

Purina DogChow DiscDog Cup

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SCORE SHEET USDDN
FREESTYLE OPEN/STARTERS

Jméno hráče:		Název závodu:			
Jméno psa:	Plemeno psa:	Divize:	Název družstva:		



Toss & Fetch (RD 2)

Throw #:	1	2	3	4	5	6	7	8	9	10	TOTAL
POINTS											

FREESTYLE

(Freestyle-based on 0.01 to 2.50 scale per category (1/100 pt. scale), totaling 10pts per each 4 Elements)
Maximum score per round = 40 GRAND TOTAL Calculations = (RD1 x 1.5) + (RD 2 T&F) + (RD3 x 1.5)

Canine Elements

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

Player Elements

			(A) Canine Element Subtotal	
5	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.		
6	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.		
7	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.		
8	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.		

Team Elements

			(B) Player Element Subtotal	
9	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)____ 2)____			
10	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)____ 2)____			
11	1 multiple segment with a minimum of three consecutive throws in rapid succession 1)____			
12	1 dog catch with the disc in flight 1)____			
13	Team movement coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.			
14	Passing segments consecutive throws where the dog passes close to the player at least twice in a straight line 1)____ 2)____			
15	Directional Distance Movement – The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zig-zags, circling outruns, and the like. Circle Outrun segments 1)____ 2)____ 3)____ 4)____ Zig-Zag segments 1)____ 2)____ 3)____ 4)____			
			(F) Penalty Deductions: RD 1 _____ RD 3 _____	(C) Team Element Subtotal

Execution

16	RD 1 - misses _____ catches _____ + throws x 10 = _____ %	(D) Execution		
	RD 2 - misses _____ catches _____ + throws x 10 = _____ %			

Freestyle RD 1 (G) x 1.5 =	Toss & Fetch (H)	Intermediate Score (I)	Freestyle RD 2 (J) x 1.5 =	(E) Freestyle Rounds Subtotals =	
	+	=	+	(K) Grand Total =	