

Player & Dog & Country: **Agnieszka Bafabuch & Hachiko**

PL

Klasse: **Beginner**

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|---|---|--|-------|-----------|---------------------|-------------|------|-------------------|------|-------------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 2.00 | 3.00 | 2.00 | 3.00 | 0.00 | 2.50 | 3.00 | 3.00 | 0.00 | 0.00 | 14.50 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 2.20 | 2.35 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 2.20 | 2.10 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 2.30 | 2.40 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.90 | 2.10 | |
| Total (dog): | | | | | | | | | | 8.60 | 8.95 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.75 | 1.50 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.95 | 1.80 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.75 | 1.60 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 2.30 | 2.40 | |
| Total (Player): | | | | | | | | | | 7.75 | 7.30 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 2.00 | 2.10 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 1.75 | 1.95 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 2.30 | 2.05 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 2.35 | 2.25 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 2.20 | 2.25 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 2.30 | 2.30 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 1.95 | 1.80 | |
| Total (Team): | | | | | | | | | | 9.15 | 8.90 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 25.00 | Catches / | 29.00 | | | | | | 8.62 | | |
| Catch Ratio = | | | 26.00 | Catches / | 33.00 | Throws x 10 | | | | | | 7.88 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 34.12 | 33.03 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | | | Total: max.142.5P | | | | | |
| 51.18 | 14.50 | 65.68 | | | 49.54 | | | | | | 115.22 | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 1

Player & Dog & Country: **Klára Stoklasová & Holy Gulden**

CZ

Klasse: Beginner

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|---|---|--|-------|-----------|---------------------|-------|-------------|--------------------------|------|-------------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 0.00 | 2.00 | 0.00 | 2.00 | 3.00 | 0.00 | 2.50 | 0.00 | 0.00 | 0.00 | 9.50 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 2.10 | 2.20 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 1.80 | 2.10 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 2.10 | 2.10 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.90 | 1.80 | |
| Total (dog): | | | | | | | | | | 7.90 | 8.20 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.60 | 1.90 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 2.00 | 1.95 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.70 | 1.90 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 2.20 | 2.30 | |
| Total (Player): | | | | | | | | | | 7.50 | 8.05 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 2.20 | 2.05 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 2.30 | 1.95 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 2.35 | 2.20 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 1.00 | 0.00 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 2.05 | 2.10 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 2.20 | 2.20 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 2.25 | 2.10 | |
| Total (Team): | | | | | | | | | | 9.10 | 8.60 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 27.00 | Catches / | | 33.00 | | | | | 8.18 | | |
| Catch Ratio = | | | 26.00 | Catches / | | 33.00 | Throws x 10 | | | | | 7.88 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 32.68 | 32.73 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | | | Total: max.142.5P | | | | | |
| 49.02 | 9.50 | 58.52 | | | 49.09 | | | 107.62 | | | | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 2

Player & Dog & Country: **Agnieszka Łosak & Gonzo**

PL

Klasse: **Beginner**

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|---|---|--|-------|-----------|---------------------|--------------------------|------|------|------|-------------|----------------------------|--------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 4.00 | 3.50 | 0.00 | 4.50 | 4.00 | 4.00 | 0.00 | 0.00 | 0.00 | 0.00 | 20.00 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 1.60 | 1.75 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 2.00 | 1.95 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 1.90 | 2.00 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.60 | 1.80 | |
| Total (dog): | | | | | | | | | | 7.10 | 7.50 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.70 | 1.90 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.40 | 1.30 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.80 | 1.80 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 1.90 | 1.50 | |
| Total (Player): | | | | | | | | | | 6.80 | 6.50 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 1.50 | 1.70 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 1.75 | 1.85 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 2.05 | 1.90 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 0.00 | 0.00 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 2.15 | 2.05 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 1.70 | 1.75 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 1.80 | 1.90 | |
| Total (Team): | | | | | | | | | | 7.75 | 7.70 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 15.00 | Catches / | 22.00 | | | | | | 6.82 | | |
| Catch Ratio = | | | 16.00 | Catches / | 20.00 | Throws x 10 | | | | | | 8.00 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 28.47 | 29.70 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | Total: max.142.5P | | | | | | | |
| 42.70 | 20.00 | 62.70 | | | 44.55 | | | | | | | 107.25 | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 3

