

Player & Dog & Country: **Alena Smolíková & Chipsy**

CZ

Klasse: SMALL DOG

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	3.50	0.00	0.00	3.00	3.00	0.00	0.00	0.00	0.00	12.50		
Canine Elements											R1.	R2.	
1	Prey drive : During the entire routine consistent focus and concentration must be sustained.										2.00	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).										2.00	2.20	
3	Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.										1.95	2.20	
4	Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.										2.00	2.00	
Total (dog):											7.95	8.50	
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.										1.85	1.35	
2	Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.										1.75	1.70	
3	Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.										1.85	1.45	
4	Rhythmic Team : Transitional movement must be designed with smooth transitions.										1.65	1.50	
Total (Player):											7.10	6.00	
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.										2.15	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.										2.20	2.10	
3	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession.										2.15	2.20	
4	The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight.										2.20	1.55	
5	Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc.										2.40	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.										1.80	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.										1.95	2.50	
Total (Team):											8.95	9.05	
Execution											R1.	R2.	
Catch Ratio =			30.00	Catches /	37.00						8.11		
Catch Ratio =			25.00	Catches /	35.00	Throws x 10						7.14	
Comments:											Penalty :	0.00	0.00
											Freestyle Subtotal:	32.11	30.69
											max. 40P		
Freestyle R1.x1.5*	T&F	Intermediate			Freestyle R2. x1.5*	Total: max.142.5P					106.70		
48.16	12.50	60.66			46.04								

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

Place: 1

Player & Dog & Country: **Melanie Glasstetter & Enya**

DE

Klasse: **SMALL DOG**

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	0.00	2.50	2.00	3.00	3.50	0.00	0.00	0.00	0.00	13.50		
Canine Elements											R1.	R2.	
1	Prey drive : During the entire routine consistent focus and concentration must be sustained.										2.15	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	1.90	
3	Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.										2.00	1.90	
4	Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.										2.10	1.80	
Total (dog):										8.15	7.70		
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.										1.70	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.										2.10	2.40	
3	Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.										1.85	1.80	
4	Rhythmic Team : Transitional movement must be designed with smooth transitions.										1.90	1.80	
Total (Player):										7.55	7.40		
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	1.50	
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.										1.85	1.95	
3	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession.										0.00	0.00	
4	The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight.										0.00	0.60	
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	1.75	
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.										1.90	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.										1.95	1.75	
Total (Team):										7.50	7.25		
Execution											R1.	R2.	
Catch Ratio =			21.00	Catches /		26.00					8.08		
Catch Ratio =			17.00	Catches /		28.00	Throws x 10					6.07	
Comments:											Penalty :	0.00	0.00
											Freestyle Subtotal:	31.28	28.42
											max. 40P		
Freestyle R1.x1.5*	T&F	Intermediate				Freestyle R2. x1.5*	Total: max.142.5P				103.05		
46.92	13.50	60.42				42.63							

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

Place: 2

Player & Dog & Country: **Kristýna Alexová & Aran**

CZ

Klasse: SMALL DOG

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	2.00	2.00	2.00	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	2.20	
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.										1.90	2.20	
4	Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.										1.80	1.90	
Total (dog):										7.60	8.40		
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.										1.80	1.30	
2	Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.										1.85	1.60	
3	Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.										1.90	1.70	
4	Rhythmic Team : Transitional movement must be designed with smooth transitions.										2.30	1.50	
Total (Player):										7.85	6.10		
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.										2.15	1.75	
3	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession.										2.00	1.80	
4	The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight.										2.25	1.60	
5	Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc.										1.90	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.										1.80	2.25	
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	1.85	
Total (Team):										8.30	7.80		
Execution											R1.	R2.	
Catch Ratio =			22.00	Catches /	27.00						8.15		
Catch Ratio =			19.00	Catches /	30.00							6.33	
Comments:											Penalty :	0.00	0.00
											Freestyle Subtotal:	31.90	28.63
											max. 40P		
Freestyle R1.x1.5*	T&F	Intermediate	Freestyle R2. x1.5*	Total: max.142.5P									
47.85	10.00	57.85	42.95	100.80									

