapid ander legs, st twice in raw where by andler,	1.60 1st 1.57 1.50 1.60 1.60 1.60 1.63	0.00 Final 0.00 0.00 0.00 0.00	6.45	Fina
	Rhythm Judge Co Team Elei Two D Ov Two D Va Multiple Dog Team M Passing Direct Dist Move	ments - Maifferent vers ifferent ults Segment Catch Segment Segment Segment	Transition maneuvers 丁寧さか かりづら aximum Sce 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catch Coordinati etc. Consecutiv a straight l The team p the dogs co including s	manner wind movement and segment with the common terms with the	th no break ent must be ents. The late of	designed w 一が上手 COTES OUT (conine trav. sc placed in off player's l lizes 2 different num of three designed w conine trav. sc placed in off player's l lizes 2 different num of three designed w coning of at least of space at least	of 7 Element els over the flight. coody, touch rent stances e consecutive ther, dog stances a distance goutruns, and the stances and the stances are the plant of the plant o	body, clear ing the bods. The throws in the layer at least throw the head the like	ing the y, to catch a rapid ander legs, st twice in ses where by andler, e.	1.60 1st 1.57 1.50 1.60 1.60 1.63 1.65	0.00 Final 0.00 0.00 0.00 0.00 0.00	1st 6.48	0.00
	Rhythm Judge Co Team Elei Two D Ov Two D Va Multiple Dog Team M Passing Direct Move Judge Co	ments - Maifferent vers ifferent ults Segment Catch Lovement Segment cance ement	Transition maneuvers 丁寧さか かりづら aximum Sce 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catch Coordinati etc. Consecutiv a straight l The team p the dogs co including s	manner wind movement and segment with the company of the company	th no break ent must be ents. To IL-TELE, ZD (Best 4 Stoody tricks: a catch a district a minimum disc in flight enverent, i. a catch a district a minimum disc in flight enverent, i. a catch a district a minimum disc in flight enverent, i. a catch a district a minimum disc in flight enverent, i. a catch a district a minimum disc in flight enverent, i. a catch a district a minimum disc in flight enverent, i. a catch a district a minimum disc in flight enverent, i. a catch a disc in a minimum disc in flight enverent as z ig a catch a disc in a plane ments as z ig	designed w 一が上手 COTES OUT (conine trav. sc placed in off player's l lizes 2 different num of three designed w conine trav. sc placed in off player's l lizes 2 different num of three designed w coning of at least of space at least	ith smooth Dジャッジを G 7 Element els over the flight. Dody, touch rent stances e consecutive ther, dog st Dose to the plant of the pl	body, clear ing the bods. The throws in the layer at least throw the head the like	ing the y, to catch a rapid ander legs, st twice in ses where by andler, e.	1.60 1st 1.57 1.50 1.60 1.60 1.63 1.65	0.00 Final 0.00 0.00 0.00 0.00 0.00	1st	Fina
	Rhythm Judge Co Team Elei Two D Ov Two D Va Multiple Dog Team M Passing Direct Move Judge Co	ments - Maifferent vers ifferent vers iffere	Transition maneuvers 丁寧さか かりづら aximum Sca 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutiva straight! The team puthe dogs coincluding s 落ち着い フィッシュ	manner wind movement and segment with the company of the company	th no break the no break the no break the notation of the nota	designed w 一が上手 COTES OUT (conine trav. se placed in off player's l lizes 2 different num of three t. designed w conine trav. se placed in off player's l lizes 2 different num of three ce. spin toge ing of at lee of space at pzags, circlir した:) あれが有る	ith smooth Dジャッジを G 7 Element els over the flight. Dody, touch rent stances e consecutive ther, dog st Dose to the plant of the pl	body, clear body, clear ing the body. cre throws in all, weave throws in the body in the	ing the y, to catch a rapid ander legs, st twice in ses where by andler, e.	1.60 1st 1.57 1.50 1.60 1.60 1.63 1.65	0.00 Final 0.00 0.00 0.00 0.00 0.00	1st 6.48	Fina 0.00
	Rhythm Judge Co Team Elei Two D Ov Two D Va Multiple Dog o Team M Passing Direct Move Judge Co Executes the control of	ments - Maifferent vers ifferent vers iffere	Transition maneuvers 丁寧さか かりづら aximum Sca 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutiva straight! The team puthe dogs coincluding s 落ち着い フィッシュ	manner wind movemed and segment with the control of the control	th no break the no break the no break the notation of the nota	designed w 一が上手 COTES OUT (conine trav. se placed in off player's l lizes 2 different num of three t. designed w conine trav. se placed in off player's l lizes 2 different num of three ce. spin toge ing of at lee of space at pzags, circlir した:) あれが有る	ith smooth 「「TElemen els over the flight. Dody, touch rent stances e consecutive ther, dog st ast 4 consecutive a distance ag outruns, * 10 = E * 10 = E	body, clear body, clear ing the body. cre throws in all, weave throws in the body in the	ing the y, to catch rapid rapid st twice in swhere by andler,	1.60 1st 1.57 1.50 1.60 1.60 1.63 1.65	0.00 Final 0.00 0.00 0.00 0.00 0.00	1st 6.48 1st 8.42	Fina 0.00
	Rhythm Judge Co Team Elei Two D Ov Two D Va Multiple Dog o Team M Passing Direct Move Judge Co Executes the control of	ments - Maifferent vers different ve	Transition maneuvers 丁寧さか かりづら aximum Sca 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutiva straight! The team public dogs coincluding s 落ち着い フィッシュ Catches	manner wind movemed and segment with the control of the control	th no break the no break the no break the notation of the leaps of the	designed w 一が上手 COTES OUT (conine trav. se placed in off player's lizes 2 different num of three t.t. designed w Topic player's lizes 2 different topic player's lizes 2 different num of three t.t. designed w Topic player's lizes 2 different t.t. designed w Topic player's lizes 2 different Top	ith smooth Dジャッジを Of 7 Element els over the flight. Dody, touch rent stances e consecutive ther, dog st Dose to the plants 4 consect a distance agoutruns, * 10 = E	body, clear body, clear ing the body. The throws in all, weave throw from the heand the like the body by the bod	ing the y, to catch a rapid ander legs, st twice in ses where by andler, e.	1.60 1st 1.57 1.50 1.60 1.60 1.63 1.65	0.00 Final 0.00 0.00 0.00 0.00 0.00	1st 6.48	Fina 0.00

0.0 + Final*1.5 **0.00** = Total

42.66

Rank **20**

1st*1.5 **42.66**

+T&F

	On D	emar	d Tro	phies		ntryivo. 3	Itou, k	Kiyoshi			Canine	Rhythr	n
1	Divis		ch Ga	me (9	90 Sec	phone Best Five	Throws	Max Scor	e : 22.5				
	Throw Point	0.0	0.0	3 0.0	0.0	5 0.0	0.0	7 0.0	8 0.0		T&F	Penalty 0.0	Tota
	Frees	tyle (120 S	ec)	0.0	0.0	0.0	0.0	0.0	J	0.0		0.0
	Canine El	ements M	During the		tine consist	ent focus a	nd concents	ation must	he.	1st	Final		
	Prey	Drive	sustained.							1.81	0.00		
	Reti	rieval	retrieval of them to the	ptions (dro e player).	pping them	away from	, or near th	showing a v	ınding	1.75	0.00		
	Athle	eticism	during star	nding, runn	ute control iing, flippin	g and/or v	aulting ma	leaping and neuvers.	l landing,	1.70	0.00	1st	Fina
	G	rip	Before, du	ring and af sistent con	fter the mor nmitment w	nent of exe ith adequa	cuting a dit	sc, the canin			0.00	7.03	0.00
	Judge C	omment:						がることはで る限りたく:					
	DI EI		タイル」を	研究して	みて下さい								
				e must den	1			and the play	,	1st	Final		
		esentation	directions.					rown in diff			0.00		
	Release	Diversity						fferent relea		1.63	0.00		
	Disc Ma	nagement		-	ng of all di		engaged ir	the seamle	ss and	1.58	0.00	1st	Fina
	,	nic Team	maneuvers	and segm	ents.			transitions l			0.00	6.42	0.00
	Judge C	omment:	のは問題	と。 大を」 ありません	・ 犬に合っ	こいこばまうトリックと	をしたくない 音楽を探	るチームで して、よりi	す。 まにん 先練されて	いって	くださ		
	Toom Ele	monto - M	را معاسیس جما	oro · 100	(Post A S	oron out a	of 7 Flama	nto \		1.0+	Einal		
		ments - m ifferent	2 different					•	ing the	1st	Final		
		vers			catch a dis					1.68	0.00		
		ifferent ults			nine leaps o . Player util			ing the bod s.	y, to catch	1.68	0.00		
	Multiple	Segment	1 multiple secession.	segment w	ith a minim	um of thre	e consecuti	ve throws in	rapid	1.65	0.00		
	Dog	Catch	1 dog catcl	n with the o	disc in fligh	t.				1.65	0.00		
	Team M	lovement	Coordinati etc.	ing team m	novement, i.	e. spin toge	ther, dog s	all, weave u	ınder legs,	1.60	0.00		
	Passing	Segment	Consecutiv a straight l		here the do	g passes clo	ose to the p	layer at leas	st twice in	1.65	0.00	1st	Fina
	Dist	ctional tance ement	the dogs co	tches discs	in a plane	of space at	a distance	cutive throw from the ho and the like	ındler,	1.68	0.00	6.69	0.00
	Judge C	omment:			てプレーが	出来てい	ます!			-		1st	
		ore: 10.0	Catches	24	/ Throws	30	* 10 = I	Execution				8.00	
al		oution ore:10.0	Catches	0	/ Throws	0	* 10 = I	Execution					0.00
							1st	1 1	Final	1		1st Total	Final To
					<u>Per</u>	alty	0.00	<u> </u>	0.00			28.14	0.00
	1st*1.5	42.21	+T&F	0.0	+Final*1.5	0.00	= Total	42.	.21			Rank	22

EntryNo.

Player'sName

Canine'sName

EntryNo. Player'sName Canine'sName Ideno, Reiko Luna On Demand Trophies #7 phone **Division1** Toss & Fetch Game (90 Sec Best Five Throws Max Score: 22.5 T&F Throw Total Point 0.00.00.0 0.0 0.00.00.0 0.0 0.0 0.0 0.0 Freestyle (120 Sec) Canine Elements Maximum Score: 10.0 Final 1st During the entire routine consistent focus and concentration must be Prev Drive 1.80 0.00 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 2 Retrieval 1.60 0.00 them to the player). The canine must execute control and consistency while leaping and landing, 3 Athleticism 1.65 0.00 during standing, running, flipping and/or vaulting maneuvers. Final 1st Before, during and after the moment of executing a disc, the canine must 4 Grip 1.68 0.00 6.73 0.00 exhibit consistent commitment with adequate focus. 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。 ーがミススローせず成功を重わ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。 プレーヤーがよりフィールドを動け Player Elements Maximum Score: 10.0 Final 1st The routine must demonstrate planned movement around the playing field, Field Presentation incorporating a variety of throw of different lengths thrown in different 0.00 1.35 A diversity of throws must be demonstrated by the player with variations in 2 Release Diversity 1.40 0.00 the grip and release, including with a minimum of 3 different releases. Releasing and replacing of all discs must be engaged in the seamless and 3 Disc Management 1.30 0.00 consistent manner with no breaks. 1st Final Transitional movement must be designed with smooth transitions between Rhythmic Team 1.38 0.00 5.43 0.00 maneuvers and seaments. とても丁寧にトレー ングしているのが伺えます。 Judge Comment: 自分も一緒に動いてフィールドを動くと、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) Final 1st Two Different 2 different over-the-body tricks: canine travels over the body, clearing the 0.00 1.35 Overs body of the player, to catch a disc placed in flight. 2 different vaults: canine leaps off player's body, touching the body, to catch Two Different 0.00 0.00 a disc placed in flight. Player utilizes 2 different stances. Vaults 1 multiple segment with a minimum of three consecutive throws in rapid Multiple Segment 0.00 1.65 secession. Dog Catch 1 dog catch with the disc in flight. 0.00 0.00 Coordinating team movement, i.e. spin together, dog stall, weave under legs, Team Movement 1.50 0.00 Consecutive throws where the dog passes close to the player at least twice in Passing Seament 1.35 0.00 a straight line. Final 1st Directional

2 3 4 5 6 The team performs tricks consisting of at least 4 consecutive throws where by Distance the dogs catches discs in a plane of space at a distance from the handler, 0.00 0.00 6.05 1.55 Movement including such movements as zigzags, circling outruns, and the like.

ルナと楽しんでいる姿がとても好印象です! Judge Comment: 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:) Execution * 10 = Execution1st Catches 17 / Throws 25 6.80 Max Score: 10.0 Final Execution Final / Throws n * 10 = Execution Catches 0.00 Max Score: 10.0 Final 1st 1st Total Final Total **Penalty** 0.00 0.00 25.01 0.00 +T&F +Final*1.5 = Total 37.52 0.0 0.00

28 Rank 37.52

	On D	emar	nd Tro	phies		ntryNo. 5	Player'sN Ideno	_{lame} , Reiko			Canine'	sName Mai	
	Divis	ion1				phone			-				
	lass A	R Fat	ch Ga	me (90 Se	Best Five	Throws	Max Scor	e : 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
	rooci	tulo (420 8										
		_	120 S laximum So)					1st	Final		
1		Drive				ent focus a	nd concent	ration must	be	1.90	0.00		
2	Retr	rieval		ptions (dro				showing a v ne player, ho		1.65	0.00		
3	Athle	ticism	The canine	e must exe	cute control			leaping and	d landing,	1.68	0.00	1st	Final
4	G	rip		U	fter the mor			sc, the canin	ie must	1.65	0.00	6.88	0.00
	Judge C	omment:	る空気は					月確なチー ント。 このる					
	Plaver Ele	mente M	ℓ \ ! aximum Sc	ore : 100						1st	Final		
1	_		The routin	ie must dei				und the play rown in diff			0.00		
2	Release	Diversity	A diversity					yer with var fferent relec		1.35	0.00		
3	Disc Maı	nagement		-	ing of all di		engaged ii	n the seamle	ess and	1.30	0.00	1st	Final
4	Rhythm	ic Team	Transition maneuvers			designed w	ith smooth	transitions	between	1.45	0.00	5.40	0.00
	Judge C	omment:	取り入れ	られていて				楽しかった。 をキャッチは					
	Team Elei	ments - M	ニングでで aximum Sc		(Best 4 S	cores out o	of 7 Eleme	nts)		1st	Final		
1	Two D	ifferent vers	2 different	over-the-l		canine trav	els over the	body, clear	ing the	1.50	0.00		
2		ifferent ults	a disc plac	ed in fligh	t. Player uti	lizes 2 diffe	rent stance	ning the bod s.	y, to catch	0.00	0.00		
3	Multiple	Segment			vith a minim			ve throws in	rapid	1.45	0.00		
4	Dog	Catch	1 dog catc	h with the	disc in fligh	t.				0.00	0.00		
5	Team M	lovement	Coordinat	ing team n	novement, i	e. spin toge	ther, dog s	tall, weave u	ınder legs,	1.70	0.00		
6	Passing	Segment	Consecutiv a straight		where the do	g passes clo	ose to the p	layer at leas	st twice in	1.45	0.00	1st	Final
7	Dist	ctional cance ement	the dogs co	atches disc	s in a plane	of space at	a distance	cutive throw from the ho and the like	andler,	1.40	0.00	6.10	0.00
	Judge C	omment:	great!	an chow	Mai'e nun	ning the	lic mono	awesome	r))	-			
			II you ce	ari Silow	mais i ui i	iling, mai	13 11101 6	awesome	•//			1st	
1st		ore: 10.0	Catches	15	/ Throws	26	* 10 =]	Execution				5. 77	
	Fven	ution											Final
Final		ore: 10.0	Catches	0	/ Throws	0	* 10 = 1	Execution					0.00
					n	- مائم-	1st	1	Final	1			Final Total
					<u>Per</u>	nalty	0.00		0.00]		24.15	0.00

0.0 +Final*1.5 **0.00** = Total

36.23

1st*1.5 **36.23**

+T&F

Rank 30

	On D	eman	d Tro	phies		ntryNo.	Player'sN Sakai ,	_{lame} Hirosł	ni		Canine's	sName Sony	
	Divis		•			phone			-				
			ch Ga	me (S	O Sec	Best Five	Throws	Max Scor	e : 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
	roos	tvla (120Se	ac)									
		_	aximum Sc							1st	Final		
1	Prey	Drive	During the sustained.	entire rou	tine consiste	ent focus a	nd concents	ration must	be	1.90	0.00		
2	Reti	rieval	The dog's	ptions (dro				showing a v	-	1.75	0.00		
3	Athle	eticism	The canine	must exec	ute control ing, flippin			leaping and	l landing,	1.77	0.00	1st	Final
4		rip	exhibit con	nsistent com	nmitment w	ith adequa	te focus.	sc, the canin		1.80	0.00	7.22	0.00
	Judge C	Comment:	プレルー: いる。スト ルのアップ	・ロングポー	とプランさ イントは表	れたもの 現されてに	に見せる] Nるのでさ	「夫を。 犬/ らに輝かt	が毎年タブせるにはス		てきて		
	Player Ele	ements Ma	aximum Sc						.: <i>C</i> :1J	1st	Final	İ	
1	Field Pre	esentation	incorporat directions.	ing a varie	ty of throw	of differen	t lengths th		ferent	1.65	0.00		
2	Release	Diversity	the grip an	ıd release, i	ncluding wi	th a minim	num of 3 di	fer with var	ıses.	1.60	0.00		
3	Disc Ma	nagement	consistent	manner wit	h no break	s.		the seamle		1.55	0.00	1st	Final
4	Rhythm	nic Team	maneuvers	and segme	ents.			transitions			0.00	6.40	0.00
	Judge C	comment:						【ロー、犬だ プスローの					
			יללילוס	いきせんか	、犬にどん	じん伝え	ていきまし	ょう!					
		ments - M o Different	aximum Sc					nts) body, clear	ing the	1st	Final		
1		vers			catch a dis					1.60	0.00		
2		Different Jults			ine leaps o . Player util		• •	ing the bod s.	y, to catch	1.65	0.00		
3	Multiple	e Segment	1 multiple secession.	segment wi	th a minim	um of thre	e consecutiv	ve throws in	rapid	1.60	0.00		
4	Dog	Catch	1 dog catcl	h with the o	lisc in flight	i .				1.65	0.00		
5	Team M	lovement	Coordinati etc.	ing team m	ovement, i.	e. spin toge	ther, dog st	all, weave ı	ınder legs,	1.60	0.00		
6	Passing	Segment	Consecutiv a straight l		here the do	g passes clo	ose to the p	layer at leas	st twice in	1.68	0.00	1st	Final
7	Dist	ctional tance ement	the dogs co	atches discs	in a plane	of space at	a distance	cutive throw from the ho and the like	andler,	1.72	0.00	6.70	0.00
	Judge C	Comment:	Super Do		Висле	T/17.07	- A&H	L-66.45 L	034/6454	- 121-4			
			ずです:)	をはて分に	見せりれ	CNOOL	ぶ、写像は	セグメント	り5虫167パ	1716	न्हा	1st	
1st		ore: 10.0	Catches	19	/ Throws	23	* 10 = F	Execution				8.26	
	_			······	:	······	7						Final
Final		ore:10.0	Catches	0	/ Throws	0	* 10 = E	Execution					0.00
					•		 1st	7	Final	1		1st Total	Final Total
			_		<u>Pen</u>	alty	0.00	<u> </u>	0.00			28.58	0.00
	1st*1.5	42.87	+T&F	0.0	+Final*1.5	0.00	= Total	42.	.87			Rank	18

