

UpDog Challenge Freestyle Showcase Judges Worksheet: Human (Level 2)

Dog:		Handler:	
Skill	Description	Score (0-5)	
Care of Dog	<ul style="list-style-type: none"> <li>• Handler's throws, tricks, and movement are completed in a manner that demonstrates a high level of care for the dog's safety.</li> </ul>		
Athleticism and Showmanship	<ul style="list-style-type: none"> <li>• Handler incorporates, speed, leaping, breakdancing, spinning, etc into their routine to highlight their own athletic ability (This should be done in conjunction with the dog and should not detract from the "team" aspect of freestyle)</li> <li>• Handler "Entertains" the crowd/judges through:                             <ul style="list-style-type: none"> <li>○ Creating drama with strategic pauses</li> <li>○ Interaction with crowd by eliciting applause, laughter, etc.</li> <li>○ Hitting tricks on specific beats of the music</li> </ul> </li> <li>• Handlers may score a 5 in this category by excelling at <u>either</u> athleticism, showmanship, <u>or</u> a combination of both. They do not necessarily need to excel at both.</li> </ul>		
Ingenuity	<ul style="list-style-type: none"> <li>• Handler incorporates unique throws, sequences, team movement, tricks, etc. or performs standard tricks in unique ways.</li> <li>• Handler's creativity sets their team apart from others.</li> </ul>		
Throw Diversity and Difficulty	<ul style="list-style-type: none"> <li>• Handler rarely repeats the same grip/release</li> <li>• Handler integrates difficult releases/grips into their routine</li> <li>• Handler delivers difficult throws at various distances to their dogs (For example: All long tosses should not be backhands.)</li> </ul>		
Throw Placement and Flight	<ul style="list-style-type: none"> <li>• Handler delivers throws that showcase their dog's strengths (leaping, quick turns, speed, etc.)</li> <li>• Handler places discs in flight that allow the dog to "intercept" the flight of the disc, rather than a simple linear pursuit path</li> <li>• Disc plate is approximately parallel to ground during flight. Disc should not be careening to one side or another in flight unless purposely thrown that way. A poorly thrown, difficult toss should not be rewarded over a well thrown backhand. Just because a catch was made by the canine, does not necessarily indicate that the disc was thrown well by the handler</li> <li>• Throws are delivered so as to maximize the number of catches</li> </ul>		
Tricks	<ul style="list-style-type: none"> <li>• Handler executes movement and throws allowing for high level "tricks" to be executed along the course of the entire routine. (big tricks are scattered throughout a routine, not just at the end, etc.)</li> <li>• Tricks may include: Vaults, overs, stalls, flips, dog catches, fishes, etc.</li> <li>• More points will be awarded for handlers exhibiting a high level of trick diversity, <u>success</u>, and difficulty</li> </ul>		
Highlights:		Improvement:	Total:

