UFO World Cup
Competitor Scoresheet

Lanza

Sheet #80761
Division: Open
UFO Local

Team Information | **Division**

Handler: Aleksandra Sarnowska-Dryka **Dog:** Lanza

Division:
Open-Combined

Event Information

Event Name: IJsselcup
Location: KC Brummen, NLD
Event Date: May 31st, 2025

Competitor Scores

Freestyle Scores

	Catch Ratio	D	I	S	C	deduct	FS		FS Total
Freestyle Round #1	5.0	6.8	5.9	6.1	6.0		24.8	A	51.1
Freestyle Round #2	6.1	7.0	6.2	6.6	6.5		26.3	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	2.0	2.0	2.0	3.0							9.0	C	9.0
Throw & Catch Round #2												D	C + D

Overall Combined Scores

	FS1		FS1		FS2		FS2		T&C1	Overall
Open Combined Total	24.8	+	24.8	+	26.3	+	26.3	+	9.0	111.2
	A		A		B		B		C	2A + 2B + 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.

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 single round of Freestyle, 2) highest combined Catch Ratio from both Freestyle Rounds, 3) highest individual Catch Ratio.
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.