	On Dema	nd Trop	phies		ntryNo. 7	Player'sN Sakai	lame Nobuł	(0		Canine's	sName Gash	
	Division1	_	•		phone			•				
ıT	oss & Fet			0 Sec	Best Five		Max Scor		•			
	Throw 1 Point 0.0	0.0	0.0	0.0	0.0	0.0	7 0.0	0.0		T&F	O.O	Total 0.0
ıFı	reestyle (120Se	c)						_			
	Canine Elements								1st	Final		
1	Prey Drive	During the sustained.	entire rou	tine consist	ent focus a	nd concents	ration must	be	1.77	0.00		
2	Retrieval		otions (dro				showing a value player, ho		1.72	0.00		
3	Athleticism				and consis g and/or v		leaping and neuvers.	l landing,	1.73	0.00	1st	Final
4	Grip		U		ment of exe vith adequa		sc, the canin	e must	1.73	0.00	6.95	0.00
	Judge Comment	リアになる	きす。ル	ーチン作り	libBSPOI	レールを決	めること。	Overセグ				•
	Player Elements	Case!! こ 0 Maximum Sco		きまくって、	、みせるタ	イミングも	より練って	みては。	1st	Final		
1	Field Presentatio	The routine	e must den					- /		0.00		
2	Release Diversit	7					ver with var fferent relec		1.55	0.00		
3	Disc Managemer	Releasing a	-	-		engaged ir	the seamle	ss and	1.55	0.00	1st	_ Final_
4	Rhythmic Team	Transitiona maneuvers			designed w	ith smooth	transitions	between	1.60	0.00	6.20	0.00
	Judge Comment						ことを増 ^も まそのあと		ーチンを	本格		
	Team Elements - I	Maximum Sco	ore : 100	(Rest 4 S	cores out (nf 7 Flama	nts)		1st	Final		
1	Two Different Overs	naxiiilaiii oo	710 - 10.0	(DUGL T O			110 /					
·····				•		els over the	body, clear	ing the		0.00		
2	Two Different Vaults	body of the	player, to	catch a dis	canine trav sc placed in off player's	els over the flight. body, touch	body, clear		1.60			
		2 different a disc place	vaults: can	catch a distinct leaps of a Player uti	canine trav sc placed in off player's lizes 2 diffe	els over the flight. body, touckerent stance	body, clear	y, to catch	1.60 0.00	0.00		
3	Vaults	body of the 2 different a disc place	vaults: car vailts: car ed in flight	catch a dis	canine trav sc placed in off player's lizes 2 diffe	els over the flight. body, touckerent stance	body, clear ing the bod s.	y, to catch	1.60 0.00 1.55	0.00		
3	Vaults Multiple Segmen	body of the 2 different a disc place 1 multiple s secession. 1 dog catch	vaults: car ed in flight segment wi	catch a dis nine leaps o . Player uti ith a minim	canine trav sc placed in off player's lizes 2 diffe num of thre	els over the flight. body, touch rent stance e consecuti	body, clear ing the bod s.	y, to catch rapid	1.60 0.00 1.55 0.00	0.00		
3 4 5	Vaults Multiple Segmen Dog Catch	body of the 2 different a disc place 1 multiple s secession. 1 dog catch Coordinatie etc.	vaults: cared in flight segment wi	catch a distance leaps of a Player utith a minimalisc in flight	or placed in off player's lizes 2 differ num of thre	els over the flight. body, touch rent stance e consecution the consecution th	body, clear ing the bod s.	y, to catch rapid mider legs,	1.60 0.00 1.55 0.00	0.00	1st	Final
3 4 5 6	Vaults Multiple Segmen Dog Catch Team Movemen	body of the 2 different a disc place 1 multiple s secession. 1 dog catch Coordinating etc. Consecutive a straight li The team p the dogs ca	vaults: cared in flight segment wi with the common with the co	catch a distance leaps of a Player utilith a minimulate list in flight overment, in the decirculate consiste in a plane	canine trav sc placed in off player's lizes 2 diffe num of thre t. e. spin toge ing of at le of space at	body, touch rent stance e consecutive ther, dog stance ast 4 consecutive a distance	ing the bod s. ve throws in	y, to catch rapid ander legs, st twice in swhere by	1.60 0.00 1.55 0.00 1.68 1.60	0.00 0.00 0.00 0.00	1st 6.53	Final o.oo
3 4 5 6	Vaults Multiple Segmen Dog Catch Team Movemen Passing Segmen Directional Distance	body of the 2 different a disc place 1 multiple s secession. 1 dog catch Coordinative etc. Consecutive a straight li The team p the dogs ca including su Good fra 出来る事	vaults: cared in flight segment wi a with the comment wit	ine leaps of Player utilith a minimulation flight overheat, in the definition of the consistency of the cons	canine trav sc placed in off player's lizes 2 diffe num of thre t. e. spin toge ing of at le of space at pzags, circlin	els over the flight. body, touch rent stance e consecutive ther, dog state a distance a distance ag outruns,	body, clear ing the bod s. we throws in all, weave the control of the bod cutive throws from the bod	y, to catch rapid ander legs, st twice in s where by andler,	1.60 0.00 1.55 0.00 1.68 1.60	0.00 0.00 0.00 0.00 0.00	6.53	
2 3 4 5 7	Vaults Multiple Segmen Dog Catch Team Movemen Passing Segmen Directional Distance Movement	body of the 2 different a disc place 1 multiple s secession. 1 dog catch Coordinative etc. Consecutive a straight li The team p the dogs ca including su Good fra 出来る事	replayer, to vaults: cared in flight segment with the common terms with the common terms with the coefforms truckers discussion movem terms with the coefforms truckers discussion movem terms.	ine leaps of Player utilith a minimulation flight overheat, in the definition of the consistency of the cons	canine trav sc placed in off player's lizes 2 diffe num of thre t. e. spin toge ing of at le of space at pzags, circlin	els over the flight. body, touch rent stance e consecutive ther, dog state a distance ag outruns,	ing the bod s. we throws in all, weave usuall, weave usually the bod from the boand the like	y, to catch rapid ander legs, st twice in s where by andler,	1.60 0.00 1.55 0.00 1.68 1.60	0.00 0.00 0.00 0.00 0.00		
3 4 5 6 7	Vaults Multiple Segmen Dog Catch Team Movemen Passing Segmen Directional Distance Movement Judge Comment Execution Max Score: 10.0	body of the 2 different a disc place 1 multiple s secession. 1 dog catch Coordinative etc. Consecutive a straight li The team p the dogs ca including su Good fra 出来る事 いを自分の	waults: cared in flight segment wi make throws we throws wine. we throws wine. cking: cking: cking: cking: cking: cking: 18	in a plane nents as zig	canine trav sc placed in off player's lizes 2 differ num of thre t. .e. spin toge by passes claining of at lead of space at pages, circling pなり とれをトレ	els over the flight. body, touch rent stance e consecutive ther, dog state to the past 4 consect a distance ag outruns, **10 = I	ing the bod s. we throws in all, weave usually weave usually weave throw from the heand the like	y, to catch rapid ander legs, st twice in s where by andler,	1.60 0.00 1.55 0.00 1.68 1.60	0.00 0.00 0.00 0.00 0.00	6.53	
3 4 5 7	Vaults Multiple Segmen Dog Catch Team Movemen Passing Segmen Directional Distance Movement Judge Comment Execution Max Score: 10.0	body of the 2 different a disc place 1 multiple s secession. 1 dog catch Coordinative tc. Consecutive a straight li The team p the dogs ca including su Good fra 出来る事 トを自分 Catches	waults: cared in flight segment wi make throws we throws wine. we throws wine. cking: cking: cking: cking: cking: cking: 18	catch a distance leaps of Player utilith a minimulation over the decision of t	canine trav sc placed in off player's lizes 2 differ num of thre t. .e. spin toge by passes claining of at lead of space at pages, circling pなり とれをトレ	els over the flight. body, touch rent stance e consecutive ther, dog state to the past 4 consect a distance ag outruns, **10 = I	ing the bod s. We throws in all, weave use throw the had and the like	y, to catch rapid ander legs, st twice in s where by andler,	1.60 0.00 1.55 0.00 1.68 1.60	0.00 0.00 0.00 0.00 0.00	1st 7.50	6.00 Final 6.00
3 4 5 6	Vaults Multiple Segmen Dog Catch Team Movemen Passing Segmen Directional Distance Movement Judge Comment Execution Max Score: 10.0	body of the 2 different a disc place 1 multiple s secession. 1 dog catch Coordinative tc. Consecutive a straight li The team p the dogs ca including su Good fra 出来る事 トを自分 Catches	waults: cared in flight segment wi make throws we throws wine. we throws wine. cking: cking: cking: cking: cking: cking: 18	catch a distance leaps of Player utilith a minimulation of the desired consists in a plane nents as zig	canine trav sc placed in off player's lizes 2 differ num of thre t. .e. spin toge by passes claining of at lead of space at pages, circling pなり とれをトレ	els over the flight. body, touch rent stance e consecutive ther, dog state a distance ag outruns, * 10 = I	ing the bod s. We throws in all, weave use throw the had and the like	y, to catch rapid ander legs, st twice in s where by andler,	1.60 0.00 1.55 0.00 1.68 1.60	0.00 0.00 0.00 0.00 0.00	1st 7.50	o.oo

	On D	eman	d Tro	nhi	26		ntryNo.	Player's N Yoshi	oka, Ko	iic			Yukon	
	Divisi		u 110	h	CS	₩.	8 phone			- -				
					/00									
	OSS & Throw	Fetc	h Gar	ne 3		<u> </u>	Best Five	hrows 6	Max Scoi	re: 22.5	1	T&F	Penalty	Tota
ľ	Point	0.0	0.0	0.	0	0.0	0.0	0.0	0.0	0.0		0.0	0.0	0.0
L	<u>l</u>				ı		1		1	1				
	_		120Se											
I	Canine Ele	ements M	aximum So			•		. 1		1	1st	Final		
	Prey I	Drive	sustained.	e entire	e rout	ine consist	ent focus a	nd concent	ration must	be	1.82	0.00		
	Retri	ieval	-						showing a	•	1 77	0.00		
			them to th	•		ping them					1.//	0.00		
	Athlet	ticism					and consist g and/or v		leaping and	d landing,	1.80	0.00	1	Et.
			Before du	rina ai	nd aft	er the mot	ment of exe	cutina a di	isc, the canin	ne must			1st	Fine
	Gr	•	exhibit con	nsisten	t com	mitment w	ith adequa	te focus.	ŕ		<u> </u>	0.00	7.15	0.0
	Judge Co	omment:	新しいDC ら1投目	がco への移	ol!!!! §行を	新コージス もっとも・	くタイルが っとスムー	出てきて <u>す</u> えに!	えていてワ	777.7	レルーキ	トンか		
	=-						- : •							
	Player Ele	ments M	The routin			onstrate p	lanned mov	rement aro	und the pla	ying field,	1st	Final		
	Field Pres	sentation							nrown in dif		1.76	0.00		
2	Release I	Diversity	A diversity						yer with va		1.80	0.00		
			the grip as	nd rele	ase, in	icluding w	ith a minim	num of 3 di	ifferent rele	ases.	1.00	0.00		
3	Disc Man	nagement	-	and re	placin	ıg of all di		engaged in	n the seamle	ess and	1.71	0.00		
			consistent	manne	er with	no break	.S.					: E	4	
								ith smooth	transitions	between			1st	
	Rhythmi Judge Co	omment:	Transition maneuver 勢いはい	al mov s and s	vemen segmen	nt must be nts.	designed w	を徹底的	transitions			0.00 U E.	1st 7.01	
	Judge Co	omment: nents - Ma	Transition maneuver	al moves and second sec	vemensegmensegmens	th must be nts. chi&Veg (Best 4 Sody tricks:	designed w	を徹底的 of 7 Eleme els over the	に完コピす	ると良い	1st			
	Judge Co Team Elen Two Di Ov	nents - Maifferent	Transition maneuver \$\frac{30}{2}\limit{\limit{lift}}\limit{\limit{0}}	al moves and s	vemensegmens	t must be nts. chi&Veg (Best 4 Sody tricks: ecatch a dis	designed w	を徹底的 of 7 Eleme els over the flight.	に売っ とす i nts) e body, clea:	ると良い。 ring the	1st	Final		
1 2	Judge Co	omment: nents - Maifferent ers	Transition maneuver ***Note 1 **Aximum So 2 different body of the content of t	al moves and some some some some sover-te players would so well as a source of the sou	vements segments of a value of the booter, to a construct of the construction of the c	t must be nts. chi&Veg (Best 4 Sody tricks: ecatch a discontinuous dis	designed w	of 7 Eleme els over the flightbody, touch	e body, clear	ると良い。 ring the	1st	Final		
1 2	Judge Co Team Elen Two Di Ovo Two Di Vau	nents - Maifferent ers	Transition maneuver **Note 1	al moves and second sec	10.0 the-boser, to carried segments.	t must be nts. chi&Veg (Best 4 Sody tricks: catch a discontinuous properties of the properties of th	designed w aoliza cores out of the control of the	of 7 Elemeels over the flight.	e body, clear	ると良い ring the 	1st 1.67 1.58	Final 0.00 0.00		
1 2	Judge Co Team Elen Two Di Ov Two Di	nents - Maifferent ers	Transition maneuver **Note 1 **Authorized to the second	al moves and second sec	10.0 the-boser, to carried segments.	t must be nts. chi&Veg (Best 4 Sody tricks: catch a discontinuous properties of the properties of th	designed w aoliza cores out of the control of the	of 7 Elemeels over the flight.	e body, clear	ると良い ring the 	1st 1.67 1.58	Final		
1	Judge Co Team Elen Two Di Ovo Two Di Vau	nents - Maifferent vers different ults Segment	Transition maneuver **Note 1	al moves and second sec	10.0 the-boser, to constitution of the services. can inflight.	(Best 4 South a discount of the leaps of Player utility).	designed w aOUZA cores out of canine traves placed in ff player's lizes 2 differmum of three	of 7 Elemeels over the flight.	e body, clear	ると良い ring the 	1st 1.67 1.58	Final 0.00 0.00		0.00
1 2 3 3 4	Judge Co Team Elen Two Di Ov Two Di Vau Multiple Dog C	ments - Maifferent ers ifferent ults Segment	Transition maneuver ***Stillet** aximum Sc 2 different body of the control of	al moves and seconds.	vemensegment the book of the b	(Best 4 South a distribution of the content of the	designed w aOUZA cores out (canine traves placed in ff player's l lizes 2 different of three tt.	of 7 Eleme els over the flight. body, touch rrent stance	e body, clear	おと良い ting the ly, to catch	1st 1.67 1.58 1.60 1.74	Final 0.00 0.00 0.00		
1 2 3	Judge Co Team Elen Two Di Ov Two Di Vau Multiple	ments - Maifferent ers ifferent ults Segment	Transition maneuver ***Stillet** aximum Sc 2 different body of the control of	al moves and seconds of the cover-tee players are vaults seed in f	vemensegment the book of the b	(Best 4 South a distribution of the content of the	designed w aOUZA cores out (canine traves placed in ff player's l lizes 2 different of three tt.	of 7 Eleme els over the flight. body, touch rrent stance	e body, clear	おと良い ting the ly, to catch	1st 1.67 1.58 1.60 1.74	Final 0.00 0.00		
1 2 3 3 4	Judge Co Team Elen Two Di Ov Two Di Vau Multiple Dog C	ments - Maifferent ers ifferent ults Segment Catch	Transition maneuver **No New York aximum Sc 2 different body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinatetc.	al move sand so some some some some some some some s	the-boer, to the distribution with the distr	(Best 4 South a discovered in the content of the co	designed w aOUZA cores out of conine traves placed in ff player's lizes 2 different mum of three tt.	of 7 Element els over the flight. body, toucherent stance e consecution ether, dog s	e body, clear	ring the	1st 1.67 1.58 1.60 1.74 1.65	Final 0.00 0.00 0.00	7.01	0.0
11 22 33	Judge Co Team Elen Two Di Ov Two Di Vau Multiple Dog C	nents - Maifferent ers different ults Segment Catch Ovement	Transition maneuver ***Italian Scale 2 different body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinatetc. Consecutive a straight	al move sand so some some some some some some some s	vemensegment of the book of th	(Best 4 South a discount of the content of the cont	cores out of canine traves placed in figure 2 different mum of three t.	body, toucherent stance consecutions there, dog s	e body, clear thing the body. we throws in tall, weave	ring the ly, to catch rapid under legs,	1st 1.67 1.58 1.60 1.74 1.65	Final 0.00 0.00 0.00 0.00		
1 2 3 4	Judge Co Team Elen Two Di Ov. Two Di Vau Multiple Dog C Team Mo Passing S	ments - Maifferent ers different ults Segment Catch Ovement Segment tional ance	Transition maneuver ***Italian So 2 different body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinatetc. Consecutive a straight The team the dogs of	al moves and so core: 1 cover-te player evaults seed in from the with the cover-te player we through the cover-te player evaults seed in from the cover-te player evaults seed in from the cover-te performance we through the cover-te performance evaluation and the cover-te performance evaluations are cover-te performance evaluations.	vemensegment and the book of the distribution with the distributio	(Best 4 South a discount of the leaps of Player utility of the a minimum overment, in the decision of the deci	designed w aOIIZA corres out (canine traves placed in ff player's lizes 2 differ num of three t. e. spin toge ing of at lee of space at	body, touch tendence consecution there, dogs	tall, weave	ring the ly, to catch rapid under legs, st twice in ws where by andler,	1st 1.67 1.58 1.60 1.74 1.65 1.68	Final 0.00 0.00 0.00 0.00	7.01	0.0
33	Team Elen Two Di Ov Two Di Vau Multiple Dog O Team Mo Passing S Direct Disto Move	nents - Maifferent ers different ults Segment Catch Ovement Segment tional ance ement	Transition maneuver ***Italian Scale 2 different body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinate ctc. Consecutive a straight The team the dogs coincluding straight The team the dogs coincluding straight The team The	al move sand so core : 1 cover-te player examples seed in familiary to the cover-te player to the cover-te player examples seed in familiary examples seed i	vemen segment of the book of the diameter with t	(Best 4 S) (Best 4 S) (Chi&Veg (Best 4 S) (Chi&Veg (Best 4 S) (Chi&Veg (Best 4 S) (Chi&Veg (Chi)Veg (Chi)V	designed w cores out of canine traves placed in figure 2 difference 2 difference 2 difference 3 difference 4 difference 4 difference 4 difference 5 difference 5 difference 6	e consecution of the property	cutive throws in and the like	ring the ly, to catch rapid under legs, st twice in ws where by andler, e.	1st 1.67 1.58 1.60 1.74 1.65 1.68	0.00 0.00 0.00 0.00 0.00	7.01	Fine
11 22 33	Judge Co Team Elen Two Di Ov. Two Di Vau Multiple Dog C Team Mo Passing S	nents - Maifferent ers different ults Segment Catch Ovement Segment tional ance ement	Transition maneuver ***Italian Scale 2 different body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinate ctc. Consecutive a straight The team the dogs coincluding straight The team the dogs coincluding straight The team The	al move sand so core : 1 cover-te player examples seed in familiary to the cover-te player to the cover-te player examples seed in familiary examples seed i	vemen segment of the book of the diameter with t	(Best 4 S) (Best 4 S) (Chi&Veg (Best 4 S) (Chi&Veg (Best 4 S) (Chi&Veg (Best 4 S) (Chi&Veg (Chi)Veg (Chi)V	designed w cores out of canine traves placed in figure 2 difference 2 difference 2 difference 3 difference 4 difference 4 difference 4 difference 5 difference 5 difference 6	e consecution of the property	tall, weave	ring the ly, to catch rapid under legs, st twice in ws where by andler, e.	1st 1.67 1.58 1.60 1.74 1.65 1.68	0.00 0.00 0.00 0.00 0.00	7.01	Fine
1 2 3 4 4	Team Elen Two Di Ove Two Di Vau Multiple Dog O Team Mo Passing S Direct Disto Move Judge Co	nents - Maifferent ders different ders different ders different der	Transition maneuver **Notation** 2 different body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinatetc. Consecutive a straight The team the dogs coincluding in the dogs of the dog	al moves and seconds of the cover-teep layers and seconds of the cover-teep layers are the players are the cover-teep layers are the cover-teep laye	the-boer, to other the discrete with the discret	(Best 4 South a distribution of the content of the	COTES OUT Coanine travsc placed in ff player's lizes 2 different from the coaning of the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of the coaning of the coaning of the coaning from	of 7 Eleme els over the flight. body, touch rent stance e consecution with the flight else to the past 4 consecution ast 4 consecution else a distance engourruns, のわると全	e body, clear hing the boces. ve throws in tall, weave clayer at lea	ring the ly, to catch rapid under legs, st twice in ws where by andler, e.	1st 1.67 1.58 1.60 1.74 1.65 1.68	0.00 0.00 0.00 0.00 0.00	1st 6.74	Fine
1 2 3 4	Team Elen Two Di Ov Two Di Vau Multiple Dog O Team Mo Passing S Direct Disto Move	ments - Maifferent ders different dults Segment der	Transition maneuver **No Note 1 2 different body of the 2 different a disc place 1 1 multiple secession. 1 dog cate Coordinatetc. Consecutive a straight The team the dogs of including straight	al moves and seconds of the cover-teep layers and seconds of the cover-teep layers are the players are the cover-teep layers are the cover-teep laye	the-boer, to other the discrete with the discret	(Best 4 South a discount of the desired and discount of th	designed w	of 7 Eleme els over the flight. body, touch rent stance e consecution with the flight else to the past 4 consecution ast 4 consecution else a distance engourruns, のわると全	cutive throws in and the like	ring the ly, to catch rapid under legs, st twice in ws where by andler, e.	1st 1.67 1.58 1.60 1.74 1.65 1.68	0.00 0.00 0.00 0.00 0.00	1st 6.74	Fine
1 2 3 4 4	Judge Co	ments - Maifferent ders different der	Transition maneuver **Notation** 2 different body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinatetc. Consecutive a straight The team the dogs coincluding in the dogs of the dog	al moves and seconds of the cover-teep layers and seconds of the cover-teep layers are the players are the cover-teep layers are the cover-teep laye	the-boer, to other the discrete with the discret	(Best 4 South a distribution of the content of the	COTES OUT Coanine travsc placed in ff player's lizes 2 different from the coaning of the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of at least placed in figure from the coaning of the coaning of the coaning of the coaning from	of 7 Eleme els over the flight. body, touch rent stance e consecution with the flight else to the past 4 consecution ast 4 consecution else a distance engourruns, のわると全	e body, clear hing the boces. ve throws in tall, weave clayer at lea	ring the ly, to catch rapid under legs, st twice in ws where by andler, e.	1st 1.67 1.58 1.60 1.74 1.65 1.68	0.00 0.00 0.00 0.00 0.00	1st 6.74	Fine
1 2 3 4 4	Team Elen Two Di Ove Two Di Vau Multiple Dog C Team Me Passing S Direct Disto Move Judge Co	ments - Maifferent ders different der different ders different der diff	Transition maneuver **Note 1 2 different body of the 2 different a disc place 1 1 multiple secession. 1 dog cate Coordinatetc. Consecutive a straight The team the dogs coincluding in the dogs of the dogs	al move sand so core : 1 cover-te e player e vaults seed in fi segme the with segme the week through the segme to the segm	vemen segment of the book of the distribution	(Best 4 South a distribution of the content of the	designed w designed design	of 7 Eleme els over the flight. body, touch trent stance e consecution with the flight. et al. the flight. et al. the flight. et al. the flight else to the plant 4 consect a distance engoutruns, のわると全	e body, clear hing the boces. ve throws in tall, weave clayer at lea	ring the ly, to catch rapid under legs, st twice in ws where by andler, e.	1st 1.67 1.58 1.60 1.74 1.65 1.68	0.00 0.00 0.00 0.00 0.00	1st 6.74	Find O.0
1 2 2 3 3 4 4 5 5 7 7	Judge Co	ments - Maifferent ders different der different ders different der diff	Transition maneuver **Ilit I **Aximum Sc 2 different body of the constant of	al move sand so core : 1 cover-te e player e vaults seed in fi segme the with segme the week through the segme to the segm	vemen segment of the book of the distribution	the must be noted. Chi&Veg (Best 4 S) dy tricks: carch a disconnel leaps of Player utility of the noted in a minimum of the decrease of the	designed w designed design	of 7 Eleme els over the flight. body, touch trent stance e consecution with the flight. et al. the flight. et al. the flight. et al. the flight else to the plant 4 consect a distance engoutruns, のわると全	e body, clear be body, clear ching the boces. ve throws in tall, weave clayer at lea cutive throw from the h and the like	ring the ly, to catch rapid under legs, st twice in ws where by andler, e.	1st 1.67 1.58 1.60 1.74 1.65 1.68	0.00 0.00 0.00 0.00 0.00	1st 6.74	Find 0.0

