# UFO World Cup
## Competitor Scoresheet

**Spetter**

**Sheet #85962**
**Division: OTC**
**UFOTCCircuit**

**Team Information**

**Handler:** Steef Heruer

**Dog:** Spetter

**Division**

**Division:**
**Open-Throw & Catch**

**Event Information**

**Event Name:** Belgium TC UFO Circuit #3
**Location:** UFO Field, BEL
**Event Date:** August 16th, 2026

**Competitor Scores**

### Throw & Catch Scores

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | T&C | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Throw & Catch Round #1 | 3.0 | 4.0 | 0.0 | 0.0 | | | | | | | 7.0 | A |
| Throw & Catch Round #2 | 4.0 | 4.0 | 2.0 | 4.0 | | | | | | | 14.0 | B |
| Throw & Catch Round #3 | 0.0 | 4.0 | 0.0 | 0.0 | | | | | | | 4.0 | C |
| Throw & Catch Round #4 | | | | | | | | | | | | D |

### Throw & Catch Total

**25.0**

**A+B+C+D**

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

**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.