

UFO World CupCompetitor Scoresheet

Dunya

Division:

Sheet #50590 Division: Open UFO Major

Team Information

Division

Handler: Jeanet Krikken **Club:** M.A.D. Happy Tails

Dog: Dunya

Open-Combined

Event Information

Event Name: UFO European Cup Finals

Location: Recreatiegebied ERKEMEDERSTRAND, NLD

Event Date: September 11th, 2011

Competitor Scores

Freestyle Scores

FS Catch S D C deduct Ratio **FS Total** Freestyle 6.8 7.8 8.5 8.4 8.3 33.0 Round #1 65.1 Freestyle 6.8 7.8 7.9 8.4 8.0 32.1 Round #2 A + B

Throw & Catch Scores

7

Throw & Catch Round #1 4.5 3.5 2.0 4.5 14.5 14.5 C T&C Total 14.5 C Throw & Catch Round #2 C + D

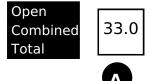
8

9

10

T&C

Overall Combined Scores FS1 FS2 T&C1 Over



1

2

3

4

5

6





2A + B + C

Score Computations

Combined Score - The Overall score is computed by Doubling the first round Freestyle score, and adding the first round T&C score and the Final round Freestyle score.

T&C score and the Final round Freestyle score. **Freestyle Score** - Freestyle scores are determined by adding the score earned in each of the DISC categories and subtracting deductions. The catch ratio is not added to the score, but it is used to break ties.

Ties for 1st, 2nd, or 3rd Place

Open Overall - Ties are broken using the following criteria: 1) highest combined Catch Ratio from both Freestyle Rounds, 2) highest score from Throw & Catch Round 1.

Open Freestyle - Ties are broken using the following criteria: 1) highest combined Catch Ratio from both Freestyle Rounds, 2) highest combined Comprehensive score from both Freestyle Rounds.

Novice, Intermediate, and Open Throw & Catch - Ties are broken using the following criteria: 1) highest score in a single Throw & Catch round, 2) highest number of Bonus Zone completions.

Throw & Catch Shootout - If the above criteria are not sufficient to break the tie, then the tied competitors will break the tie in a Throw & Catch Shootout. A coin toss determines which team goes first, and each team will be allowed one throw in each round of the shootout. The team that scores higher wins the shootout and is awarded the higher finish. Shootout rounds continue until one team outscores the other. Competitors will be allowed to rest their dogs as necessary.