+Final*1.5 **0.00**

42.06

23

Rank

= Total

1st*1.5 **42.06**

+T&F

0.0

			d Tro	phies		ntryNo. 9 phone	Player'sN Yoshi o	_{ame} oka, Mi	io		Canine's	sName Roxie	
_	Divis			4.0									
	Throw Point	1 0.0	ch Gan 2 0.0	ne (9 3 0.0	4 0.0	5 O.O	6 O.O	Max Scor 7 O.O	8 0.0		T&F	Penalty 0.0	Total 0.0
	_		1205e aximum So							1st	Final		
1	Prey	Drive	During the sustained.	entire rou	tine consiste	ent focus a	nd concentr	ation must	be	2.05	0.00		
2	Retr	ieval	-	ptions (dro				showing a v e player, ho		2.00	0.00		
3	Athle	ticism					tency while aulting mas	leaping and	l landing,	2.10	0.00	1st	Final
4	G	rip	,	U	ter the mor			sc, the canin	e must	2.00	0.00	8.15	0.00
	Judge C	omment:			TM, Good eral misso			e athletic	dog. Wel	execu	iting		
	Player Ele	ements Ma	aximum Sc	ore : 10.0						1st	Final		
1	Field Pre	sentation			-			and the play rown in diff		1.90	0.00		
2	Release	Diversity	A diversity					ver with var fferent relec		1.88	0.00		
3	Disc Mat	nagement	-	-	ng of all di h no break		engaged in	the seamle	ss and	1.98	0.00	1st	Final
4		ic Team	maneuvers	and segme	ents.	3		transitions l		2.08	0.00	7.84	0.00
	Judge C	omment:					デモのスロ discdogを	ーのように ·表現	力強<。/	レーチン	そして		
	Team Elei	ments - Ma	aximum Sc	ore : 10.0	(Best 4 Sc	ores out o	of 7 Elemei	nts)		1st	Final		
1		ifferent vers			ody tricks: o catch a dis			body, clear	ing the	1.75	0.00		
2		ifferent ults	a disc plac	ed in flight	-	izes 2 diffe	rent stance:	ing the bod s.	y, to catch	1.80	0.00		
3	Multiple	Segment	1 multiple secession.	segment wi	th a minim	um of thre	e consecutiv	e throws in	rapid	1.85	0.00		
4	Dog	Catch	1 dog catcl	h with the c	lisc in fligh	t.				1.65	0.00		
5	Team M	ovement	Coordinat etc.	ing team m	ovement, i.	e. spin toge	ther, dog st	all, weave t	ınder legs,	1.85	0.00		
6	Passing	Segment	Consecutiv a straight		here the do	g passes clo	ose to the p	layer at leas	st twice in	1.72	0.00	1st	_Final_
7	Dist	tional ance ement	the dogs co	atches discs	in a plane	of space at	a distance	cutive throw from the ho and the like	ındler,	1.70	0.00	7.25	0.00
	Judge Co	omment:	最初が良 ずに投げ	かった分た てしまうの	ジナ後半の)ももったし	ミスが痛い いない!	1!決まら	ないと分か	りっている	場面で	止まれ		
1st		ution ore:10.0	Catches	18	/ Throws	23	* 10 = E	Execution				1st 7.83	
Final		ution ore: 10.0	Catches	0	/ Throws	0	* 10 = E	Execution					Final o.oo
					<u>Per</u>	ıalty	1st]	Final			1st Total 31.07	Final Total
	1st*1.5	46.61	+T&F	0.0	+Final*1.5	0.00	= Total	46.	.61			Rank	9

EntryNo. Player'sName Canine'sName Kimura, Yasuko Glen On Demand Trophies #7 phone **Division1** ■Toss & Fetch Game (90 Sec Best Five Throws Max Score: 22.5 T&F Throw Total Point 0.00.0 0.0 0.0 0.00.00.0 0.0 0.0 0.0 0.0 ■Freestyle (120Sec) Canine Elements Maximum Score: 10.0 Final 1st During the entire routine consistent focus and concentration must be Prev Drive 1.78 0.00 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 2 Retrieval 1.75 0.00 them to the player). The canine must execute control and consistency while leaping and landing, 3 Athleticism 1.77 0.00 during standing, running, flipping and/or vaulting maneuvers. Final 1st Before, during and after the moment of executing a disc, the canine must 4 Grip 0.00 7.08 0.00 exhibit consistent commitment with adequate focus. ジャンプスタイルが抜群に綺麗。ボルトはとてもいいのでもっとShow Caseとして見 Judge Comment: 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います。 もう軽くこなせるルーチンでは物足いない。 皆を驚かせるNewを作り出して。 Player Elements Maximum Score: 10.0 Final 1st The routine must demonstrate planned movement around the playing field, Field Presentation incorporating a variety of throw of different lengths thrown in different 1.61 0.00 A diversity of throws must be demonstrated by the player with variations in 2 Release Diversity 1.62 0.00 the grip and release, including with a minimum of 3 different releases. Releasing and replacing of all discs must be engaged in the seamless and 3 Disc Management 1.64 0.00 consistent manner with no breaks. 1st Final Transitional movement must be designed with smooth transitions between Rhythmic Team 1.65 0.00 6.52 0.00 maneuvers and seaments. グレンの調子はいいですね。そろそろサプライズトリックをグレンに提案してもいい Judge Comment: Team Elements - Maximum Score: 10.0 (Best 4 Scores out of 7 Elements) 1st Final Two Different 2 different over-the-body tricks: canine travels over the body, clearing the 1.65 0.00 Overs body of the player, to catch a disc placed in flight. 2 different vaults: canine leaps off player's body, touching the body, to catch Two Different 2 1.58 0.00 a disc placed in flight. Player utilizes 2 different stances. Vaults 1 multiple segment with a minimum of three consecutive throws in rapid 3 Multiple Segment 1.60 0.00 secession. 4 Dog Catch 1 dog catch with the disc in flight. 1.60 0.00 Coordinating team movement, i.e. spin together, dog stall, weave under legs, 5 Team Movement 1 60 0.00 Consecutive throws where the dog passes close to the player at least twice in 6 Passing Seament 1.58 0.00 a straight line. Final 1st Directional The team performs tricks consisting of at least 4 consecutive throws where by Distance the dogs catches discs in a plane of space at a distance from the handler, 1.58 0.00 0.00 6.45 Movement including such movements as zigzags, circling outruns, and the like.

こでポイントを取る!というとびぬけた部分が欲しいです。 Execution * 10 = Execution 1st Catches 21 / Throws 25 8.40 Max Score: 10.0 Final Execution Final / Throws n * 10 = Execution Catches 0.00 Max Score: 10.0

安定しています:)

Judge Comment:

1st Total Final Total
28.45 0.00

10

1st*1.5 42.68 +T&F 0.0 +Final*1.5 0.00 = Total 42.68 Rank

EntryNo. Player'sName Canine'sName Takano. Keiko DeeDee On Demand Trophies #7 phone **Division1** ■Toss & Fetch Game (90 Sec Best Five Throws Max Score: 22.5 T&F Throw Total Point 0.00.0 0.0 0.0 0.00.00.0 0.0 0.0 0.0 0.0 ■Freestyle (120Sec) Canine Elements Maximum Score: 10.0 Final 1st During the entire routine consistent focus and concentration must be Prev Drive 1.88 0.00 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 Retrieval 1.85 0.00 them to the player). The canine must execute control and consistency while leaping and landing, Athleticism 1.83 0.00 during standing, running, flipping and/or vaulting maneuvers. Final 1st Before, during and after the moment of executing a disc, the canine must Grip 0.00 7.46 0.00 exhibit consistent commitment with adequate focus. 楽しいものがちいばめられていてGood。犬のスピードをもっと出せる様に、人のキレ Judge Comment: ・キワも磨いて。 Player Elements Maximum Score: 10.0 Final 1st The routine must demonstrate planned movement around the playing field, Field Presentation incorporating a variety of throw of different lengths thrown in different 1.76 0.00 A diversity of throws must be demonstrated by the player with variations in Release Diversity 1.71 0.00 the grip and release, including with a minimum of 3 different releases. Releasing and replacing of all discs must be engaged in the seamless and Disc Management 1.85 0.00 consistent manner with no breaks. 1st Final Transitional movement must be designed with smooth transitions between Rhythmic Team 1.81 0.00 7.13 0.00 maneuvers and seaments. 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どんと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 Two Different 2 different over-the-body tricks: canine travels over the body, clearing the 1.82 0.00 Overs body of the player, to catch a disc placed in flight. 2 different vaults: canine leaps off player's body, touching the body, to catch Two Different 1.60 0.00 a disc placed in flight. Player utilizes 2 different stances. Vaults 1 multiple segment with a minimum of three consecutive throws in rapid Multiple Segment 0.00 1.65 secession. Dog Catch 1 dog catch with the disc in flight. 1.90 0.00 Coordinating team movement, i.e. spin together, dog stall, weave under legs, Team Movement 1.70 0.00 Consecutive throws where the dog passes close to the player at least twice in Passing Seament 1.75 0.00 a straight line. Final 1st Directional The team performs tricks consisting of at least 4 consecutive throws where by Distance the dogs catches discs in a plane of space at a distance from the handler, 0.00 1.70 0.00 7.17 Movement including such movements as zigzags, circling outruns, and the like. 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 Judge Comment: ジャッジの想像を超える動きがほしい! Execution * 10 = Execution 9.17 Catches 22 / Throws 24 Max Score: 10.0

