



UFO World Cup Competitor Scoresheet

Apollo

Sheet #53775
Division: ITC
UFO Local

Team Information

Handler: 加藤 亜由美
Club: Passo Amigo

Dog: Apollo

Division:

Intermediate-Throw & Catch

Event Information

Event Name: NPA UFO Local #1

Location: Seaside Park, JPN

Event Date: January 27th, 2013

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"/>	A	<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	<input type="text"/>
										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" value="5.0"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="5.0"/>	C	<input type="text" value="5.0"/>
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" value="0.0"/>	D	<input type="text"/>
													C + D

Overall Combined Scores

Open Combined Total	FS1		FS1		FS2		T&C1		Overall
	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text" value="5.0"/>		<input type="text"/>
	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.

Open Freestyle - 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