Player & Dog & Country: **Tjasa Kompara & Inti**

SLO

Klasse: Beginner

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|--|---|--|-------|-----------|------|---------------------|-------------|------|------|--------------------------|----------------------------|--------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 2.00 | 2.00 | 3.00 | 3.50 | 3.50 | 3.00 | 0.00 | 0.00 | 0.00 | 0.00 | 15.00 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 2.00 | 2.00 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 1.75 | 2.10 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 2.15 | 2.00 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.80 | 1.80 | |
| Total (dog): | | | | | | | | | | 7.70 | 7.90 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.85 | 1.70 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.45 | 1.40 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.10 | 1.50 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 1.40 | 1.10 | |
| Total (Player): | | | | | | | | | | 5.80 | 5.70 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 1.90 | 1.90 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 1.55 | 1.85 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 2.15 | 1.90 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 0.85 | 0.00 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 2.00 | 2.00 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 2.05 | 1.80 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 1.45 | 1.30 | |
| Total (Team): | | | | | | | | | | 8.10 | 7.65 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 18.00 | Catches / | | 27.00 | | | | | 6.67 | | |
| Catch Ratio = | | | 23.00 | Catches / | | 28.00 | Throws x 10 | | | | | 8.21 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 28.27 | 29.46 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | | Freestyle R2. x1.5* | | | | Total: max.142.5P | | 101.60 | |
| 42.40 | 15.00 | 57.40 | | | | 44.20 | | | | | | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 4

Player & Dog & Country: **Michaela Ruch & Mäni**

CH

Klasse: Beginner

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|---|---|--|-------|-----------|---------------------|-------------|------|--------------------------|------|-------------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 2.00 | 2.50 | 0.00 | 3.50 | 0.00 | 3.50 | 0.00 | 0.00 | 0.00 | 0.00 | 11.50 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 1.90 | 2.00 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 1.90 | 1.95 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 1.80 | 2.00 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.60 | 1.90 | |
| Total (dog): | | | | | | | | | | 7.20 | 7.85 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.60 | 1.20 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.50 | 1.50 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.70 | 1.70 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 1.80 | 1.80 | |
| Total (Player): | | | | | | | | | | 6.60 | 6.20 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 1.10 | 1.40 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 1.00 | 1.20 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 0.30 | 0.20 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 0.00 | 0.00 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 1.85 | 1.75 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 1.80 | 1.80 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 1.40 | 1.75 | |
| Total (Team): | | | | | | | | | | 6.15 | 6.70 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 14.00 | Catches / | 21.00 | | | | | | 6.67 | | |
| Catch Ratio = | | | 18.00 | Catches / | 22.00 | Throws x 10 | | | | | | 8.18 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 26.62 | 28.93 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | | | Total: max.142.5P | | | | | |
| 39.93 | 11.50 | 51.43 | | | 43.40 | | | | | | | 94.82 | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 5

Player & Dog & Country: **Ida Weiss & Kira**

CH

Klasse: Beginner

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|--|---|--|-------|-----------|---------------------|-------------|------|--------------------------|------|-------------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 2.00 | 1.50 | 1.50 | 1.50 | 1.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 7.50 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 1.95 | 1.90 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 2.00 | 1.90 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 2.05 | 1.80 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.80 | 1.70 | |
| Total (dog): | | | | | | | | | | 7.80 | 7.30 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.45 | 0.90 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.60 | 1.45 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.45 | 1.60 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 1.35 | 1.70 | |
| Total (Player): | | | | | | | | | | 5.85 | 5.65 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 2.00 | 2.00 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 1.20 | 0.00 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 1.90 | 1.60 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 0.00 | 0.00 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 1.70 | 1.75 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 2.10 | 1.80 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 0.00 | 1.95 | |
| Total (Team): | | | | | | | | | | 7.70 | 7.50 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 17.00 | Catches / | 21.00 | | | | | | 8.10 | | |
| Catch Ratio = | | | 17.00 | Catches / | 21.00 | Throws x 10 | | | | | | 8.10 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 29.45 | 28.55 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | | | Total: max.142.5P | | | | 94.49 | |
| 44.17 | 7.50 | 51.67 | | | 42.82 | | | | | | | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 6