2

3

4

2

3

2

3

4

5

6

1st

Final

Execution

Catches

Max Score: 10.0 Final 1st **Penalty** 0.00 0.00 = Total 1st*1 5 +T&F +Final*1.5 46.40 0.00 46.40 0.0

n

/ Throws

* 10 = Execution

1st Total Final Total 30.93 0.00 Rank

Final

0.00

10

	On Dei		d Troj	phies		ntryNo. 12 phone	Player'sN Sugai	_{lame} , Hisash	ni		Canine's	sName Katan a	a
_	oss & I		h Gan	10 (Q	n Sac	Rest Five	Throws	Max Score	e: 22 5				
	Throw	1	2	3 0.0	4	5 0.0	6	7	8		T&F	Penalty 0.0	Total
_	reestyl	a (4	2080	<u> </u>	I					ı			
	Canine Eleme									1st	Final		
1	Prey Dr	ive	During the sustained.	entire rou	tine consiste	ent focus as	nd concentr	ration must	be	2.10	0.00		
2	Retriev	al	-	otions (dro				showing a v		2.05	0.00		
3	Athletici	sm	The canine	must exec	ute control ing, flippin			leaping and	l landing,	2.23	0.00	1st	Fina
4	Grip			U	ter the mor		U	sc, the canin	e must	2.08	0.00	8.46	0.00
	Judge Com	ment:	驚異的なないのでも ないのでも らできる	ちっともっと	抜群のAT と練り込ん	を見せらで、 最後を	れています きで皆を驚	け。 ルーチン かせ続けて	・後半の密 こください	度がき 。カタ・	だ足り ナとな		
	Player Eleme	nts Ma	ximum Sco	ore: 10.0						1st	Final		
1	Field Preser	ntation			-			and the play rown in diff	- ,	1.83	0.00		
2	Release Div	versity						ver with vari fferent relea		1.90	0.00		
3	Disc Manag	jement	-	-	ng of all dis h no break		engaged in	the seamle	ss and	1.80	0.00	1st	Fina
4	Rhythmic '	Геат	Transitiono maneuvers			designed w	th smooth	transitions l	oetween	1.81	0.00	7.34	0.00
	Judge Com	ment:	トスの時に	こ動きなか	らやってし	きっている	ら、大のス	ピードを考	えると仕7	うない	つですか		
	Team Elemer	sto - M	vimum Saa	.r. · 100	(Boot A Sc	oroo out a	of 7 Flores	nto \		1st	Final		
1	Two Diffe	erent	2 different	over-the-b	-	anine trav	els over the	body, clear	ing the	2.08			
2	Two Diffe Vault		a disc place	ed in flight	ine leaps o . Player util	izes 2 diffe	rent stance	ing the bod	y, to catch	0.00	0.00		
3	Multiple Se	gment						e throws in	rapid	1.92	0.00		
4	Dog Ca	tch	1 dog catch	with the c	lisc in flight					0.00	0.00		
5	Team Mov	ement	Coordinati etc.	ng team m	ovement, i.	e. spin toge	ther, dog st	all, weave u	ınder legs,	1.95	0.00		
6	Passing Seg	gment	Consecutive a straight li				se to the p	layer at leas	st twice in	1.98	0.00	1st	Fina
7	Directio Distan Moveme				here the do	g passes cic					: -		
		ce	the dogs ca	erforms tr	icks consisti	ng of at lea	a distance	cutive throw from the ho and the like	ındler,	1.95	0.00	7.96	0.00
	Judge Com	ce ent	the dogs ca including su	ine. cerforms tr tches discs uch moven	icks consisti in a plane nents as zig	ng of at lead of space at zags, circling	a distance g outruns, 似通った	from the ho	ındler,		0.00		0.00
ŧ		ment:	the dogs ca including su	ine. performs tr tches discs uch moven	icks consisti in a plane nents as zig	ng of at lead of space at zags, circling	a distance g outruns, 似通った。 です:)	from the ho and the like	ındler,		0.00	7.96 1st 7.39	0.00
et nal	Judge Com Execution Max Score	ment: On : 10.0	the dogs ca including st ポテンシャ 見せるし/	erforms tr tches discs uch moven	icks consisti in a plane nents as zig: すりしー を増やして	ng of at lee of space at zags, circlir ドンでまた いきたい	a distance g outruns, (以通ったです:) * 10 = F	from the ho and the like	ındler,		0.00	1st	Fina 0.00
	Judge Com Executi Max Score	ment: On : 10.0	the dogs continuity including state of the continuity including state of the continuity including the continuity includ	erforms tr tches discs uch moven	icks consisti in a plane nents as zig. す!ルー を増やして / Throws	ng of at lee of space at zags, circlir トンできた いきたい	a distance g outruns, (以通ったです:) * 10 = F	from the ho and the like EODILIC	ındler,		0.00	1st 7.39	Fina 0.00
	Judge Com Execution Max Score	ment: On : 10.0	the dogs continuity including state of the continuity including state of the continuity including the continuity includ	erforms tr tches discs uch moven	icks consistiin a plane nents as zigu は ! ルーを増やして / Throws	ng of at lee of space at zags, circlir トンできた いきたい	a distance g outruns, (以通った) * 10 = E	from the ho and the like EODILIC	ndler, ・ つかある の		0.00	1st	Fina 0.00

+Final*1.5 **0.00** = Total

46.73

Rank

0.0

+T&F

1st*1.5 **46.73**

EntryNo. Player'sName Canine'sName Kimura, Shingo Midou On Demand Trophies #7 phone **Division1** ■Toss & Fetch Game (90 Sec Best Five Throws Max Score: 22.5 T&F Throw Total 0.0 Point 0.00.0 0.0 0.0 0.0 0.00.0 0.0 0.0 0.0 ■Freestyle (120Sec) Canine Elements Maximum Score: 10.0 Final 1st During the entire routine consistent focus and concentration must be Prev Drive 1.66 0.00 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 2 Retrieval 1.60 0.00 them to the player). The canine must execute control and consistency while leaping and landing, 3 Athleticism 1.70 0.00 during standing, running, flipping and/or vaulting maneuvers. Final 1st Before, during and after the moment of executing a disc, the canine must 4 Grip 1.55 0.00 6.51 0.00 exhibit consistent commitment with adequate focus. いいバネをもっている。そのストロングポイントをもっともっと上手に引き出して見せ Judge Comment: 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トスで! Player Elements Maximum Score: 10.0 Final 1st The routine must demonstrate planned movement around the playing field, Field Presentation incorporating a variety of throw of different lengths thrown in different 0.00 1.64 A diversity of throws must be demonstrated by the player with variations in 2 Release Diversity 1.67 0.00 the grip and release, including with a minimum of 3 different releases. Releasing and replacing of all discs must be engaged in the seamless and 3 Disc Management 1.60 0.00 consistent manner with no breaks. 1st Final Transitional movement must be designed with smooth transitions between Rhythmic Team 1.63 0.00 6.54 0.00 maneuvers and seaments. 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。 Judge Comment: Team Elements - Maximum Score: 10.0 (Best 4 Scores out of 7 Elements) 1st Final Two Different 2 different over-the-body tricks: canine travels over the body, clearing the 0.00 1.52 Overs body of the player, to catch a disc placed in flight. Two Different 2 different vaults: canine leaps off player's body, touching the body, to catch 2 1.70 0.00 a disc placed in flight. Player utilizes 2 different stances. Vaults 1 multiple segment with a minimum of three consecutive throws in rapid 3 Multiple Segment 0.00 1.55 secession. 4 Dog Catch 1 dog catch with the disc in flight. 1.58 0.00 Coordinating team movement, i.e. spin together, dog stall, weave under legs, 5 Team Movement 1.45 0.00 Consecutive throws where the dog passes close to the player at least twice in 6 Passing Segment 1.58 0.00 a straight line. Final 1st Directional The team performs tricks consisting of at least 4 consecutive throws where by Distance the dogs catches discs in a plane of space at a distance from the handler, 0.00 0.00 0.00 6.41 Movement including such movements as zigzags, circling outruns, and the like. 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:) Execution * 10 = Execution1st Catches 13 / Throws 24 5.42 Max Score: 10.0 Final Execution Final / Throws n * 10 = Execution Catches 0.00 Max Score: 10.0 Final 1st 1st Total Final Total

Penalty

0.00

+Final*1.5

+T&F

0.0

37.32

0.00

= Total

0.00

37.32

24.88

Rank

0.00

20

The composition of the control of th		nd Tro	phies		14	Player's N Tanig	_{lame} uchi, H	iroaki		Canine's	Recca	
Troop 1 2 3 4 3 6 7 8 Point O.0 O.	Division1				phone							
Precestyle (1208ec) Canhe Emmute Meximum Score : 10.0 Dist Final Preceding the units must be sustained. Retrieval Dist Agric Shalling to stack, chase, and careful discs, while showing a variety of received opposing dispripts them way from, or near the player, handling them to the player. Arthericism during standing, numing, Playing and/or vaulting manareurs. 1.80 0.00 District Committees of the player of the player in the player, handling them to the player of the player in the playe			1]	T&F	Penalty	Tota
Prey Drive During the entire routine consistent focus and concentration must be eastured. 1.80 0.00 0.00 1.80 0.00 0.00 1.80 0.00 0.00 1.80 0.00 0.00 1.80 0.00 0.00 1.80 0.00 0.00 1.80 0.00 0.	Point 0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		0.0	0.0	0.0
Prey Drive During the unite resultine consistent focus and concentration must be sustained. Retrieval The dog's ability to track, chase, and catch disca, while showing a variety of recurs the goals (depulying them away from, or near the player, handling a variety of reference to great the player. Retrieval The came must excue control and consistency while leaping and londing, 1.80 0.00 International must excue control and consistency while leaping and londing, 1.80 0.00 International must excue control and consistency while leaping and londing, 1.80 0.00 International must excue control and consistency while leaping and londing, 1.80 0.00 International must excue control and consistency while leaping and londing, 1.80 0.00 International must excue the control of the	· · · · · · · · · · · · · · · · · · ·								1st	Final		
Retrieval priceival options (dropping them away from, or near the player, handling them to the player). Arthlericism the conine must execute control and consistency while leaping and landing, anniand, lipping and/or ventilizing manaversers. Grip Before, during and after the moment of executing a disc, the canine must characteristic consistency or the control of them to the deputer from the control of them to the player to the player to them to the player of the player with variations in the grip and release, including with a minimum of 3 different releases. Disc Management consistent mumer with no breaks. Disc Management and replacing of all discs must be engaged in the seamless and least the grip and release, including with a minimum of 3 different releases. Disc Management and replacing of all discs must be engaged in the seamless and least the player of the release of the player with variations in the grip and release, including with a minimum of 3 different releases. Team Elemente - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements) I wo Different Over the body tracks coaine travels over the body, clearing the leady of the player, to catch a due player of miles due player of the body. clearing the leady of the player, to catch a due player of miles due player of the body and the body to catch leady of the player, to catch a due player of miles distance from the handler. The Different Over the body tracks coaine travels over the body to the body coached with a minimum of three consecutive throws wh		During the		tine consist	ent focus a	nd concent	ration must	be	1.80	0.00		
Affineticism Af	Retrieval	retrieval o	ptions (drop				-		1.70	0.00		
Crip chibit consistent commitment with adequate focus. 1.05 0.00 6.95 0.00 Judge Comment: ドライブトラド されいきゃって 1.05	Athleticism							d landing,	1.80	0.00	1st	Final
きっちはきっちい教えこんで、ディフィードディは出力に見せられているので、エフスキューションで観視力を、 Player Elements Maximum Score: 10.0 Field Presentation Interview must demonstrate planned movement around the playing field, 1.65 0.00 movement incorporating a variety of throw of different lengths thrown in different lengths thrown in different lengths thrown in different releases. Release Diversity the grip and release, including with a minimum of 3 different releases. Release Diversity the grip and release, including with a minimum of 3 different releases. Release Diversity the grip and release, including with a minimum of 3 different releases. Release Diversity the grip and release, including with a minimum of 3 different releases. Release Diversity the grip and release, including with a minimum of 3 different releases. Release Diversity the grip and release, including with a minimum of 3 different releases. Release Diversity the grip and release, including with a minimum of the sameless and consistent manner with no breaks. Rhythmic Team Transitional movement must be designed with smooth transitions between 1.65 0.00 1st Final Team Different Quers 2 different was sameless and consistent manners and segments. Two Different 2 different very Took Septimental Septimenta	Grip	, , , ,	5				sc, the canir	ne must	1.65	0.00	6.95	0.00
Player Elementa Maximum Score: 10.0 1sr Final Teroutine must demonstrate planned movement around the playing field, microtons. 1.65 0.00 1.68 0.00 1.69 0.00 1.68	Judge Comment:	きっちに	うっちり教え	こんで。・	マンプもし ディフィカリ	っかり見せ lティは十分	tられている うに見せら	ます。 バイ れているの	トの重要ので、エ	要性を クスキ		
Field Presentation Incorporating a variety of throw of different lengths thrown in different 1.65 0.00	Player Elements I	Maximum So	ore : 10.0						1st	Final		
Disc Management Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. 1.63 0.00 1st Final Rhythmic Team Transitional movement must be designed with smooth transitions between 1.65 0.00 1st Final Two Different Overs Dust Player, to catch a disc placed in flight. 1.69 0.00 1st Final Two Different Vaults 2 different vouche-body tricks canine travels over the body, clearing the body of the player, to catch a disc placed in flight. 1.69 0.00 1.68 0.00 1.6	Field Presentation	nincorpora	ting a variet	-					1.65	0.00		
Rhythmic Team Treansitional movement must be designed with smooth transitions between maneuvers and segments. 1.65 0.00 1.65 0.00 1.65 0.00 0.0	Release Diversity	7							1.68	0.00		
Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements) 1st Final 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 0.00	Disc Managemen	f I	-	-		engaged is	n the seamle	ess and	1.63	0.00	1st	Fina
Team Elements - Maximum Score: 10.0 (Best 4 Scores out of 7 Elements) Two Different Overs 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. Two Different Vaults 2 different voults canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. Multiple Segment I multiple segment with a minimum of three consecutive throws in rapid secession. Dog Catch I dog catch with the disc in flight. Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc. Consecutive throws where the dog passes close to the player at least twice in a straight line. Directional Distance Movement 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 outrans, and the like. Judge Comment: 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 outrans, and the like. 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 outrans, and the like. 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 outrans, and the like. 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 outrans, and the like. 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 handl	Rhythmic Team	maneuver	s and segme	ents.						0.00	6.61	0.00
Two Different Overs	Judge Comment:	スローの	安定とキャ	ッ千の安定	アが出来と	リば、輝くる	F― <u>ムで</u> す.	ドッグトレ	ーニン	ブを優タ		
Two Different Overs						10 (14 (1						
Two Different Vaults a disc placed in flight. Player utilizes 2 different stances. Multiple Segment I multiple segment with a minimum of three consecutive throws in rapid secession. Dog Catch I dog catch with the disc in flight. Team Movement Coordinating team movement, i.e. spin together, dog stall, weave under legs. etc. Passing Segment Consecutive throws where the dog passes close to the player at least twice in a straight line. 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. 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. 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. 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. Do 0.00 Execution Catches 18 / Throws 27 * 10 = Execution Temporal												
Multiple Segment 1 multiple segment with a minimum of three consecutive throws in rapid secession. 1.68 0.00	Two Different	2 different	t over-the-bo	ody tricks:	cores out	of 7 Eleme	nts)					
Team Movement Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc. Passing Segment Consecutive throws where the dog passes close to the player at least twice in a straight line. 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. Judge Comment: セグメント間の動きはどてもスムースでレベルが高い キャッチをしっかいと見せられれば全体の印象がくっと変わるはず:) Execution Max Score: 10.0 Catches 18 / Throws 27 * 10 = Execution Find O.00 Penalty O.00 0.00 Ist Find Total Final Fina	Two Different Overs Two Different	2 different body of th 2 different	t over-the-bo ne player, to t vaults: can	ody tricks: catch a dis	canine travesc placed in	of 7 Elements over the flight.	nts) body, clear	ring the	1.69	0.00		
Passing Segment etc. Consecutive throws where the dog passes close to the player at least twice in a straight line. 1.69 0.00 1st	Two Different Overs Two Different Vaults	2 different body of th 2 different a disc place 1 multiple	t over-the-bone player, to t vaults: can ted in flight.	ody tricks: catch a dis ine leaps o Player uti	canine trav sc placed in off player's lizes 2 diffe	of 7 Eleme els over the flight. body, touch	nts) body, clean	ring the	1.69 1.85	0.00		
Passing Segment a straight line. 1.69 0.00 1st Find 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 6.93 0.00 Judge Comment: セグメント間の動きはとてもスムースでレベルが高い キャッチをしっかいと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 Final Total Final T	Two Different Overs Two Different Vaults Multiple Segmen	2 different body of the 2 different a disc place 1 multiple secession.	t over-the-be te player, to t vaults: can teed in flight.	ody tricks: catch a dis ine leaps o Player uti	canine trav sc placed in off player's lizes 2 diffe	of 7 Eleme els over the flight. body, touch	nts) body, clean	ring the	1.69 1.85 1.68	0.00		
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. Judge Comment: セグメント間の動きはどてもスムースでレベルが高い! キャッチをしっかいと見せられれば全体の印象がくっと変わるはず:) Execution Max Score: 10.0 Catches 18 / Throws 27 * 10 = Execution Max Score: 10.0 Catches 0 / Throws 0 * 10 = Execution 1st Final Text Total Final Final Total Final Total Final Final Final Total Final Final Final	Two Different Overs Two Different Vaults Multiple Segmen Dog Catch	2 different body of the 2 different a disc place 1 multiple secession. 1 dog cate	t over-the-bo ee player, to t vaults: can eed in flight. segment wi	ody tricks: catch a dis ine leaps o Player uti th a minim	canine trav sc placed in off player's lizes 2 differ num of thre	of 7 Eleme els over the flight. body, touch erent stance e consecuti	nts) body, clean	ly, to catch	1.69 1.85 1.68 1.69	0.00		
Execution Max Score : 10.0 Catches 18	Two Different Overs Two Different Vaults Multiple Segmen Dog Catch Team Movement	2 different body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinatetc. Consecutive	t over-the-be te player, to t vaults: can teed in flight. segment wi h with the d	ody tricks: catch a dis ine leaps o Player uti th a minim	canine traves placed in off player's lizes 2 different aum of three cases.	of 7 Eleme els over the flight. body, touch erent stance e consecuti ether, dog s	nts) body, clean ning the bods. ve throws in tall, weave t	ly, to catch rapid	1.69 1.85 1.68 1.69	0.00 0.00 0.00 0.00	1st	_Fina
Execution Max Score : 10.0 Catches 18 / Throws 27 * 10 = Execution	Two Different Overs Two Different Vaults Multiple Segmen Dog Catch Team Movement Passing Segment Directional Distance	2 different body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinate etc. Consecutive a straight The team the dogs of	t over-the-be the player, to the vaults: can the direction of the player, to the values: can the direction of the player the with the direction of the player the vertical the performs triatches discs	ody tricks: catch a dis ine leaps o Player uti th a minim lisc in fligh ovement, i.	cores out canine trav sc placed in off player's elizes 2 diffe num of three tt	of 7 Eleme els over the flight. body, touch erent stance e consecuti ether, dog s ose to the p ast 4 conse t a distance	nts) body, clear ming the bods. ve throws in tall, weave the bods at lear cutive throws from the bods.	ly, to catch rapid under legs, st twice in	1.69 1.85 1.68 1.69 1.70	0.00 0.00 0.00 0.00		
Execution Max Score : 10.0 Catches 0 / Throws 0 * 10 = Execution 1st Final Penalty 0.00 27.16 0.00	Two Different Overs Two Different Vaults Multiple Segmen Dog Catch Team Movement Passing Segment Directional Distance Movement	2 different body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinatetc. Consecutive a straight The team the dogs coincluding:	t over-the-be player, to be pl	ine leaps of Player uti	cores out canine traves placed in off player's lizes 2 differ num of three ce. spin togo g passes cl ting of at le of space a gzags, circli	body, touch rent stance e consecution et distance to the past 4 consecution ast 4 consecution ast 4 consecution ast 5 consecution to the past 4 consecution ast 5 consecution to the past 5 consecution ast 6 consecution ast 6 consecution ast 7 consecution ast 7 consecution ast 7 consecution ast 8 consecution ast 8 consecution ast 9 consecution ast 9 consecution ast 9 consecution as 1 consecution	nts) body, clean ling the bods s. we throws in tall, weave the control of the control cutive throw from the hand the like	ly, to catch rapid under legs, st twice in ors where by andler,	1.69 1.85 1.68 1.69 1.70	0.00 0.00 0.00 0.00		
Penalty 0.00 0.00 27.16 0.00	Two Different Overs Two Different Vaults Multiple Segmen Dog Catch Team Movement Passing Segment Directional Distance Movement Judge Comment: Execution	2 different body of the body of the body of the 2 different a disc place of the body of th	t over-the-be player, to the player with the distribution of the performs triatches discs such movements the player play	ine leaps of Player uti th a minim lisc in fligh ovement, i. here the do	cores out canine traves placed in off player's lizes 2 difference of the control of three of the core of space a grags, circling ない。	e consecution of the property of the propert	nts) body, clean ning the bods s. we throws in tall, weave throws in cutive throw from the hand the like	ly, to catch rapid under legs, st twice in ors where by andler,	1.69 1.85 1.68 1.69 1.70	0.00 0.00 0.00 0.00	6.93	Final 0.00
10:*1.5 40.74 LT8:F 0.0 LEinsix1.5 0.00 - Total 40.74	Two Different Overs Two Different Vaults Multiple Segmen Dog Catch Team Movement Passing Segment Directional Distance Movement Judge Comment: Execution Max Score: 10.0	2 different body of the body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinate etc. Consecutive a straight The team the dogs coincluding the body of the bod	t over-the-be player, to the player with the distribution of the player with the distribution. The performs triatches discs such movements the player with the playe	ine leaps of Player ution that a minimum. It is a minim	cores out canine traves placed in off player's lizes 2 difference num of three t.t. e.e. spin togo ring of at le of space a gzags, circlin スムースで れば全体の	e consecution set to the property of the pro	nts) body, clean ning the bods s. we throws in tall, weave throws in tall, weave throws in tall, weave throws from the he and the like	ly, to catch rapid under legs, st twice in ors where by andler,	1.69 1.85 1.68 1.69 1.70	0.00 0.00 0.00 0.00	6.93	o.oo
	Two Different Overs Two Different Vaults Multiple Segmen Dog Catch Team Movement Passing Segment Directional Distance Movement Judge Comment: Execution Max Score: 10.0	2 different body of the body of the 2 different a disc place 1 multiple secession. 1 dog cate Coordinate etc. Consecutive a straight The team the dogs coincluding the body of the bod	t over-the-be player, to the player with the distribution of the player with the distribution. The performs triatches discs such movements the player with the playe	ine leaps of Player ution that minimum lisc in flightower the domination over the domination over the domination of th	cores out canine traves placed in off player's lizes 2 difference num of three ce. spin togo ring of at le of space a gzags, circlin スムーズで れば全体の	ether, dog s ether, dog s ose to the p ast 4 conse t a distance and outruns, * 10 = 1	nts) body, clean ning the bods s. we throws in tall, weave throws in tall, weave throws in tall, weave throws from the he and the like	rapid under legs, st twice in swhere by andler, c.	1.69 1.85 1.68 1.69 1.70	0.00 0.00 0.00 0.00	1st 6.67	6.000 Fina.

