



# UFO World Cup Competitor Scoresheet

Sheet #  
Division:  
UFO Major

## Team Information

Handler:

Dog:

Division:

## Event Information

Event Name:

Location:

Event Date:

## Competitor Scores

### Freestyle Scores

	Catch Ratio	D	I	S	C	deduct	FS		FS Total
Freestyle Round #1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>A</b>	<input type="text" value="0"/>
Freestyle Round #2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>C</b>	<input type="text"/>
Throw & Catch Round #2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>D</b>	
												C + D	

### Overall Combined Scores

Open Combined Total	FS1	+	FS1	+	FS2	+	FS2	+	T&C1	Overall
	<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>	<input type="text"/>
	<b>A</b>		<b>A</b>		<b>B</b>		<b>B</b>		<b>C</b>	2A + 2B + C

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

**Open Overall** - Tie breaker: 1) highest combined Catch Ratio from both Freestyle Rounds, 2) highest score from Throw & Catch Round 1.

**Open Freestyle** - Tie breaker: 1) highest single round of Freestyle, 2) highest combined Catch Ratio from both Freestyle Rounds.

**Novice, Intermediate, and Open Throw & Catch** - Tie breaker: 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.