Player & Dog & Country: **Michaela Ruch & Sam**

CH

Klasse: Beginner

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|---|---|--|-------|-----------|---------------------|-------------|------|--------------------------|------|-------------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 2.50 | 2.50 | 2.50 | 2.00 | 2.50 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 12.00 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 1.60 | 1.80 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 1.20 | 1.60 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 1.80 | 1.90 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.60 | 1.60 | |
| Total (dog): | | | | | | | | | | 6.20 | 6.90 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.40 | 1.60 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.70 | 1.80 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.60 | 1.70 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 1.70 | 1.80 | |
| Total (Player): | | | | | | | | | | 6.40 | 6.90 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 1.55 | 1.75 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 0.00 | 0.00 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 1.10 | 0.00 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 0.00 | 0.00 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 1.35 | 1.50 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 0.95 | 1.40 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 1.45 | 1.65 | |
| Total (Team): | | | | | | | | | | 5.45 | 6.30 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 16.00 | Catches / | 20.00 | | | | | | 8.00 | | |
| Catch Ratio = | | | 22.00 | Catches / | 25.00 | Throws x 10 | | | | | | 8.80 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 26.05 | 28.90 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | | | Total: max.142.5P | | | | | |
| 39.08 | 12.00 | 51.08 | | | 43.35 | | | 94.43 | | | | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 7

Player & Dog & Country: **Nina Egger & Neyla**

CH

Klasse: Beginner

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|--|---|--|-------|-----------|---------------------|-------------|------|--------------------------|------|-------------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 2.00 | 3.00 | 2.50 | 2.50 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 10.00 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 2.10 | 2.10 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 1.90 | 1.50 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 2.00 | 1.80 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.70 | 1.30 | |
| Total (dog): | | | | | | | | | | 7.70 | 6.70 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.50 | 1.00 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.35 | 1.40 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.45 | 1.10 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 1.35 | 1.00 | |
| Total (Player): | | | | | | | | | | 5.65 | 4.50 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 1.20 | 1.95 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 1.20 | 0.30 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 1.60 | 1.55 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 0.00 | 0.00 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 1.95 | 1.75 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 1.95 | 2.15 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 2.20 | 1.40 | |
| Total (Team): | | | | | | | | | | 7.70 | 7.40 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 21.00 | Catches / | 25.00 | | | | | | 8.40 | | |
| Catch Ratio = | | | 17.00 | Catches / | 23.00 | Throws x 10 | | | | | | 7.39 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 29.45 | 25.99 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | | | Total: max.142.5P | | | | 93.16 | |
| 44.18 | 10.00 | 54.18 | | | 38.99 | | | | | | | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 8

Player & Dog & Country: **Bea Schwenk & Jee'va**

CH

Klasse: Beginner

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|---|---|--|-------|-----------|---------------------|------|------|--------------------------|------|-------------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 3.00 | 3.00 | 0.00 | 3.50 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 9.50 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 2.00 | 2.20 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 1.60 | 1.80 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 1.90 | 1.90 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.60 | 1.70 | |
| Total (dog): | | | | | | | | | | 7.10 | 7.60 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.50 | 1.80 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.10 | 1.50 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.20 | 1.40 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 0.90 | 1.60 | |
| Total (Player): | | | | | | | | | | 4.70 | 6.30 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 1.80 | 1.90 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 0.40 | 0.00 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 1.95 | 2.00 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 0.00 | 0.00 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 1.80 | 1.80 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 1.85 | 1.60 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 2.00 | 1.90 | |
| Total (Team): | | | | | | | | | | 7.60 | 7.60 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 17.00 | Catches / | 29.00 | | | | | | 5.86 | | |
| Catch Ratio = | | | 21.00 | Catches / | 28.00 | | | | | | | 7.50 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 25.26 | 29.00 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | | | Total: max.142.5P | | | | | |
| 37.89 | 9.50 | 47.39 | | | 43.50 | | | 90.89 | | | | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 9

