

# 10ヤード Toss & Fetch

順位	Player's Name	Canine's Name	Toss & Fetch Game										Penalty	Total Point
			Round	1	2	3	4	5	6	7	8	Point		
1	Konishi, Monami	Laika	1st	3.5	3.5	0.0	3.5	3.5	0.0	3.5		17.5	0	41.5
			2nd	4.5	3.5	0.0	4.5	3.5	3.5	4.5		24.0	0	
2	Hirai, Yasushi	Vega	1st	4.5	4.5	4.5	4.5	4.5	4.5			27.0	0	40.0
			2nd	4.0	0.0	4.5	4.5	0.0	0.0			13.0	0	
3	Usami, Toshie	Cocoa	1st	0.0	0.0	3.5	3.0	3.0	0.0	3.5		13.0	0	30.5
			2nd	3.5	3.5	3.5	3.5	0.0	0.0	3.5		17.5	0	
4	Uchida, Katsumi	Hachi	1st	0.0	4.0	0.0	4.5	3.5	4.0			16.0	0	28.5
			2nd	0.0	0.0	4.5	4.5	3.5	0.0			12.5	0	
4	Shimizu, Yoshihiro	Niki	1st	4.5	0.0	0.0	3.0	4.0	3.5	0.0		15.0	0	27.0
			2nd	0.0	0.0	4.0	0.0	0.0	4.0	4.0		12.0	0	
6	Yaguchi, Junko	Ricky	1st	2.5	0.0	3.5	3.5	2.0	3.0			14.5	0	26.5
			2nd	3.5	0.0	0.0	2.5	2.5	3.5	0.0		12.0	0	
7	Sugai, Hisashi	Lyn	1st	0.0	3.5	3.5	3.5	0.0	3.0			13.5	0	24.0
			2nd	3.5	3.5	0.0	3.5	0.0	0.0			10.5	0	
8	Usami, Toshie	Conis	1st	0.0	0.0	3.5	0.0	3.0	0.0			6.5	0	23.5
			2nd	3.0	0.0	3.5	3.5	3.5	3.5			17.0	0	
8	Yaguchi, Junko	Pulsar	1st	0.0	3.5	0.0	2.5	3.5	0.0			9.5	0	23.5
			2nd	0.0	3.5	3.5	3.5	3.5	0.0			14.0	0	
10	Tachibana, Sachiko	Jacob	1st	0.0	0.0	0.0	3.0	0.0	0.0	3.0		6.0	0	22.0
			2nd	4.5	0.0	4.5	4.0	3.0	0.0			16.0	0	
11	Kimura, Yasuko	Archie	1st	3.5	0.0	0.0	2.5	3.5				9.5	0	21.5
			2nd	0.0	3.5	0.0	2.5	2.5	3.5			12.0	0	
12	Ninomiya, Masayoshi	Happy	1st	0.0	0.0	0.0	3.5	0.0				3.5	0	21.0
			2nd	4.5	4.5	4.0	0.0	4.5				17.5	0	
12	Kimura, Shingo	Kaleb	1st	0.0	3.5	3.5	0.0	0.0	0.0			7.0	0	21.0
			2nd	3.5	3.5	3.5	0.0	3.5	0.0			14.0	0	
14	Kimura, Yasuko	Prima	1st	0.0	3.0	3.0	0.0	0.0	0.0	3.0		9.0	0	19.5
			2nd	0.0	3.5	3.5	0.0	3.5				10.5	0	
15	Hirai, Yasushi	Pepper	1st	0.0	3.5	4.5	0.0	3.5				11.5	0	18.5
			2nd	1.5	1.5	0.0	1.5	0.0	1.0	1.5		7.0	0	
16	Yaguchi, Junko	Mau	1st	3.5	3.5	0.0	3.5	0.0				10.5	0	17.0
			2nd	0.0	0.0	3.5	3.0	0.0				6.5	0	
17	Kusumi, Masahiro	Picker	1st	3.0	0.0	3.5	0.0	0.0	0.0			6.5	0	16.0
			2nd	0.0	0.0	3.0	0.0	3.0	3.5			9.5	0	
18	Sawaura, Naoki	Kanon	1st	0.0	0.0	0.0	3.5	0.0				3.5	0	3.5
			2nd	0.0	0.0	0.0	0.0	0.0				0.0	0	