



# UFO World Cup Competitor Scoresheet

Flower

Sheet #70090  
Division: Open  
UFO Finals

## Team Information

## Division

**Handler:** Matteo Gaddoni  
**Club:**

**Dog:** Flower

**Division:**

**Open-Combined**

## Event Information

**Event Name:** UFO European Cup Finals

**Location:** Reitverein Uster, CHE

**Event Date:** September 9th, 2018

## Competitor Scores

### Freestyle Scores

	Catch Ratio	D	I	S	C	deduct	FS		FS Total
Freestyle Round #1	8.0	8.4	8.6	8.4	8.6		34.0	<b>A</b>	69.6
Freestyle Round #2	8.6	8.5	9.1	9.0	9.0		35.6	<b>B</b>	
									A + B

### Throw & Catch Scores

	1	2	3	4	5	6	7	8	9	10	T&C		T&C Total
Throw & Catch Round #1	0.0	2.0	0.0	0.0							2.0	<b>C</b>	2.0
Throw & Catch Round #2												<b>D</b>	
													C + D

### Overall Combined Scores

	FS1	FS2	T&C1	Overall
Open Combined Total	34.0	35.6	2.0	71.6
				<b>A + B + C</b>

### Score Computations

**Combined Score** - The Overall score is computed by adding each round's score together with no multiplier.

**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