



UFO World Cup

Competitor Scoresheet

Luck

Sheet #52927
Division: NTC
UFO Major

Team Information

Handler: Lucas Faragoi
Club: Midwest Disc Dog Club

Dog: Luck

Division:

Novice-Throw & Catch

Event Information

Event Name: Windy City K9 Classic
Location: Centennial Park, USA
Event Date: September 1st, 2012

Competitor Scores

Freestyle Scores

| | Catch Ratio | D | I | S | C | deduct | FS | | FS Total |
|--------------------|-------------|---|---|---|---|--------|----|---|----------|
| Freestyle Round #1 | | | | | | | | A | 0 |
| Freestyle Round #2 | | | | | | | | 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 | 0.0 | 0.0 | 0.0 | 0.0 | | | | | | 0.0 | C | 0.0 |
| Throw & Catch Round #2 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | | | | | 0.0 | D | C + D |

Overall Combined Scores

| | FS1 | FS1 | FS2 | T&C1 | Overall |
|---------------------|-----|-----|-----|------|------------|
| Open Combined Total | | + | | + | 0.0 |
| | A | A | B | C | 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.

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