	Divisio		d Trop	phies		ntryNo. 15 phone	Player'sN Watar	ame nabe, Y	umiko		Canine's	sName Lip	
	OSS & Throw		h Gan	ne (9	O Sec	Best Five	Throws	Max Scor	e : 22.5		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
	reestyl Canine Elem									1st	Final		
1	Prey Dr				itine consist	ent focus a	nd concentr	ation must	be	2.20	0.00		
2	Retriev	al	-	otions (dro	rack, chase, pping them			-	•	2.17	0.00		
3	Athletic	ism	during stan	nding, runs	cute control ning, flippin	g and/or v	aulting mai	neuvers.	l landing,	2.05	0.00	1st	Final
4	Grip		Before, dur	ring and a	fter the mor	ment of exe	cuting a dis		e must	2.22	0.00	8.64	0.00
	Judge Com	ment:	NICE!!! い のまま進む		ジーと気持っ こ大きな大					けき込	む。 こ		
ı	Player Eleme	nte Ms	aximum Sco	ore : 100						1st	Final		
	Field Prese		The routing	e must der	nonstrate pl ty of throw						0.00		
2	Release Di	versity			must be der including w					1.93	0.00		
3	Disc Manaç	gement		-	ing of all di th no break		engaged in	the seamle	ess and	2.07	0.00	1st	Final
4	Rhythmic '	Team	maneuvers	and segm	ent must be ents.	_					0.00	8.14	0.00
1	Team Eleme Two Diffe	erent	2 different	over-the-l	(Best 4 So	canine trav	els over the		ing the	1st	Final		
2	Two Diffe	erent	2 different	vaults: car	nine leaps o t. Player util	ff player's l	oody, touch	0	y, to catch	0.00	0.00		
3	Multiple Se	gment	1 multiple s	segment w	rith a minim	um of thre	e consecutiv	ve throws in	rapid	1.88	0.00		
4	Dog Ca	tch	1 dog catch	n with the	disc in fligh	t.				2.00	0.00		
5	Team Mov	ement	Coordinati etc.	ng team n	novement, i.	e. spin toge	ther, dog st	all, weave ı	ınder legs,	2.05	0.00		
6	Passing Se	gment	Consecutiv a straight l		vhere the do	g passes clo	ose to the p	layer at leas	st twice in	2.05	0.00	1st	Final
7	Directio Distan Movem	ce	the dogs ca	tches disc	ricks consist s in a plane nents as zig	of space at	a distance	from the ho	andler,	2.00	0.00	8.10	0.00
	Judge Com	ment:		ち着きか	出てきたる 目でどうや							1st	
	Executi Max Score		Catches	26	/ Throws	27	* 10 = E	Execution				9.63	
t													
t nal	Executi Max Score		Catches	0	/ Throws	0	* 10 = E	Execution					Final O.OO

0.0 +Final*1.5 **0.00** = Total

1st*1.5 **51.7**7

+T&F

51.77

Rank

2

	On D	eman	d Tro	phies		EntryNo. 16	Player'sN Kubo ,	_{ame} Mayur	mi		Canine's	^{sName} Fuku	
	Divis		•			phone			-				
			h Gan	no (Q	n Sac	Best Five	Throws	Max Scor	e: 22.5				
Ì	Throw	1	2	3	4	5	6	7	8]	T&F	Penalty	Tot
	Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		0.0	0.0	0.0
						<u> </u>				<u>.</u>			
	-	•	205e							4	F: 1		
1			During the		tine consist	tent focus a	nd concentr	ration must	be	1st	Final		
	Prey I	Drive	sustained.	entire rou	tille collsist	tent rocus di	id concenti	ation must	De	1.75	0.00		
	Retri	ieval	-	otions (dro		, and catch on away from		-		1.70	0.00		
	Athle	ticism				l and consisting and/or v			d landing,	1.77	0.00	1st	Fino
	Gr	•	exhibit con	sistent con	nmitment w	ment of exe vith adequa	te focus.			, -	0.00	6.95	0.0
	Judge Co	omment:		දのドライ	でを高め	た成果がく ているので						_	
	Player Ele	ments Ma	ximum Sc			, ,		1		1st	Final		
	Field Pre	sentation				lanned mov of differen				1.60	0.00		
	Release l	Diversity				monstrated vith a minim				1.56	0.00		
									ess and		: :		
	Disc Man	nagement	_	-	ng of all di th no break	iscs must be	engaged in			1.55	0.00	1st	Fine
	Disc Man		consistent	manner wit	th no break nt must be						0.00	1st 6.31	
		ic Team	Transitional maneuvers	manner wit al moveme and segme	th no break ent must be ents.	ζs.	ith smooth	transitions	between	1.60	0.00		
	Rhythm	ic Team	Transitional maneuvers	manner wit al moveme and segme	th no break ent must be ents.	designed w	ith smooth	transitions	between	1.60	0.00		
	Rhythm. Judge Co	ic Team	Transition maneuvers	nanner with manner with moveme and segme	ent must be ents.	designed w	ith smooth 、風の中で	transitions	between	1.60	0.00		
	Rhythm: Judge Co Team Elen Two Di	ic Team	Transition maneuvers	nanner win	th no break th must be ents. (Best 4 8) ody tricks:	designed w	ith smooth 、風の中で of 7 Elementels over the	transitions	between ニングを気	1.60 合でや	0.00 いましょ		
	Rhythma Judge Co Team Elen Two Di Ov Two Di	ic Team omment: ments - Ma	Transitional maneuvers ()()()()()()()()()()()()()()()()()()(nanner win nal moveme and segme literal pre: 10.0 over-the-be player, to vaults: car	th no break that must be ents. (Best 4 Stoody tricks: a catch a diminine leaps of	designed w かあるので Cores out (ith smooth For 7 Element els over the flight.	transitions FORL— nts) body, clear ing the bod	between	1.60 1st 1.75	0.00 いまし ょ Final		0.0 0
	Rhythma Judge Co Team Elen Two Di Ov Two Di	ic Team comment: ments - Ma ifferent eers ifferent ults	Transitional maneuvers ()()()()()()()()()()()()()()()()()()(nanner with and moveme and segme and segme 10.0 over-the-be player, to vaults: careed in flight	(Best 4 Stoody tricks: a catch a dimine leaps control of the catch	designed w かあるので Cores out conine travesc placed in	of 7 Elementels over the flight.	transitions TOPL— Ints) body, clear ing the bods.	between	1.60 1st 1.75 0.00	0.00 いましょ Final 0.00		
	Rhythm. Judge Co Team Elen Two Di Ov Two Di Van	ic Team comment: ments - Ma ifferent rers ifferent ults Segment	Transitional maneuvers (1) Cook eximum Sc 2 different body of the cook 2 different a disc place 1 multiple secession.	nanner wind moveme and segme to the control over-the-be player, to vaults: careed in flight	(Best 4 Stoody tricks: a catch a dimine leaps control of the catch	designed w かあるので GOFES OUT (canine travesc placed in off player's lilizes 2 differnum of three	of 7 Elementels over the flight.	transitions TOLL— Ints) body, clear ing the bods. We throws in	between	1.60 1st 1.75 0.00 1.50	0.00 Final 0.00 0.00		
	Rhythm: Judge Co Team Elen Two Di Ov Two Di Vau Multiple	ic Team comment: ments - Ma ifferent rers ifferent ults Segment	Transition maneuvers () () (Ca) aximum So 2 different body of the companion of the compa	nanner with all moveme and segme F F F	th no break that must be ents. (Best 4 8) and tricks: a catch a dimine leaps and the interest of the mine leaps and the interest of the mine leaps and the interest of the in	designed w かあるので GOFES OUT (canine travesc placed in off player's lilizes 2 differnum of three	of 7 Elementels over the flight.	transitions TOLL— Ints) body, clear ing the bods. The throws in	between ニングを気 ring the ly, to catch a rapid	1.60 1st 1.75 0.00 1.50 1.65	0.00 Final 0.00 0.00		
	Rhythm: Judge Co Team Elen Two Di Ov Two Di Vau Multiple	ic Team comment: ments - Ma ifferent eers ifferent ults Segment Catch	Transition maneuvers (1) (1) (2) (2) (3) (2) (4) (2) (4) (5) (6) (7) (7) (7) (7) (7) (7) (7) (7) (7) (7	nanner with all moveme and segment in the company of the company o	(Best 4 S) (Best 4 S) (Cody tricks: a catch a distribution of the minimum disc in flightness over the movement, i	designed w かあるので GOFES OUT (canine travesc placed in off player's lilizes 2 differnum of three	of 7 Elementels over the flight. Dody, touch rent stances to consecutive ther, dog st	transitions Tolumnation Ints) body, clear ing the bods. The throws in all, weave the second se	ting the	1.60 1st 1.75 0.00 1.50 1.65 1.55	0.00 Final 0.00 0.00 0.00		
	Rhythm: Judge Co Team Elen Two Di Ov Two Di Vau Multiple Dog Co Team Mo Passing S	ic Team comment: ments - Ma ifferent ers ifferent ults Catch covement Segment tional ance	Transition maneuvers I lost a skimum Scale 2 different body of the 2 different a disc place 1 multiple secession. I dog catch Coordinatietc. Consecutive a straight later the dogs continued the secession the straight later the dogs continued the secession.	nanner wind and moveme and segment wind segment wind segment wind a with the configuration of the configuration with the configuration wi	th no break the no break the no break the no break the notes of the notion of the notes of the notes of the notes of the notes of the n	designed w	of 7 Elementels over the flight. Dody, touch rent stances e consecutive ther, dog st ast 4 consecutive ast 4 consecutive addistance	transitions transitions transitions the body, clear ing the bods. the throws in all, weave throws in the body the	between	1.60 1st 1.75 0.00 1.50 1.65 1.65 1.62	0.00 Final 0.00 0.00 0.00 0.00	6.31	Fine
	Rhythm: Judge Co Team Elen Two Di Ov Two Di Vau Multiple Dog Co Team Me Passing S	ic Team comment: ments - Ma ifferent ifferent ults Segment Catch ovement Segment tional ance ement	Transition maneuvers VICTO aximum Sc 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catch Coordinatiett. Consecutive a straight letter the dogs coincluding second including second second including second second including second including second including second second second including second	nanner win all moveme and segment segment win with the congress that the congress t	(Best 4 Stoody tricks: a catch a dimine leaps of the catch	designed w cores out of player's lidizes 2 different of three of space at grags, circling of at least of space at grags, circling of space at g	of 7 Elementels over the flight. coody, touch rent stances e consecutive ther, dog st ose to the plant 4 consect a distance agoutruns, of	body, clear ing the bods. The throws in all, weave throws in the bods. The throws in the bods.	between	1.60 1st 1.75 0.00 1.50 1.65 1.65 1.62	0.00 Final 0.00 0.00 0.00 0.00	1st 6.60	Fine
	Rhythma Judge Co Team Elen Two Di Ov Two Di Vau Multiple Dog O Team Ma Passing S Direct Move	ic Team comment: ments - Ma ifferent eers ifferent ults Catch Covement Segment tional ance ement comment:	Transition maneuvers VICTO aximum Sc 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catch Coordinatiett. Consecutive a straight letter the dogs coincluding second including second second including second second including second including second including second second second including second	manner win all moveme and segme segment win with the compart the segment wine.	(Best 4 Stoody tricks: a catch a dimine leaps of the catch	designed w COTES OUT (COTES	ith smooth Tolder Telement els over the flight. Dody, touch rent stances e consecutive ther, dog stance a distance and outruns, of the flight of the fligh	body, clear ing the bods. The throws in all, weave throws in the bods. The throws in the bods.	between	1.60 1st 1.75 0.00 1.50 1.65 1.65 1.62	0.00 Final 0.00 0.00 0.00 0.00	6.31	Fine
	Rhythm. Judge Co Team Elen Two Di Ov Two Di Vau Multiple Dog Co Team Mo Passing S Direct Diste Move Judge Co	ic Team comment: ments - Ma ifferent ers ifferent ults Catch covement covement comment: ution ore: 10.0	Transition maneuvers VICす aximum Sc 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutiva straight! The team public dogs coincluding s とても良い ジャンプが DCもOve	manner win all moveme and segment win segment win with the congress tracked in flight with the congress tracked discussion which was discussion movem tracked discussion movem tracked fre congress tracked discussion movem tracked fre congress tracked discussion movem nt and tracked discussion movement discussion discussio	th no break th no	designed w かあるので COTES OUT (ther, dog st ast 4 consect a distance ag outruns, of the plant of the	transitions Toluments Ints) body, clear ing the bods. Toluments all, weave throws in all, weave throws in the head the like	between	1.60 1st 1.75 0.00 1.50 1.65 1.65 1.62	0.00 Final 0.00 0.00 0.00 0.00	1st 6.60	Fino
	Rhythm. Judge Co Team Elen Two Di Ov Two Di Vau Multiple Dog Co Team Mo Passing S Direct Diste Move Judge Co Executed Max Sco	ic Team comment: ments - Ma ifferent ers ifferent ults Catch Covement Segment tional ance ement comment: ution ore:10.0	Transition maneuvers VICす aximum Sc 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutiva straight! The team puthe dogs coincluding s とても良い	manner win all moveme and segment win segment win with the congress tracked in flight with the congress tracked discussion which was discussion movem tracked discussion movem tracked fre congress tracked discussion movem tracked fre congress tracked discussion movem nt and tracked discussion movement discussion discussio	th no break the no break (Best 4 S cody tricks: coatch a dia thine leaps of the Player utility that minim the movement, if there the do the do there the do there the do designed w かあるので COTES OUT (ther, dog st ast 4 consect a distance ag outruns, of the plant of the	body, clear ing the bods. The throws in all, weave throws in the bods. The throws in the throw from the he and the like	between	1.60 1st 1.75 0.00 1.50 1.65 1.65 1.62	0.00 Final 0.00 0.00 0.00 0.00	1st 6.60	Find 0.0 0	
	Rhythm. Judge Co Team Elen Two Di Ov Two Di Vau Multiple Dog Co Team Mo Passing S Direct Diste Move Judge Co Executes A Score ic Team comment: ments - Ma ifferent ers ifferent ults Catch Covement Segment tional ance ement comment: ution ore:10.0	Transition maneuvers VICす aximum Sc 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutiva straight! The team public dogs coincluding s とても良い ジャンプが DCもOve	manner win all moveme and segment win segment win with the congress tracked in flight with the congress tracked discussion which was discussion movem tracked discussion movem tracked fre congress tracked discussion movem tracked fre congress tracked discussion movem nt and tracked discussion movement discussion discussio	th no break the no break the no break the no break the notes. (Best 4 Strong tricks: a catch a dimine leaps of the notes the notes that the novement, it is not the notes the notes as zight the novement of t	designed w かあるので COTES OUT (ith smooth 「	transitions Toluments Ints) body, clear ing the bods. Toluments all, weave throws in all, weave throws in the head the like	ring the ring the ly, to catch a rapid under legs, st twice in rs where by andler, e.	1.60 1st 1.75 0.00 1.50 1.65 1.65 1.62	0.00 Final 0.00 0.00 0.00 0.00	1st 6.60 1st 8.46	Find 0.0	

0.0 +Final*1.5 **0.00** = Total

42.48

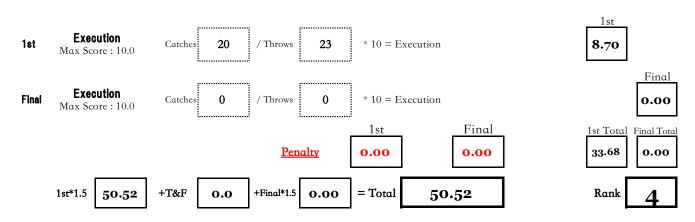
Rank

1st*1.5 42.48 +T&F

EntryNo. Player'sName Canine'sName Tsuda, Natsumi Einstein On Demand Trophies #7 phone **Division1** ■Toss & Fetch Game (90 Sec Best Five Throws Max Score: 22.5 T&F Throw Total Point 0.00.0 0.0 0.0 0.00.00.0 0.0 0.0 0.0 0.0 ■Freestyle (120Sec) Canine Elements Maximum Score: 10.0 Final 1st During the entire routine consistent focus and concentration must be Prev Drive 2.18 0.00 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 2 Retrieval 2.11 0.00 them to the player). The canine must execute control and consistency while leaping and landing, 3 Athleticism 2.20 0.00 during standing, running, flipping and/or vaulting maneuvers. Final 1st Before, during and after the moment of executing a disc, the canine must 4 Grip 2.16 0.00 8.65 0.00 exhibit consistent commitment with adequate focus. 犬の良さを色んな角度から見せられている。ずっと見続けられるストー Judge Comment: -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 Final 1st The routine must demonstrate planned movement around the playing field, Field Presentation incorporating a variety of throw of different lengths thrown in different 0.00 1.00 A diversity of throws must be demonstrated by the player with variations in 2 Release Diversity 1.95 0.00 the grip and release, including with a minimum of 3 different releases. Releasing and replacing of all discs must be engaged in the seamless and 3 Disc Management 2.03 0.00 consistent manner with no breaks. 1st Final Transitional movement must be designed with smooth transitions between 8.09 Rhythmic Team 2,12 0.00 0.00 maneuvers and seaments. ーチンがいいのは示している。 プランもある。 次に見たいのはこの体からこのすろ Judge Comment: -が!?という驚きです。 Team Elements - Maximum Score: 10.0 (Best 4 Scores out of 7 Elements) 1st Final Two Different 2 different over-the-body tricks: canine travels over the body, clearing the 1.90 0.00 Overs body of the player, to catch a disc placed in flight. 2 different vaults: canine leaps off player's body, touching the body, to catch Two Different 2.05 0.00 a disc placed in flight. Player utilizes 2 different stances. Vaults 1 multiple segment with a minimum of three consecutive throws in rapid Multiple Segment 0.00 secession. Dog Catch 1 dog catch with the disc in flight. 2.05 0.00 Coordinating team movement, i.e. spin together, dog stall, weave under legs, Team Movement 2 12 0.00 Consecutive throws where the dog passes close to the player at least twice in Passing Seament 1.98 0.00 a straight line. Final 1st

2 3 4 5 6 Directional The team performs tricks consisting of at least 4 consecutive throws where by Distance the dogs catches discs in a plane of space at a distance from the handler, 8.24 0.00 2.02 0.00 Movement including such movements as zigzags, circling outruns, and the like.

