



# UFO World Cup Competitor Scoresheet

Sheet #  
Division:  
UFO

## 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"/>	<b>A</b>	<input type="text"/>						
Freestyle Round #2	<input type="text"/>	<b>B</b>							
									<b>A + B</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"/>	<b>C</b>	<input type="text"/>										
Throw & Catch Round #2	<input type="text"/>	<b>D</b>											
													<b>C + D</b>

### 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"/>	
										<b>2A + 2B + C</b>

### 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 single round of Freestyle, 2) highest combined Catch Ratio from both Freestyle Rounds, 2) highest individual Catch Ratio.

**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.