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

Place: 3

Player & Dog & Country: **Eva Sáňková & Greasy**

CZ

Klasse: SMALL DOG

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	2.50	2.50	2.50	2.50	2.50	0.00	0.00	0.00	0.00	12.50		
Canine Elements											R1.	R2.	
1	Prey drive : During the entire routine consistent focus and concentration must be sustained.										2.00	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).										2.20	2.00	
3	Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.										1.80	2.10	
4	Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.										1.80	1.90	
Total (dog):										7.80	8.10		
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	1.30	
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.										1.30	1.30	
3	Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.										1.70	1.50	
4	Rhythmic Team : Transitional movement must be designed with smooth transitions.										1.60	1.50	
Total (Player):										6.10	5.60		
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.										1.90	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.										1.20	1.30	
3	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession.										1.85	1.95	
4	The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight.										2.10	1.10	
5	Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc.										1.90	1.85	
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.										1.60	1.95	
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	2.05	
Total (Team):										7.85	7.85		
Execution											R1.	R2.	
Catch Ratio =			19.00	Catches /	28.00						6.79		
Catch Ratio =			21.00	Catches /	28.00	Throws x 10						7.50	
Comments:											Penalty :	0.00	0.00
											Freestyle Subtotal:	28.54	29.05
											max. 40P		
Freestyle R1.x1.5*	T&F	Intermediate			Freestyle R2. x1.5*			Total: max.142.5P					
42.80	12.50	55.30			43.58							98.88	

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

Place: 4

Player & Dog & Country: **Yannick Thoulon & Yeti (Q)**

FR

Klasse: **SMALL DOG**

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	0.00	2.50	2.50	2.50	2.50	0.00	0.00	0.00	0.00	12.50		
Canine Elements											R1.	R2.	
1	Prey drive : During the entire routine consistent focus and concentration must be sustained.										2.20	2.20	
2	Retrieval : The dog's ability to track, chase and catch 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	2.00	
3	Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.										2.00	2.30	
4	Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.										2.10	2.10	
Total (dog):										8.10	8.60		
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.										1.60	1.35	
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.										1.45	1.40	
4	Rhythmic Team : Transitional movement must be designed with smooth transitions.										1.70	1.60	
Total (Player):										6.15	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.										1.95	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.										1.90	2.00	
3	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession.										0.00	1.80	
4	The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight.										0.00	1.25	
5	Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc.										2.10	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.										2.05	1.95	
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.										2.10	1.85	
Total (Team):										8.20	7.90		
Execution											R1.	R2.	
Catch Ratio =			15.00	Catches /	23.00						6.52		
Catch Ratio =			19.00	Catches /	31.00	Throws x 10						6.13	
Comments:											Penalty :	2.00	0.00
											Freestyle Subtotal:	26.97	28.28
											max. 40P		
Freestyle R1.x1.5*	T&F	Intermediate	Freestyle R2. x1.5*	Total: max.142.5P								95.38	
40.46	12.50	52.96	42.42										

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

Place: 5

Player & Dog & Country: **Yvonne Müller & Happy**

DE

Klasse: **SMALL DOG**

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	1.50	1.00	0.00	1.50	0.00	0.00	0.00	0.00	9.00		
Canine Elements											R1.	R2.	
1	Prey drive : During the entire routine consistent focus and concentration must be sustained.										2.20	2.10	
2	Retrieval : The dog's ability to track, chase and catch 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	1.85	
3	Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.										2.10	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	1.70	
Total (dog):										8.10	7.65		
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	1.45	
2	Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.										1.65	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	1.70	
4	Rhythmic Team : Transitional movement must be designed with smooth transitions.										1.55	1.65	
Total (Player):										6.45	6.10		
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.										0.00	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.										1.90	1.95	
3	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession.										1.85	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	1.75	
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.										1.90	1.95	
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	1.70	
Total (Team):										7.55	7.65		
Execution											R1.	R2.	
Catch Ratio =			24.00	Catches /		34.00					7.06		
Catch Ratio =			19.00	Catches /		31.00	Throws x 10					6.13	
Comments:											Penalty :	0.00	0.00
											Freestyle Subtotal:	29.16	27.53
											max. 40P		
Freestyle R1.x1.5*	T&F	Intermediate			Freestyle R2. x1.5*			Total: max.142.5P				94.03	
43.74	9.00	52.74			41.29								

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

Place: 6

Player & Dog & Country: **Manuela Bodenmann & Oscar**

CH

Klasse: SMALL DOG

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	3.50	0.00	4.50	0.00	0.00	0.00	0.00	0.00	8.00		
Canine Elements											R1.	R2.	
1	Prey drive : During the entire routine consistent focus and concentration must be sustained.										1.80	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	1.90	
3	Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.										1.85	1.80	
4	Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.										1.70	1.80	
Total (dog):										7.25	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.										1.40	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.										1.60	1.40	
3	Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.										1.80	1.70	
4	Rhythmic Team : Transitional movement must be designed with smooth transitions.										1.90	1.70	
Total (Player):										6.70	6.00		
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.										0.00	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.										2.15	2.05	
3	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession.										1.95	2.05	
4	The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight.										1.40	2.10	
5	Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc.										1.90	1.70	
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	1.30	
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.										0.00	0.00	
Total (Team):										7.70	7.90		
Execution											R1.	R2.	
Catch Ratio =			12.00	Catches /	18.00						6.67		
Catch Ratio =			14.00	Catches /	23.00	Throws x 10						6.09	
Comments:											Penalty :	0.00	0.00
											Freestyle Subtotal:	28.32	27.49
											max. 40P		
Freestyle R1.x1.5*	T&F	Intermediate			Freestyle R2. x1.5*			Total: max.142.5P					
42.48	8.00	50.48			41.23							91.71	