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



	On Do	eman	d Tro	phies		ntryNo. 18	Player'sN Tsuts	_{lame} ui, Yuk	а		Canine's	Name Letty	
	Divis			PC		phone		•	-				
			h Gar	mo (6	90 Sec	Reet Fiv	a Throwe	Max Scor	·a· 22 5				
	Throw	1	2	3	4	5	6	7	8]	T&F	Penalty	Tota
	Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		0.0	0.0	0.0
_	_	• //				•		•	•	-			
	-		120Se		^					1	D: 1		
			During the		utine consist	ent focus o	and concents	ration must	he	1st	Final		
	Prey I	Orive	sustained.	e chine 10	atme consist	ent rocus o	and concerns	action must	50	1.92	0.00		
	Retri	eval		ptions (dr	track, chase, opping them					1.88	0.00		
	Athlet	ticism			ecute control nning, flippin				d landing,	1.83	0.00	1st	Fina
	Gr	ip		-	after the mor		-	sc, the canir	ne must	1.89	0.00	7.52	0.00
	Judge Co	omment:			ングを積み ひたすら楽								
			4x113.	CV176/J	しんりつ来	しの。 てつ	こうアヤノ	かい向い	た元ピしり	っして	ヘヘズ		
1	Player Ele	ments M	aximum So						: £:1J	1st	Final		
	Field Pres	sentation		ting a vari	monstrate placety of throw			-		1.60	0.00		
	Release I	Diversity		nd release	s must be de , including w	ith a minir	num of 3 di	fferent relea		1.64	0.00		
	Disc Man	agement	-	-	cing of all di vith no break		e engaged is	the seamle	ess and	1.65	0.00	1st	Fina
	Rhythmi	ic Team	maneuver	s and segn						, -	0.00	6.62	0.00
	Judge Co	mment:			ええました。 なのがなにる		ールドではも	とこ以外の	表現は難	しいかね	;		
	Toom Flon	aanta - M	avimauma Ca	100) (Best 4 S		of 7 Flores	m4n \		1	Final		
	Two Di				body tricks:			•	ring the				
	Ov	ers			to catch a dis					1.65	0.00		
:	Two Di Vaı				anine leaps o nt. Player uti				ly, to catch	0.00	0.00		
,	Multiple	Segment	1 multiple secession.	segment v	with a minim	ium of thre	ee consecuti	ve throws in	ı rapid	1.80	0.00		
ļ	Dog (Catch	1 dog catc	h with the	disc in fligh	t.				0.00	0.00		
	Team Me	ovement	Coordinat etc.	ing team	movement, i.	e. spin tog	ether, dog s	tall, weave 1	under legs,	1.72	0.00		
	Passing S	Segment	Consecuti a straight		where the do	g passes cl	lose to the p	layer at lea	st twice in	1.78	0.00	1st	Fina
	Direct Disto Move	ance	the dogs c	atches dis	tricks consist cs in a plane ements as zig	of space a	t a distance	from the he	andler,		0.00	7.02	0.00
	Judge Co	omment:		ていて犬	も人もやい 高さを意識							104	
;	Exec Max Sco		Catches		/ Throws	26		Execution				1st 8.85	
													Fina
al	Exect Max Sco		Catches	s 0	/ Throws	0	* 10 = I	Execution					0.00
							1st		Final	_		1st Total	Final To
								1				1	

= Total

45.02

13

Rank

+Final*1.5 **0.00**

1st*1.5 45.02

+T&F

0.0

EntryNo. Player'sName Canine'sName Miyamoto, Noriko Dagda On Demand Trophies #7 phone **Division1** ■Toss & Fetch Game (90 Sec Best Five Throws Max Score: 22.5 T&F Throw Total 0.0 Point 0.00.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 ■Freestyle (120Sec) Canine Elements Maximum Score: 10.0 Final 1st During the entire routine consistent focus and concentration must be Prev Drive 1.87 0.00 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 Retrieval 1.82 0.00 them to the player). The canine must execute control and consistency while leaping and landing, Athleticism 1.86 0.00 during standing, running, flipping and/or vaulting maneuvers. Final 1st Before, during and after the moment of executing a disc, the canine must Grip 0.00 7.38 0.00 exhibit consistent commitment with adequate focus. 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 Judge Comment: も違う、オリジナルなムードはランギ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 Final 1st The routine must demonstrate planned movement around the playing field, Field Presentation incorporating a variety of throw of different lengths thrown in different 1.72 0.00 A diversity of throws must be demonstrated by the player with variations in Release Diversity 1.75 0.00 the grip and release, including with a minimum of 3 different releases. Releasing and replacing of all discs must be engaged in the seamless and Disc Management 0.00 1.75 consistent manner with no breaks. 1st Final Transitional movement must be designed with smooth transitions between Rhythmic Team 1.78 0.00 7.00 0.00 maneuvers and seaments. ごんどん良くなっていますね!楽しみです! Judge Comment: 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) Final 1st Two Different 2 different over-the-body tricks: canine travels over the body, clearing the 1.72 0.00 Overs body of the player, to catch a disc placed in flight. Two Different 2 different vaults: canine leaps off player's body, touching the body, to catch 1.65 0.00 a disc placed in flight. Player utilizes 2 different stances. Vaults 1 multiple segment with a minimum of three consecutive throws in rapid Multiple Segment 1.83 0.00 secession. Dog Catch 1 dog catch with the disc in flight. 1.70 0.00 Coordinating team movement, i.e. spin together, dog stall, weave under legs, Team Movement 0.00 0.00 Consecutive throws where the dog passes close to the player at least twice in Passing Seament 0.00 1.90 a straight line. Final 1st Directional The team performs tricks consisting of at least 4 consecutive throws where by Distance the dogs catches discs in a plane of space at a distance from the handler. 0.00 1.70 0.00 7.15 Movement including such movements as zigzags, circling outruns, and the like. very good! Judge Comment: Just Keep going:) Execution * 10 = Execution Catche 20 / Throws 26 7.69 Max Score: 10.0 Final Execution Final / Throws n * 10 = Execution Catches 0.00 Max Score: 10.0 Final 1st 1st Total Final Total Penalty 0.00 0.00 29.22 0.00

2

3

4

2

3

2

3

4

5

6

1st

1st*1 5

43.83

+T&F

0.0

+Final*1.5

0.00

= Total

43.83

Rank

			d Tro	phies		ntryNo. 20 phone	Player'sN Mats u	^{ame} Iura, M	ichiko		Canine's	sName Ally	
	Divis		h Gar	no (Q	n Sac		Throwe	Max Scor	a · 22 5				
	Throw Point	1	2	3 0.0	4 0.0	5 0.0	6 0.0	7 0.0	8		T&F	Penalty 0.0	Total o.o
		-	205e aximum So							1st	Final		
1	Prey	Drive	During the sustained.	entire rou	tine consiste	ent focus a	nd concentr	ation must	be	1.88	0.00		
2	Retr	ieval		ptions (dro			discs, while n, or near th			1.83	0.00		
3	Athle	ticism					tency while aulting mas		l landing,	1.85	0.00	1st	Final
4	G	rip	,	U	ter the mor		cuting a dis te focus.	sc, the canin	e must	1.85	0.00	7.41	0.00
·	Judge C	omment:					中集中し約 キなflip、(
1	Player Ele	ments Ma	The routin		onstrate pl	anned mov	rement arou	ınd the play	ring field,	1st	Final		
1	Field Pre	sentation	incorporat directions.	ing a varie	ty of throw	of differen	t lengths th	rown in diff	erent	1.63	0.00		
2	Release	Diversity					by the play num of 3 dif			1.65	0.00		
3	Disc Mai	nagement	-	-	ng of all dis h no break		engaged in	the seamle	ss and	1.65	0.00	1st	Final
4		ic Team	maneuvers	and segme	ents.	Ü	ith smooth				0.00	6.62	0.00
	Judge C	omment:	グを続け	てください	١!		t。この項 ぎさい。リス				ーニン		
	Team Elei	ments - Ma					of 7 Elemer			1st	Final		
1		ifferent vers			ody tricks: o catch a dis		els over the flight.	body, clear	ing the	1.68	0.00		
2		ifferent ults	a disc plac	ed in flight		izes 2 diffe	body, touch rent stances	-	y, to catch	0.00	0.00		
3	Multiple	Segment					e consecutiv	e throws in	rapid	1.68	0.00		
4	Dog	Catch	1 dog catcl	h with the c	lisc in flight	i .				1.70	0.00		
5	Team M	ovement	Coordinat etc.	ing team m	ovement, i.	e. spin toge	ther, dog st	all, weave t	ınder legs,	1.62	0.00		
6	Passing	Segment	Consecutiv a straight		here the do	g passes clo	ose to the pl	layer at leas	st twice in	1.72	0.00	1st	Final
7	Dist	tional ance ement	the dogs co	atches discs	in a plane	of space at	ast 4 consect a distance ng outruns,	from the ho	ındler,	1.74	0.00	6.84	0.00
	Judge C	omment:	一つ一つ 松浦アリ	が丁寧で行	分かりやす たいスタ・	く良かった イルを探し	です:) てみて下:	±111					
1st		ution ore: 10.0	Catches	25	/ Throws	27	* 10 = E	Execution				1st 9.26	
Final		ution ore: 10.0	Catches	0	/ Throws	0	* 10 = E	Execution					Final o.oo
					<u>Рел</u>	i	1st]	Final 0.00			1st Total 30.13	Final Total 0.00
	1st*1.5	45.20	+T&F	0.0	+Final*1.5	0.00	= Total	45.	20			Rank	12

	On De	man	d Tro	phies		ntryNo. 21	Player's N Kyod a	_{lame} a, Hiror	nobu		Canine's	sName Ikki	
	Divisio	on1		_		phone			-				
т.	oss &	Fetc	h Gar	ne (S	00 Sec	Best Five	Throws	Max Scor	e: 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
		- (4	1000-	-)						_			
	reesty Canine Elem				n					1st	Final		
					utine consist	ent focus a	nd concent	ration must	be				
1	Prey D	rive	sustained.							2.02	0.00		
2	Retrie	val	-		track, chase, opping them			-	•	1.98	0.00		
			them to th				1 -1		1.1. 1.	ļ			
3	Athletic	cism			ecute control ning, flippin				d landing,	1.90	0.00	1st	Final
4	Grit		Before, du	ring and o	after the mor	ment of exe	cuting a di	sc, the canin	ne must	0.00	0.00		
7		•			mmitment w			37076	· 4+ 4- 4-57 17		0.00	7.90	0.00
	Judge Con	nment:	ローの合	間の千一	!フィールドナ ムムーブに	も犬の反応	むがいい。	見といく気 後ろ足の何	がっしょう はいけい はい かいしょう かいしょう かいしょう しょう はいしょう はいしょく はいしょく はいしょく はいしょく はいしょく はいしょ はいしょ はいしょ はいしょ はいしょ はいしょ はいしょ はいしょ	ハルー・	トン。人 なえて		
	D. E.				に犬のポイ	ントが上が	います。				F. 1		
	Player Elem		The routin	e must de	monstrate pl					1st	Final		
1	Field Prese	ntation	incorporat directions.	ing a vari	ety of throw	of differen	t lengths th	rown in diff	ferent	1.90	0.00		
2	Release D	iversity			s must be de			•		2.00	0.00		
					, including w								
3	Disc Mana	.gement	-	-	cing of all di rith no break		engaged is	n the seamle	ess and	1.84	0.00	1 a t	Eina
			Transition	al movem	nent must be	designed w	ith smooth	transitions	between		-	1st	Fina
4	Rhythmic	Team	maneuvers			g				1.89	0.00	7.63	0.00
1	Two Diff	ferent	2 different	over-the-	body tricks: o	canine trav	els over the	•	ring the	1st 1.98	Final 0.00		
			· · · · · · · · · · · · · · · · · · ·							ļ			
2	Two Dift Vaul		a disc plac	ed in fligh	anine leaps o nt. Player util	lizes 2 diffe	rent stance	-	ly, to catch	2.00	0.00		
3	Multiple S	eament	1 multiple		with a minim			ve throws in	rapid	1.08	0.00		
			secession.							11,70			
4	Dog Co	atch	1 dog catcl	h with the	disc in fligh	t.				2.10	0.00		
5	Team Mov	vement	Coordinat	ing team	movement, i.	e. spin toge	ther, dog s	tall, weave ı	under legs,	1 00	0.00		
	TCum IVIO	v CIIIEIIL	etc.							1.90	0.00		
6	Passing Se	egment	Consecutiva straight		where the do	g passes clo	ose to the p	layer at leas	st twice in	1.95	0.00	4 :	г
	Directio	 onal			tricks consist	ing of at la	ast 4 copso	cutive theor	ve whete br		<u> </u>	1st	Final
7	Distar	nce	the dogs co	atches disc	cs in a plane	of space at	a distance	from the ho	andler,		0.00	8.06	0.00
	Movem Judge Con		amazing		ements as zig	zugs, circin	ig outruits,	and the like					
	Judge Con	illineilt.			our dog a	nd your	personal	ity in rou	tune, tha	t is gr	eat!		
	Execut	lon				[1					1st	
t	Max Score		Catches	21	/ Throws	24	* 10 = 1	Execution				8.75	
					••••		•:						Final
nal	Execut Max Score		Catches	0	/ Throws	0	* 10 = 1	Execution					0.00
	MAX SCORE	. 10.0		<u></u>	!	L	. <u>!</u> 1st		Final			1 ₀₊ 'T-+-1	Eig-1T
					Dos	nalty	0.00		0.00	1		1st Total 32.34	0.00
					rei	<u>iuity</u>	0.00		0.00]		3 - -34	0.00

