



UFO World Cup

Competitor Scoresheet

Ruby

Sheet #59875
Division: NCom
UFO Local

Team Information

Handler: Daniel Hots

Dog: Ruby

Division:

Novice Combined

Event Information

Event Name: Animal Event Cup

Location: Wild life Park Beekse Bergen Event Centre, NLD

Event Date: May 9th, 2015

Competitor Scores

Freestyle Scores

| | Catch Ratio | D | I | S | C | deduct | FS | | FS Total |
|--------------------|-------------|-----|-----|-----|-----|--------|------|-------|----------|
| Freestyle Round #1 | 7.9 | 7.4 | 7.8 | 6.9 | 7.5 | | 29.6 | A | 57.6 |
| Freestyle Round #2 | 7.6 | 7.4 | 7.3 | 6.3 | 7.0 | | 28.0 | 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 | 1.0 | 0.0 | 0.0 | | | | | | | | 1.0 | C | 1.0 |
| Throw & Catch Round #2 | | | | | | | | | | | | D | |
| | | | | | | | | | | | | C + D | |

Overall Combined Scores

| | FS1 | | FS1 | | FS2 | | FS2 | | T&C1 | | Overall |
|---------------------|------|---|------|---|------|---|------|---|------|--|-------------|
| Open Combined Total | 29.6 | + | 29.6 | + | 28.0 | + | 28.0 | + | 1.0 | | 116.2 |
| | A | | A | | B | | B | | C | | 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.