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

Place: 7

Player & Dog & Country: **Tereza Penkova & Melvin**

CZ

Klasse: SMALL DOG

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	0.00	2.50	2.50	2.50	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	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).										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.										1.80	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	1.60	
Total (dog):										7.60	7.10		
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	1.40	
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.										1.40	1.30	
3	Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.										1.65	1.50	
4	Rhythmic Team : Transitional movement must be designed with smooth transitions.										2.00	1.60	
Total (Player):										6.65	5.80		
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.										1.85	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.										1.60	1.90	
3	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession.										1.90	0.00	
4	The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight.										2.00	1.35	
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	1.90	
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.										1.70	0.00	
Total (Team):										7.60	7.60		
Execution											R1.	R2.	
Catch Ratio =			17.00	Catches /	31.00						5.48		
Catch Ratio =			17.00	Catches /	28.00	Throws x 10						6.07	
Comments:											Penalty :	0.00	0.00
											Freestyle Subtotal:	27.33	26.57
											max. 40P		
Freestyle R1.x1.5*	T&F	Intermediate			Freestyle R2. x1.5*			Total: max.142.5P					
41.00	10.00	51.00			39.86							90.86	

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

Place: 8

Player & Dog & Country: **Norbert Behn & Wilbo**

DE

Klasse: **SMALL DOG**

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	3.50	0.00	0.00	2.00	3.00	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.										1.90	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).										1.40	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	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	1.70	
Total (dog):										6.60	7.40		
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.										1.75	1.55	
2	Release Diversity : A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.										1.80	1.70	
3	Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.										1.85	1.35	
4	Rhythmic Team : Transitional movement must be designed with smooth transitions.										1.70	1.35	
Total (Player):										7.10	5.95		
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.										1.95	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.										1.80	1.85	
3	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession.										0.00	2.10	
4	The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight.										1.90	1.45	
5	Team Movement : The team demonstrates coordinated (rhythmic) movement, i.e. canine and player spin together, canine weaves under players legs, dog stall, etc.										1.55	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.										1.80	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.										0.00	0.00	
Total (Team):										7.45	7.45		
Execution											R1.	R2.	
Catch Ratio =			14.00	Catches /	23.00						6.09		
Catch Ratio =			10.00	Catches /	24.00	Throws x 10						4.17	
Comments:											Penalty :	0.00	0.00
											Freestyle Subtotal:	27.24	24.97
											max. 40P		
Freestyle R1.x1.5*	T&F	Intermediate			Freestyle R2. x1.5*			Total: max.142.5P					
40.86	8.50	49.36			37.45			86.81					

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

Place: 9

Player & Dog & Country: **Tereza Penkova & Colby**

CZ

Klasse: SMALL DOG

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	3.50	0.00	0.00	0.00	0.00	3.50	0.00	0.00	0.00	0.00	7.00		
Canine Elements											R1.	R2.	
1	Prey drive : During the entire routine consistent focus and concentration must be sustained.										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).										1.40		
3	Athleticism : The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.										1.70		
4	Grip : Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.										1.40		
Total (dog):										5.60	0.00		
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.										1.10		
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		
3	Disc Management : Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.										1.40		
4	Rhythmic Team : Transitional movement must be designed with smooth transitions.										0.80		
Total (Player):										4.50	0.00		
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	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.										2.05	0.00	
3	The team performs 1 multiple trick : a trick consisting of a minimum of three consecutive throws occurring in rapid succession.										1.40	0.00	
4	The team performs 1 dog catch trick : the player catches the canine by placing disc(s) in flight.										1.20	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.										1.60	0.00	
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.										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.										1.80	0.00	
Total (Team):										7.45	0.00		
Execution											R1.	R2.	
Catch Ratio =			15.00	Catches /		23.00					6.52		
Catch Ratio =			0.00	Catches /		1.00	Throws x 10					0.00	
Comments:											Penalty :	0.00	0.00
											Freestyle Subtotal:	24.07	0.00
											max. 40P		
Freestyle R1.x1.5*	T&F	Intermediate				Freestyle R2. x1.5*				Total: max.142.5P			
36.11	7.00	43.11				0.00				43.11			

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

Place: 10