0.0 +Final*1.5 **0.00** = Total

48.51

Rank

1st*1.5 **48.51**

+T&F

	On De	man	d Tro	phie	s #'		ntryNo. 22	Player's NO Nada	_{lame} a, Haru	ko		Canine's	Julie	
	Divisi	on1				•	phone							
T	oss &	Fetc	h Gan	ne (90	Sec	Best Five	Throws	Max Scor	e: 22.5				
	Throw Point	1 0.0	2	3		4	5	6	7	8		T&F	Penalty 0.0	Tota:
	Folit	0.0	0.0	0.0		0.0	0.0	0.0	0.0	0.0]	0.0	0.0	0.0
	reesty	•												
	Canine Eler					consiste	ent focus at	nd concents	ration must	he	1st	Final		
1	Prey D	Orive 	sustained.								1.81	0.00		
2	Retrie	eval	-	ptions (d	lroppir				showing a v he player, ho		1.66	0.00		
3	Athleti	icism					and consist g and/or vo		leaping and	d landing,	1.65	0.00	1 .	E.
4	Gri	ip	Before, du	ring and	after	the mon		cuting a di	sc, the canin	ne must	1.72	0.00	1st 6.84	0.00
	Judge Cor	mment:	いいエナ	ジーと楽	そしい	ムード。	何度でも、	見たくなり)ます。犬と を引き出せ	ティスクの	コント			
			切りです	!		~ 	1017 ho	ハマルドハ	THUIL ST	20176	HJK7 (- 0 -		
	Player Elen	nents Ma				strate pl	anned mov	ement aro	und the play	ying field,	1st	Final		
1	Field Preso	entation	incorporat directions.	ing a var	riety o	f throw	of different	t lengths th	nrown in diff	ferent	1.65	0.00		
2	Release D	Diversity	the grip an	ıd release	e, inclu	ıding wi	th a minim	um of 3 di	yer with vari	ises.	1.52	0.00		
							on much be	engaged in	n the seamle	ess and	1.60	0.00		
	Disc Mand	agement	consistent	-	-						1.00	0.00	1st	Fina
3	Disc Mand Rhythmid Judge Con	c Team	Transition	manner value al moven	ment numents.	o breaks must be o	s. designed wi		transitions l		1.68	0.00	1st 6.45	Fina 0.00
3	Rhythmic	mment:	Transition maneuvers 始まりがしてトレー aximum Sc. 2 different	al moven and segrence and segre	ment numents.	o breaks must be o	s. Mesigned wi て悪い方 。 Gores out o	で流れてい of 7 Eleme	ンきったが、	スピンがっ	1.68 を作 1st	0.00		
3 4	Rhythmic Judge Con Team Elem Two Dif	c Team mment: nents - Me fferent ers	Transition maneuvers 始まりがしてトレー aximum Sc 2 different body of the 2 different 2 different	al moven and segretary ore: 10.	ment numents. LZ# LCC .0 (Bee-body, to caticanine	nust be o	ceres out of anine trave	of 7 Eleme	nts) e body, clear ming the bod	ing the	1.68	0.00 5と信 Final		
1 2	Rhythmid Judge Con Team Elem Two Dif Ove	c Team mment: nents - Ma fferent ers fferent lts	Transition maneuvers 始まりかしてした。 aximum Sc 2 different body of the disc place	al movens and segrence in the contract of the	ment numents. CO (Bee-body to cations and the Plants.	nust be of the control of the contro	designed wi 乙患()方 (cores out of anine trave c placed in 	of 7 Eleme	nts) e body, clear ming the bod	ing the	1.68 **Eff** 1st 0.00 1.60	0.00 3と信 Final		
3 4 1 2	Rhythmid Judge Con Team Elem Two Dif Ove Two Dif Vau	c Team mment: nents - Me fferent ers fferent lts	Transition maneuvers 場まりがしてトレー aximum Sc 2 different body of the 2 different a disc place 1 multiple	al movens and segion of the control	ment numents. CO (Bee-body to cather the ca	nust be o	C患(方) cores out o anine trave c placed in ff player's b izes 2 differ	of 7 Eleme	いれま) e body, clear ming the bodes.	ing the	1.68 1st 0.00 1.60 1.55	0.00 5と信 Final 0.00		
3 4 1 2 3 4	Rhythmid Judge Con Team Elem Two Dif Ove Two Dif Vau Multiple S	c Team mment: ents - Ma fferent ers fferent lts Segment	Transition maneuvers います maneuvers な maneuvers maneuv	al moven and segretary and segretary ore: 10. over-the e player, vaults: c ed in flig segment	nent numents. 10 (Bee-body to cat	nust be of the control of the contro	C患い方に cores out of anine trave c placed in ff player's b izes 2 differ	of 7 Elemerels over the flight.	いれま) e body, clear ming the bodes.	ring the	1.68 1st 0.00 1.60 1.55	0.00 Final 0.00 0.00		
3 4 1 2 3 4	Rhythmic Judge Con Team Elem Two Dif Ove Two Dif Vau Multiple S	mment: nents - Ma fferent ers fferent lts Segment Catch	Transition maneuvers W書りかい CTトレー aximum Sc 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catcl Coordinatietc.	al moven and segretary and segretary and segretary and segretary are segment. The segment are segment.	O (Bee-body to cating with continue discontinue discon	nust be of the control of the contro	C患い方。 cores out of anine trave of placed in figures 2 differ um of three cores, spin toge.	of 7 Elemerels over the flight. The pody, touch rent stance the consecutive ther, dog stance ther, dog stance there.	nts) e body, clear ning the bod es.	ting the y, to catch rapid	1.68 1st 0.00 1.60 1.55 0.00 1.60	0.00 Final 0.00 0.00 0.00		0.00
3 4 1 2 3 4	Rhythmic Judge Cor Team Elem Two Dif Ove Two Dif Vau Multiple S Dog C Team Mo	mment: ments - Ma fferent ers fferent lts Segment catch begment ional ince	Transition maneuvers W書りが Uてトレー aximum Sc 2 different body of the disc place 1 multiple secession. 1 dog catel Coordinatiete. Consecutive a straight length of the dogs continued the dogs continu	al moven and segretary and segretary and segretary and segretary are segment as a s	.0 (Be-body to cather with control of the discontrol of the discon	est 4 So tricks: cach a disconnium in flight	ce. spin toge g passes clo	of 7 Eleme els over the flight. body, touch rent stance e consecutiv ther, dog st bose to the p ast 4 consec a distance	nts) body, clear ning the bod ss. ve throws in tall, weave v	ring the y, to catch rapid ander legs, st twice in swhere by andler,	1.68 1st 0.00 1.60 1.55 0.00 1.60 1.75	0.00 Final 0.00 0.00 0.00 0.00	6.45	
3 4 1 2 3 4	Rhythmid Judge Con Team Elem Two Dif Ove Two Dif Vau Multiple S Dog C Team Mo Passing S Directi Dista	c Team mment: nents - Me fferent ers fferent lts Segment Catch eyement ional ince ment	Transition maneuvers 始まりか CTトレー aximum Sc 2 different body of the disc place 1 multiple secession. 1 dog catcl Coordinatiett. Consecutive a straight of the dogs of including second and t	al moven and segretary and segretary and segretary and segretary are segment as a s	o (Bee-body to cat canine ght. Place with common services as where the common services are tricks seen in common services as tricks seen in common services are tricks.	nust be of the consisting a plane of the dog	ce. spin toge g passes clo f space at ezags, circlin	ther, dog stores to the pour state a distance ag outruns,	nts) e body, clear ming the bod es. ve throws in tall, weave ve clayer at leas cutive throw from the he and the like	ring the y, to catch rapid ander legs, st twice in swhere by andler,	1.68 1st 0.00 1.60 1.55 0.00 1.60 1.75	0.00 Final 0.00 0.00 0.00 0.00	6.45	Fina
3 4 1 2 3 4 5	Rhythmic Judge Cor Team Elem Two Dif Ove Two Dif Vau Multiple S Dog C Team Mo Passing S Directi Dista Moven Judge Cor	c Team mment: nents - Ma fferent ers fferent lts Segment Catch ovement ional ince ment mment:	Transition maneuvers 始まりか CTトレー aximum Sc 2 different body of the disc place 1 multiple secession. 1 dog catcl Coordinatiett. Consecutive a straight of the dogs of including second and t	al moven and segretary and segretary and segretary and segretary are through the segment and segretary are throws line.	with no ment numents. O (Bee-body to cat canine ght. Plate with a move stricks see in covernment.)	nust be of the consisting a plane of the dog	designed wi C書い方 cores out of anine trave of placed in trave of placed in trave of placed in the place of the place of the place of space at place of space of space at place of space of spa	ther, dog si outruns,	nts) e body, clear ming the bod es. ve throws in tall, weave ve clayer at leas cutive throw from the he and the like	ring the y, to catch rapid ander legs, st twice in swhere by andler,	1.68 1st 0.00 1.60 1.55 0.00 1.60 1.75	0.00 Final 0.00 0.00 0.00 0.00	6.45	Fina
3 4 1 2 3 4 5	Rhythmic Judge Cor Team Elem Two Dif Ove Two Dif Vau Multiple S Dog C Team Mo Passing S Directi Dista Moven Judge Cor	c Team mment: nents - Ma fferent ers fferent lts Segment Catch ovement ional ince ment mment:	Transition maneuvers	al moven and segretary and segretary and segretary and segretary are through the segment and segretary are throws line.	with no ment numents. O (Bee-body to cat canine ght. Plate with a move stricks see in covernment.)	o breaks nust be o	Resigned wind resigned wind resigned wind resigned wind resigned in the resigned in the resigned res	ther, dog si outruns,	e body, clear hing the bod ss. ve throws in tall, weave ve clayer at lease cutive throw from the hc and the like	ring the y, to catch rapid ander legs, st twice in swhere by andler,	1.68 1st 0.00 1.60 1.55 0.00 1.60 1.75	0.00 Final 0.00 0.00 0.00 0.00	1st 6.53	Fina
3 4 1 5 5 7 7	Rhythmic Judge Cor Team Elem Two Dif Ove Two Dif Vau Multiple S Dog C Team Mo Passing S Directi Dista Moven Judge Cor	c Team mment: nents - Ma fferent ers fferent lts Segment Catch ovement ional ince ment mment:	Transition maneuvers	al moven and segretary and segretary and segretary and segretary are segment as a s	with no ment numents. O (Bee-body to cat canine ght. Place with continuous stricks see in covernment).	o breaks nust be o	Resigned wind resigned wind resigned wind resigned wind resigned in the resigned in the resigned res	ther, dog so the goutruns, * 10 = I	e body, clear hing the bod ss. ve throws in tall, weave ve clayer at lease cutive throw from the hc and the like	ring the y, to catch rapid ander legs, st twice in swhere by andler,	1.68 1st 0.00 1.60 1.55 0.00 1.60 1.75	0.00 Final 0.00 0.00 0.00 0.00	1st 6.53	Fina Fina
3	Rhythmic Judge Cor Team Elem Two Diff Ove Two Diff Vau Multiple S Dog C Team Mo Passing S Directi Dista Moven Judge Cor Execu Max Scor	c Team mment: nents - Ma fferent ers fferent lts Segment Catch ovement ional ince ment mment:	Transition maneuvers 治寺川が じてトレー aximum Sc 2 different body of the 2 different a disc place 1 multiple secession. 1 dog catcl Coordinatietc. Consecutiva straight 1 The team puthe dogs coincluding s 最初のパース/スロ Catches	al moven and segretary and segretary and segretary and segretary are segment as a s	with no ment numents. O (Bee-body to cat canine ght. Place with continuous stricks see in covernment).	o breaks nust be o	Resigned wind resigned wind resigned wind resigned wind resigned in the resigned in the resigned res	ther, dog so the goutruns, * 10 = I	e body, clear hing the bod ss. ve throws in tall, weave tall, weave throws from the he and the like いと思った!	ring the y, to catch rapid ander legs, st twice in swhere by andler,	1.68 1st 0.00 1.60 1.55 0.00 1.60 1.75	0.00 Final 0.00 0.00 0.00 0.00	1st 6.53	Fina 0.00

+Final*1.5 **0.00** = Total

43.37

Rank

0.0

+T&F

1st*1.5 **43.3**7

			d Tro	phies		23 phone	Player'sN Watar	lame nabe, Y	umiko		Canine'	sName Berry	
_	Divisi						- .		- 00 5				
	Throw Point	1 0.0	2 0.0	3 0.0	4 0.0	5 0.0	6 0.0	Max Scor	8 0.0		T&F	Penalty O.O	Total o.o
•F	reesty	/le (1	20 Se	c)		<u>l</u>	l			J			
	Canine Ele	ments M	aximum Sc I	ore: 10.0						1st	Final		
1	Prey I	Orive	sustained.					ration must		2.00	0.00		
2	Retri	eval	-	ptions (dro				showing a v ne player, ho		1.96	0.00		
3	Athlet	icism			cute control ning, flippin			leaping and neuvers.	l landing,	1.97	0.00	1st	Final
4	Gr	ip	exhibit con	sistent con	nmitment w	ith adequa	te focus.	sc, the canin		1.97	0.00	7.90	0.00
	Judge Co	mment:	たディスク	はがっちい		と犬はめち	うゃくちゃら	くクはキャッ 月確な反応		スピン lます。			
	Player Eler	ments Ma	aximum Sco							1st	Final		
1	Field Pres	entation	The routing incorporations.		-			und the play rown in diff	- ,	1.80	0.00		
2	Release I	Diversity	1					yer with vari fferent relea		1.65	0.00		
3	Disc Man	agement	-	-	ng of all di th no break		engaged ir	the seamle	ss and	1.75	0.00	1st	Final
4	Rhythmi	c Team	Transition of maneuvers			designed w	ith smooth	transitions l	between	1.77	0.00	6.97	0.00
	Judge Co	mment:	素晴らし	いと感じる	ました。 とて	も丁寧で	ジャッジカ	見たいもの	うを分かっ	2112	. 114		
	Team Elem	nents - Ma	aximum Sco	ore: 10.0	(Best 4 Sc	ores out o	of 7 Eleme	nts)		1st	Final	i	
1	Two Di				ody tricks: o catch a dis			body, clear	ing the	1.68	0.00		
2	Two Di: Vau		a disc place	ed in flight	nine leaps o . Player util	izes 2 diffe	rent stance	ing the bods.	y, to catch	0.00	0.00		
3	Multiple S	Segment						ve throws in	rapid	1.78	0.00		
4	Dog (Catch	1 dog catcł	n with the o	disc in fligh	t.				1.58	0.00		
5	Team Mo	ovement	Coordinati etc.	ing team m	novement, i.	e. spin toge	ther, dog st	tall, weave u	ınder legs,	1.72	0.00		
6	Passing S	Segment	Consecutiv a straight l		here the do	g passes clo	ose to the p	layer at leas	st twice in	1.82	0.00	1st	Final
7	Direct Disto Moves	ınce	the dogs co	tches discs	in a plane	of space at	a distance	cutive throw from the ho and the like	ındler,	1.72	0.00	7.04	0.00
	Judge Co	mment:	犬の事を	しっかりと	考えていて	こ、なおか	つ戦うルー	チンとなっ	ていました	≣ !	:		
												1	
1st	Execu Max Scor		Catches	25	/ Throws	29	* 10 = F	Execution				1st 8.62	
	F	ı i lər	:		-		-						Final
Final	Execu Max Scor		Catches	0	/ Throws	0	<u>.</u>	Execution	D: 1				0.00
					<u>Per</u>	<u>ralty</u>	1st]	Final 0.00			1st Total 30.53	Final Total 0.00
	_		-		-	T	-]			

+Final*1.5 **0.00** = Total

0.0

+T&F

1st*1.5 **45.80**

45.80

11

Rank

	On Den		d Tro	phies		ntryNo. 24 phone	Player'sN Kawa (_{ame} guchi, l	Noriko		Canine's	sName Tete	
_	Division					•							
	OSS & F Throw Point O	1 .0	o.0	ne (9 3 0.0	0 Sec 4 0.0	5 O.O	6 O.O	Max Scor 7 O.O	8 0.0		T&F	Penalty 0.0	Total
	reestyle Canine Elemer									1st	Final		
1	Prey Driv				tine consiste	ent focus as	nd concentr	ation must	be	1.84	0.00		
2	Retrieva		-	ptions (dro	ack, chase, pping them			-		1.78	0.00		
3	Athleticis	m			ute control ing, flippin				l landing,	1.83	0.00	1st	Final
4	Grip		,	U	ter the mor			sc, the canir	e must	1.82	0.00	7 .2 7	0.00
	Judge Comm	nent:	いくつか! 問がもった	引き付ける こいない。	うれるセグ: トススキル	メントがあ を磨けばす	る。 ディス・ とっともっと	クを拾うシ こ犬の良さ	ーンが見え が際立ちる	さてしまます!	う瞬		
	Player Elemen									1st	Final		
1	Field Present				nonstrate pl ty of throw					1.70	0.00		
2	Release Dive	ersity	A diversity		must be dei					1.66	0.00		
3	Disc Manage	ment	-		ng of all di th no break		engaged in	the seamle	ss and	1.74	0.00	1st	Final
4	Rhythmic To	eam	maneuvers	and segme		J				1.77	0.00	6.87	0.00
	Judge Comm	nent:	セグメント	へかしっかり	と出来て	いました。	この項目	ではリズミ	ックチーム	が良く、	ルーチ		
	Team Element	s - Ma	ximum Sc	ore: 10.0	(Best 4 Sc	ores out o	of 7 Elemei	nts)		1st	Final		
1	Two Differ Overs	ent			odv tricks: o				:				
2	Two Differ Vaults		2 different	e player, to	catch a dis			body, clear	ing the	1.58	0.00		
3	Multiple Seg		a disc plac	vaults: car ed in flight		c placed in ff player's l izes 2 diffe	flight. Dody, touch rent stances	ing the bod			0.00		
4			a disc plac	vaults: car	catch a dis	c placed in ff player's l izes 2 diffe	flight. body, touch rent stances	ing the bod	y, to catch	0.00			
7	Dog Cato	ment	a disc place 1 multiple secession.	vaults: car ed in flight segment w	catch a dis	c placed in	flight. body, touch rent stances	ing the bod	y, to catch	0.00	0.00		
5	Dog Catc	ment :h	a disc place 1 multiple secession. 1 dog catch	vaults: car ed in flight segment w	catch a dis	c placed in ff player's l izes 2 diffe um of three	flight. oody, touch rent stances e consecutiv	ing the bod s. e throws in	y, to catch rapid	0.00 1.72 1.70	0.00		
		ment :h ment	a disc place 1 multiple secession. 1 dog catch Coordinatietc.	vaults: cared in flight segment was n with the comments are throws we	catch a dis	c placed in ff player's l izes 2 diffe um of three	flight. pody, touch rent stance: c consecutiv ther, dog st	ing the bod s. The throws in all, weave t	y, to catch rapid inder legs,	0.00 1.72 1.70	0.00	1st	Final
5	Team Mover	ment h ment nent	a disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutiva straight l The team pathe dogs co	vaults: cared in flight segment was n with the common was t	catch a dis	c placed in ff player's I izes 2 diffe um of three t. g passes cle ing of at lee of space at	flight. pody, touch rent stance: c consecutiv ther, dog st pose to the p ast 4 consec a distance	all, weave t	y, to catch rapid ander legs, st twice in swhere by andler,	0.00 1.72 1.70 1.64	0.00	1st 6.74	Final O.00
5	Team Mover Passing Segr Direction	ment ment ment al	a disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutive a straight l The team I the dogs coincluding s	vaults: cared in flight segment was n with the comment of the comm	catch a distance leaps of a Player utility of the constitution of	c placed in ff player's l izes 2 diffe um of three t. e. spin toge g passes clo ing of at lea of space at zags, circlir	ther, dog st ose to the p	all, weave a	y, to catch rapid ander legs, st twice in swhere by andler,	0.00 1.72 1.70 1.64 1.62	0.00 0.00 0.00 0.00	6.74	
5	Team Mover Passing Segr Direction Distance Movemer	ment ment ment al ent nent:	a disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutive a straight! The team puthe dogs coincluding second including second second including second second including second second second including second seco	vaults: cared in flight segment was n with the comment of the comm	catch a dis	c placed in ff player's l izes 2 diffe um of three t. e. spin toge g passes clo ing of at lea of space at zags, circlir	flight. pody, touch rent stances consecutive ther, dog st pose to the p ast 4 consec a distance g outruns,	all, weave a	y, to catch rapid ander legs, st twice in swhere by andler,	0.00 1.72 1.70 1.64 1.62	0.00 0.00 0.00 0.00		
5 6 7 7	Passing Segr Direction Distance Movemer Judge Comm	ment ment ment al ent nent:	a disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutiva straight! The team puthe dogs coincluding s	vaults: cared in flight segment was n with the congression with the cong	ich a dis	c placed in ff player's l izes 2 diffe um of three t. e. spin toge g passes cle ing of at lea of space at zags, circlir	flight. pody, touch rent stances c consecutiv ther, dog st pose to the p ast 4 consec a distance g outruns, * 10 = E	all, weave under the head of the like	y, to catch rapid ander legs, st twice in swhere by andler,	0.00 1.72 1.70 1.64 1.62	0.00 0.00 0.00 0.00	6.74	
5 6 7	Passing Segr Direction Distance Movemer Judge Comm Execution Max Score:	ment ment ment al ent nent:	a disc place 1 multiple secession. 1 dog catch Coordinatietc. Consecutiva straight! The team puthe dogs coincluding s	vaults: cared in flight segment was n with the congression with the cong	catch a disconnine leaps o . Player utility in a minimum disconnine disconnin	c placed in ff player's l izes 2 diffe um of three t. e. spin toge g passes cle ing of at lea of space at zags, circlir	flight. pody, touch rent stances c consecutiv ther, dog st pose to the p ast 4 consec a distance g outruns, * 10 = E	all, weave under the beautiful the bods. all, weave under the beautiful	y, to catch rapid ander legs, st twice in swhere by andler,	0.00 1.72 1.70 1.64 1.62	0.00 0.00 0.00 0.00	1st 8.33	o.oo

