

## Performance Round Recording SheetL2

Award each team up to **5 points** (.25 point increments) in **Dog, Human, Team, and Performance**

Awarded Score	Description
<b>0 - .5</b>	<b>NO evidence</b> of the skills were observed
<b>.75 - 1.75</b>	Only <b>brief flashes of evidence</b> of the skills could be observed
<b>2 - 2.75</b>	The majority of these skills (4/6 skills) were observed but <b>NOT</b> throughout the <b>majority of the routine</b> .
<b>3 - 3.75</b>	The majority of these skills (4/6) were observed throughout the <b>majority of the routine</b> . <b>Multiple, different examples</b> of these skills were observed.
<b>4-5</b>	<b>Mastery</b> of all skills were observed <b>throughout the entire routine</b> and demonstrated at a <b>high level of difficulty</b> . There may have been <u>brief</u> moments where one or two skills lapsed, but then were quickly back to mastery level.

Team Name:	Score
<b>Dog:</b> Catch, Collection and Control, Disc Management, Drive, Flash, Tempo	
<b>Human:</b> Athleticism/Showmanship, Care of Dog, Ingenuity, Tricks, Throw Placement/Flight, Throw Diversity/Difficulty	
<b>Team:</b> Disc Management, Flatwork, Flow, Shapes, Team Connectedness, Use of Field	
<b>Performance:</b> Theme, Music, Unique/Big Tricks, Crowd Appeal, Energy, Creativity, Costume, etc.	
<b>Catch Ratio (Percentage) :</b>	<b>Total:</b>

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<b>Dog:</b> Catch, Collection and Control, Disc Management, Drive, Flash, Tempo	
<b>Human:</b> Athleticism/Showmanship, Care of Dog, Ingenuity, Tricks, Throw Placement/Flight, Throw Diversity/Difficulty	
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<b>Catch Ratio (Percentage):</b>	<b>Total:</b>