Player & Dog & Country: **Antje Beinhoff & Toto**

DE

Klasse: **Beginner**

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|---|---|--|-------|-----------|------|---------------------|-------------|------|------|-------------------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 0.00 | 2.00 | 2.00 | 2.00 | 2.00 | 2.00 | 2.50 | 0.00 | 0.00 | 0.00 | 10.50 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 1.40 | 1.20 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 1.50 | 1.50 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 1.65 | 1.40 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.20 | 1.30 | |
| Total (dog): | | | | | | | | | | 5.75 | 5.40 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.90 | 1.90 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 2.00 | 1.60 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.80 | 1.60 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 1.85 | 1.40 | |
| Total (Player): | | | | | | | | | | 7.55 | 6.50 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 1.60 | 0.00 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 1.80 | 1.95 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 1.95 | 1.65 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 0.80 | 0.90 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 1.00 | 1.20 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 1.95 | 1.70 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 1.90 | 1.95 | |
| Total (Team): | | | | | | | | | | 7.60 | 7.25 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 21.00 | Catches / | | 27.00 | | | | | 7.78 | | |
| Catch Ratio = | | | 19.00 | Catches / | | 26.00 | Throws x 10 | | | | | 7.31 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 2.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 28.68 | 24.46 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | | Freestyle R2. x1.5* | | | | Total: max.142.5P | | | |
| 43.02 | 10.50 | 53.52 | | | | 36.69 | | | | 90.20 | | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 10

Player & Dog & Country: **Fredy Rutz & Figaro**

CH

Klasse: Beginner

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|--|---|--|-------|-----------|---------------------|-------------|------|--------------------------|------|-------------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 1.00 | 0.00 | 0.00 | 2.00 | 3.50 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 6.50 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 1.90 | 1.90 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 1.90 | 1.90 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 1.85 | 1.85 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.60 | 1.80 | |
| Total (dog): | | | | | | | | | | 7.25 | 7.45 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.00 | 1.00 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.10 | 1.35 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.20 | 1.40 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 1.25 | 1.45 | |
| Total (Player): | | | | | | | | | | 4.55 | 5.20 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 1.55 | 1.85 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 1.60 | 1.40 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 1.70 | 1.55 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 0.00 | 0.00 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 1.65 | 1.60 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 0.00 | 1.65 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 1.55 | 0.00 | |
| Total (Team): | | | | | | | | | | 6.50 | 6.65 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 17.00 | Catches / | 23.00 | | | | | | 7.39 | | |
| Catch Ratio = | | | 19.00 | Catches / | 22.00 | Throws x 10 | | | | | | 8.64 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 25.69 | 27.94 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | | | Total: max.142.5P | | | | 86.94 | |
| 38.54 | 6.50 | 45.04 | | | 41.90 | | | | | | | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 11

Player & Dog & Country: **Marcela Nosková & Garet**

CZ

Klasse: Beginner

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|---|---|--|-------|-----------|---------------------|------|------|--------------------------|------|-------------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 3.00 | 4.50 | 0.00 | 0.00 | 1.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 8.50 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 1.60 | 1.20 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 1.80 | 1.80 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 1.70 | 1.75 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.60 | 1.50 | |
| Total (dog): | | | | | | | | | | 6.70 | 6.25 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.40 | 1.20 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.20 | 1.00 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.30 | 1.20 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 1.25 | 0.80 | |
| Total (Player): | | | | | | | | | | 5.15 | 4.20 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 1.70 | 1.95 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 1.20 | 1.10 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 1.85 | 1.90 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 2.00 | 0.80 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 1.95 | 2.15 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 0.00 | 0.00 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 1.70 | 1.80 | |
| Total (Team): | | | | | | | | | | 7.50 | 7.80 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 21.00 | Catches / | 31.00 | | | | | | 6.77 | | |
| Catch Ratio = | | | 17.00 | Catches / | 23.00 | | | | | | | 7.39 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 26.12 | 25.64 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | | | Total: max.142.5P | | | | | |
| 39.19 | 8.50 | 47.69 | | | 38.46 | | | 86.15 | | | | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 12

Player & Dog & Country: **Agnes Fazekas & Barrique**

HUN

Klasse: Beginner

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|---|---|--|-------|-----------|---------------------|--------------------------|------|------|------|-------------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 3.00 | 2.50 | 0.00 | 2.00 | 0.00 | 3.00 | 0.00 | 0.00 | 0.00 | 0.00 | 10.50 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 1.20 | 1.10 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 1.10 | 1.20 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 1.45 | 1.20 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.40 | 1.30 | |
| Total (dog): | | | | | | | | | | 5.15 | 4.80 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 1.80 | 1.40 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.10 | 1.30 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.45 | 1.45 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 1.75 | 1.55 | |
| Total (Player): | | | | | | | | | | 6.10 | 5.70 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 1.20 | 1.70 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 0.00 | 0.00 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 1.50 | 1.80 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 1.30 | 1.80 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 1.45 | 1.50 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 1.20 | 0.00 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 0.00 | 0.00 | |
| Total (Team): | | | | | | | | | | 5.45 | 6.80 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 13.00 | Catches / | 25.00 | | | | | | 5.20 | | |
| Catch Ratio = | | | 23.00 | Catches / | 28.00 | Throws x 10 | | | | | | 8.21 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 21.90 | 25.51 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | Total: max.142.5P | | | | | | | |
| 32.85 | 10.50 | 43.35 | | | 38.27 | | | | | | 81.62 | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 13

Player & Dog & Country: **Regi Ruch & Gwen**

CH

Klasse: Beginner

| Toss & Fetch | | Maximum score per round = 22.5 Best 5 throws count towards total. Point scale is 1-4.5 | | | | | | | | | | | |
|--|---|--|-------|-----------|---------------------|-------------|------|--------------------------|------|------|----------------------------|-------|-------|
| Throw | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | MD-Total: | | |
| Points | 0.00 | 0.00 | 0.00 | 0.00 | 2.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 2.00 | | |
| Canine Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Prey drive : During the entire routine consistent focus and concentration must be sustained. | | | | | | | | | | 1.80 | 1.80 | |
| 2 | Retrieval : The dog's ability to track, chase and catch disc, while demonstrating a variety of retrieval options (dropping discs away from the player, at the player's feet, and handing them to the player). | | | | | | | | | | 1.50 | 1.40 | |
| 3 | Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers. | | | | | | | | | | 1.65 | 1.40 | |
| 4 | Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus. | | | | | | | | | | 1.50 | 1.60 | |
| Total (dog): | | | | | | | | | | 6.45 | 6.20 | | |
| Player Elements | | | | | | | | | | | R1. | R2. | |
| 1 | Field Presentation : The routine must demonstrate planned movement around the playing field, incorporating a variety of throws of different lengths thrown in different directions. | | | | | | | | | | 0.80 | 0.70 | |
| 2 | Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases. | | | | | | | | | | 1.05 | 1.10 | |
| 3 | Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks. | | | | | | | | | | 1.35 | 1.00 | |
| 4 | Rhythmic Team : Transitional movement must be designed with smooth transitions. | | | | | | | | | | 0.80 | 0.80 | |
| Total (Player): | | | | | | | | | | 4.00 | 3.60 | | |
| Team Elements Highest 4 of 7 count towards final score. | | | | | | | | | | | R1. | R2. | |
| 1 | The team performs 2 different over-the-body tricks : canine travels over the body, clearing the body of the player to catch a disc placed in flight. | | | | | | | | | | 1.70 | 1.85 | |
| 2 | The team performs 2 different vaults : canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances. | | | | | | | | | | 1.10 | 0.20 | |
| 3 | The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession. | | | | | | | | | | 0.40 | 0.20 | |
| 4 | The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight. | | | | | | | | | | 0.00 | 0.00 | |
| 5 | Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc. | | | | | | | | | | 0.80 | 0.90 | |
| 6 | Passing : The team performs 2 tricks consisting of consecutive throws where the dog passes close to the player at least twice in a straight line. | | | | | | | | | | 0.00 | 1.85 | |
| 7 | Directional Distance Movements : The team performs tricks consisting of at least 4 consecutive throws where by the dog catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. | | | | | | | | | | 1.40 | 1.90 | |
| Total (Team): | | | | | | | | | | 5.00 | 6.50 | | |
| Execution | | | | | | | | | | | R1. | R2. | |
| Catch Ratio = | | | 12.00 | Catches / | 24.00 | | | | | | 5.00 | | |
| Catch Ratio = | | | 15.00 | Catches / | 22.00 | Throws x 10 | | | | | | 6.82 | |
| Comments: | | | | | | | | | | | Penalty : | 0.00 | 0.00 |
| | | | | | | | | | | | Freestyle Subtotal: | 20.45 | 23.12 |
| | | | | | | | | | | | max. 40P | | |
| Freestyle R1.x1.5* | T&F | Intermediate | | | Freestyle R2. x1.5* | | | Total: max.142.5P | | | | 67.35 | |
| 30.67 | 2.00 | 32.67 | | | 34.68 | | | | | | | | |

Judges: Chuck Middleton (Team), Jean McCollister (Dog), Veronika Urbášková (Player), Petra Lienhard (Execution)

Place: 14