	On Dei	man	d Tro	phi	es		EntryNo. 25	Player'sN Kawa	_{guchi,} I	Noriko			sName Kiki	
	Divisio						phone			-				
			h 0		/0		Doot The	. Thu	May Oaan	00 F				
<u>(</u>	OSS & Throw	<u>-etc</u>	n Gan	_	3	<u> </u>	Best Fiv	e inrows	Max Scor	e : 22.5	1	T&F	Penalty	To
ľ		0.0	0.0	0.	0	0.0	0.0	0.0	0.0	0.0	1	0.0	0.0	0
L				-	_		1	1	1 373	1	J			
	reestyl	e (1	20Se	C)										
•	Canine Eleme	ents M	aximum Sc	оге :	10.0						1st	Final	:	
l	Prey Dri	ive	During the sustained.	entir	e routi	ne consis	tent focus a	nd concent	ration must	be	1.91	0.00		
l	Retriev	al	-	otions	(drop				showing a v he player, ho		1.88	0.00		
	Athletici	sm					l and consis ng and/or v		leaping and neuvers.	d landing,	1.83	0.00	<u>1st</u>	<u>Fi</u>
ĺ	Grip	•••••••	exhibit con	sisten	it comi	mitment v	vith adequo	te focus.	sc, the canin			0.00	7.46	0.
	Judge Com	ment:	トレーニン	・グし えるル	た!さ .一千.	いうの1 が見え	が見えるム た。 もう少	ーつがたく し変化のa	さんあいる	ドした。 オリ がいいかも	ジナル ラ?	なスト		
•	Player Eleme	nts Ma					,				1st	Final	:	
	Field Presen	itation							und the play nrown in diff		1.75	0.00		
	Release Div	ersity							yer with var fferent relec		1.70	0.00		
	Disc Manag	ement	Releasing of consistent i		•	-		e engaged is	n the seamle	ess and	1.80	0.00	<u> 1st</u>	Fi
	Rhythmic 7	Геат	maneuvers	and	segme	nts.			transitions		1.82	0.00	7 .0 7	о.
	Judge Com	ment:	始まりから	う勢り	かあ	って良か	ったです。	キキもドラ	イブが高い	ですね。				
T	Team Elemer		ximum Sc	ore :	10.0	(Best 4 S	cores out	of 7 Eleme	nts)		1st	Final	i	
	Two Diffe Overs						canine trav sc placed ir		body, clear	ring the	1.60	0.00		
	Two Diffe Vaults						off player's ilizes 2 diffe		ning the bod es.	ly, to catch	1.68	0.00		
	Multiple Se	gment	1 multiple secession.	segme	ent wit	h a minin	num of thre	e consecuti	ve throws in	rapid	1.72	0.00		
۱	Dog Ca	tch	1 dog catcl	n with	.1 11						1.66	0.00		
ļ					tne di	sc in fligh	nt.					ļ		
	Team Move	ement	Coordinati etc.					ether, dog s	tall, weave ı	under legs,	1.68	0.00		
	Team Move		etc.	ng teo	am mo	ovement, i	.e. spin tog		tall, weave u			0.00	1st	Fi
		gment nal	Consecutiv a straight l The team I the dogs co	ng tec	ows wh	ere the decks consise	e. spin togo	ose to the part of the consect a distance		st twice in ws where by andler,	1.63		1st 6.74	Fi
	Passing Seg Direction	gment nal ce	Consecutive a straight land	ng technologie through the control of the control o	ows whoms trick discs in ovem	ere the decks consis n a plane ents as zig	og passes cl	ose to the passes as 4 conset a distance agoutruns,	olayer at leas	rs where by andler,	1.63 0.00	0.00		
	Passing Seg Direction Distant Moveme	gment nal ce	Consecutive a straight land	ng technologie through the control of the control o	ows whoms trick discs in ovem	ere the decks consis n a plane ents as zig	og passes cl	ose to the passes as 4 conset a distance agoutruns,	cutive throw from the he and the like	rs where by andler,	1.63 0.00	0.00		
	Passing Seg Direction Distant Moveme	gment nal ce ent ment:	Consecutive a straight land	ng ted e thro ine. perfor itches uch m	ows whoms trick discs in ovem	ere the decks consis n a plane ents as zig	e. spin togo og passes cl ting of at le of space a gzags, circli	ose to the passes as 4 conset a distance ng outruns,	cutive throw from the he and the like	rs where by andler,	1.63 0.00	0.00	6.74	
	Passing Seg Direction Distance Moveme Judge Com Execute Max Score	mal ce ent ment:	Consecutive a straight land the team purchased the consecution of the	ng ted e thro ine. perfor itches uch m	ows whome	wement, in the decrept the de	e. spin togo og passes cl ting of at le of space a gzags, circli	ose to the passes as 4 conset a distance ng outruns,	cutive throw from the he and the like	rs where by andler,	1.63 0.00	0.00	6.74	0.
	Passing Seg Direction Distance Movement Judge Com	mal ce ent ment:	Consecutive a straight land the team purchased the consecution of the	e through the control of the control	ows whoms tried discs in ovem	wement, in the decrept the de	e. spin togo og passes cl ting of at le of space a gzags, circli	ose to the past 4 conset a distance ng outruns, 乙全体的に * 10 = 1	cutive throw from the he and the like	rs where by andler,	1.63 0.00	0.00	6.74	

0.0 +Final*1.5 0.00

44.30

Rank

= Total

1st*1.5 44.30

+T&F

EntryNo. Player'sName Canine'sName Armon Vaziri Sooie On Demand Trophies #7 phone **Division1** ■Toss & Fetch Game (90 Sec Best Five Throws Max Score: 22.5 T&F Throw Total Point 0.00.0 0.0 0.0 0.0 0.00.0 0.0 0.0 0.0 0.0 ■Freestyle (120Sec) Canine Elements Maximum Score: 10.0 Final 1st During the entire routine consistent focus and concentration must be Prev Drive 2.30 0.00 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 2 Retrieval 2.20 0.00 them to the player). The canine must execute control and consistency while leaping and landing, 3 Athleticism 2.24 0.00 during standing, running, flipping and/or vaulting maneuvers. Final 1st Before, during and after the moment of executing a disc, the canine must 4 Grip 2.20 0.00 8.94 0.00 exhibit consistent commitment with adequate focus. Love it!! Great ideas through whole routine Sooie's strong points were Judge Comment: shown well! Player Elements Maximum Score: 10.0 Final 1st The routine must demonstrate planned movement around the playing field, Field Presentation incorporating a variety of throw of different lengths thrown in different 0.00 2.07 A diversity of throws must be demonstrated by the player with variations in 2 Release Diversity 2.10 0.00 the grip and release, including with a minimum of 3 different releases. Releasing and replacing of all discs must be engaged in the seamless and Disc Management 2.03 0.00 consistent manner with no breaks. 1st Final Transitional movement must be designed with smooth transitions between Rhythmic Team 2.06 0.00 8.26 0.00 maneuvers and seaments. Love your routine, good throw, unique idea, Judge Comment: 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) Final 1st Two Different 2 different over-the-body tricks: canine travels over the body, clearing the 1.95 0.00 Overs body of the player, to catch a disc placed in flight. Two Different 2 different vaults: canine leaps off player's body, touching the body, to catch 2 2.05 0.00 a disc placed in flight. Player utilizes 2 different stances. Vaults 1 multiple segment with a minimum of three consecutive throws in rapid 3 Multiple Segment 0.00 secession. 4 Dog Catch 1 dog catch with the disc in flight. 2.08 0.00 Coordinating team movement, i.e. spin together, dog stall, weave under legs, 5 Team Movement 2 18 0.00 Consecutive throws where the dog passes close to the player at least twice in Passing Seament 2.00 0.00 a straight line. Final 1st Directional 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, Distance 8.36 0.00 2.05 0.00 Movement including such movements as zigzags, circling outruns, and the like. Nice!!!! You have challenge in your routine:) Judge Comment: Throwins have quality! Add same quality on your TOSS Execution * 10 = Execution1st Catche 20 / Throws 24 8.33 Max Score: 10.0 Final Execution Final / Throws n * 10 = Execution Catches 0.00 Max Score: 10.0 Final 1st 1st Total Final Total Penalty 0.00 0.00 33.89 0.00

= Total

50.84

Rank

+T&F

0.0

50.84

+Final*1.5

0.00

On Demand Trophies #7 Division1

EntryNo. Player'sName Heather Gallagher Canine'sName Lana

phone

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

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	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

<u>T&</u>F Total 0.0 0.0 0.0

■Freestyle (120Sec)

	Canine Elements M	aximum 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	

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
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		Player Elements Ma	iximum Score: 10.0	1 st	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 Leam	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.35	0.00
_		Judge Comment	Amazing freestylell So many great stuff I love your creativity	WIII W	OWWII

Final 1st 0.00 9.03

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

	Team Elements - Ma	aximum 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.		0.00	•

Final 0.00

Judge Comment: WOWWOWOWOWOWIIIIIIIIII

	Judge Comment.										
1st	Execution Max Score: 10.0	Catches	22	/ Throws	23	* 10 = E	xecution			1st 9.5 7	
Final	Execution Max Score: 10.0 Catches 0			/ Throws 0 * 10 = Execution							Final 0.00
			<u>Penalt</u>			1st		Final 0.00		1st Total 37.05	Final Total O.OO
	1st*1.5 55.58	+T&F	0.0	+Final*1.5	0.00	= Total	55.	58		Rank	1

EntryNo. Player'sName Canine'sName Chloe West Pilot On Demand Trophies #7 phone **Division1** ■Toss & Fetch Game (90 Sec Best Five Throws Max Score: 22.5 T&F Throw Total 0.0 Point 0.00.0 0.0 0.0 0.00.00.0 0.0 0.0 0.0 ■Freestyle (120Sec) Canine Elements Maximum Score: 10.0 Final 1st During the entire routine consistent focus and concentration must be Prev Drive 2.17 0.00 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 2 Retrieval 0.00 2.10 them to the player). The canine must execute control and consistency while leaping and landing, 3 Athleticism 2.08 0.00 during standing, running, flipping and/or vaulting maneuvers. Final 1st Before, during and after the moment of executing a disc, the canine must 8.55 4 Grip 2.20 0.00 0.00 exhibit consistent commitment with adequate focus. Great Dog!! Nice music! Make each tricks bigger and use more field, then Judge Comment: you're routine will level up more. Player Elements Maximum Score: 10.0 Final 1st The routine must demonstrate planned movement around the playing field, Field Presentation incorporating a variety of throw of different lengths thrown in different 0.00 1.63 A diversity of throws must be demonstrated by the player with variations in 2 Release Diversity 1.68 0.00 the grip and release, including with a minimum of 3 different releases. Releasing and replacing of all discs must be engaged in the seamless and 3 Disc Management 1.71 0.00 consistent manner with no breaks. 1st Final Transitional movement must be designed with smooth transitions between Rhythmic Team 1.75 0.00 6.77 0.00 maneuvers and seaments. Smooth! Love to watch you are enjoying with your dog, It will be better if Judge Comment: Team Elements - Maximum Score: 10.0 (Best 4 Scores out of 7 Elements) 1st Final Two Different 2 different over-the-body tricks: canine travels over the body, clearing the 1.72 0.00 Overs body of the player, to catch a disc placed in flight. 2 different vaults: canine leaps off player's body, touching the body, to catch Two Different 2 1.70 0.00 a disc placed in flight. Player utilizes 2 different stances. Vaults 1 multiple segment with a minimum of three consecutive throws in rapid 3 Multiple Segment 1.80 0.00 secession. 4 Dog Catch 1 dog catch with the disc in flight. 1.68 0.00 Coordinating team movement, i.e. spin together, dog stall, weave under legs, 5 Team Movement 1.70 0.00 Consecutive throws where the dog passes close to the player at least twice in 6 Passing Seament 1.65 0.00 a straight line. Final 1st Directional The team performs tricks consisting of at least 4 consecutive throws where by Distance the dogs catches discs in a plane of space at a distance from the handler. 1.68 6.92 0.00 0.00 Movement including such movements as zigzags, circling outruns, and the like. Love your multiple! Judge Comment: Amazing dog:) If you can show your long throw, it is better!! Execution * 10 = Execution 1st Catches 31 / Throws 31 ### Max Score: 10.0 Final Execution

= Total 48.36 +T&F +Final*1.5 Rank 0.00 48.36 0.0 6

n

/ Throws

Penalty

Catches

* 10 = Execution

1st

0.00

Final

0.00

0.00

Final Total

0.00

1st Total

32.24

Final

Max Score: 10.0

EntryNo. Player'sName Canine'sName Matsumoto, Kyoko Mana On Demand Trophies #7 phone **Division1** ■Toss & Fetch Game (90 Sec Best Five Throws Max Score: 22.5 T&F Throw Total 0.0 Point 0.00.0 0.0 0.0 0.00.0 0.0 0.0 0.0 0.0 ■Freestyle (120Sec) Canine Elements Maximum Score: 10.0 Final 1st During the entire routine consistent focus and concentration must be Prev Drive 1.73 0.00 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 Retrieval 1.65 0.00 them to the player). The canine must execute control and consistency while leaping and landing, Athleticism 1.66 0.00 during standing, running, flipping and/or vaulting maneuvers. Final 1st Before, during and after the moment of executing a disc, the canine must Grip 1.70 0.00 6.74 0.00 exhibit consistent commitment with adequate focus. Too short for full score, but showing good training, Good concentlation. Judge Comment: Player Elements Maximum Score: 10.0 Final 1st The routine must demonstrate planned movement around the playing field, Field Presentation incorporating a variety of throw of different lengths thrown in different 0.00 1.50 A diversity of throws must be demonstrated by the player with variations in Release Diversity 1.51 0.00 the grip and release, including with a minimum of 3 different releases. Releasing and replacing of all discs must be engaged in the seamless and Disc Management 1.50 0.00 consistent manner with no breaks. 1st Final Transitional movement must be designed with smooth transitions between Rhythmic Team 1.60 0.00 6.11 0.00 maneuvers and seaments. 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。 Judge Comment: 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) Final 1st Two Different 2 different over-the-body tricks: canine travels over the body, clearing the 0.00 0.00 Overs body of the player, to catch a disc placed in flight. Two Different 2 different vaults: canine leaps off player's body, touching the body, to catch 0.00 0.00 a disc placed in flight. Player utilizes 2 different stances. Vaults 1 multiple segment with a minimum of three consecutive throws in rapid Multiple Segment 1.60 0.00 secession. Dog Catch 1 dog catch with the disc in flight. 1.50 0.00 Coordinating team movement, i.e. spin together, dog stall, weave under legs, Team Movement 1.55 0.00 Consecutive throws where the dog passes close to the player at least twice in Passing Seament 1.60 0.00 a straight line. Final 1st Directional The team performs tricks consisting of at least 4 consecutive throws where by Distance the dogs catches discs in a plane of space at a distance from the handler, 0.00 6.30 0.00 1.55 Movement including such movements as zigzags, circling outruns, and the like. -シックトレーニングを丁寧に行ってきているのがわかります:) Judge Comment: 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、トスフェチの方も 丁寧に作ってください:) Execution * 10 = ExecutionCatches 16 / Throws 19 8.42 Max Score: 10.0 Final Execution Final / Throws n * 10 = Execution Catches 0.00 Max Score: 10.0 Final 1st 1st Total Final Total

Penalty

0.00

+Final*1.5

0.00

= Total

0.00

41.36

27.57

Rank

0.00

2

3

4

2

3

2

3

4

5

6

1st

1st*1 5

41.36

+T&F

0.0

EntryNo. Player'sName Canine'sName Steve Gannon Copper On Demand Trophies #7 phone **Division1** ■Toss & Fetch Game (90 Sec Best Five Throws Max Score: 22.5 T&F Throw Total 0.0 Point 0.00.0 0.0 0.0 0.00.00.0 0.0 0.0 0.0 ■Freestyle (120Sec) Canine Elements Maximum Score: 10.0 Final 1st During the entire routine consistent focus and concentration must be Prev Drive 1.72 0.00 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 2 Retrieval 1.68 0.00 them to the player). The canine must execute control and consistency while leaping and landing, 3 Athleticism 1.68 0.00 during standing, running, flipping and/or vaulting maneuvers. Final Before, during and after the moment of executing a disc, the canine must 4 Grip 1.70 0.00 6.78 0.00 exhibit consistent commitment with adequate focus. Move on the field and dog will move more active. Good catch on difficult Judge Comment: throws. Player Elements Maximum Score: 10.0 Final 1st The routine must demonstrate planned movement around the playing field, Field Presentation incorporating a variety of throw of different lengths thrown in different 0.00 1.55 A diversity of throws must be demonstrated by the player with variations in 2 Release Diversity 1.62 0.00 the grip and release, including with a minimum of 3 different releases. Releasing and replacing of all discs must be engaged in the seamless and Disc Management 1.50 0.00 consistent manner with no breaks. 1st Final Transitional movement must be designed with smooth transitions between Rhythmic Team 1.51 0.00 6.18 0.00 maneuvers and seaments. Good throw! Nice Butterfly, I wanted to see another direction throw, too. Judge Comment: Team Elements - Maximum Score: 10.0 (Best 4 Scores out of 7 Elements) 1st Final Two Different 2 different over-the-body tricks: canine travels over the body, clearing the 1.58 0.00 Overs body of the player, to catch a disc placed in flight. 2 different vaults: canine leaps off player's body, touching the body, to catch Two Different 2 0.00 0.00 a disc placed in flight. Player utilizes 2 different stances. Vaults 1 multiple segment with a minimum of three consecutive throws in rapid 3 Multiple Segment 0.00 1.65 secession. 4 Dog Catch 1 dog catch with the disc in flight. 1.58 0.00 Coordinating team movement, i.e. spin together, dog stall, weave under legs, 5 Team Movement 1.58 0.00 Consecutive throws where the dog passes close to the player at least twice in Passing Seament 0.00 1.55 a straight line. Final 1st Directional 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, Distance 6.56 0.00 0.00 1.75 Movement including such movements as zigzags, circling outruns, and the like.

