Swedish qualification rules





General information

- The Swedish tryouts will take place on 10th-11th February 2024 at Västra Hundsportcentrum, Herrljunga.
- The Swedish tryouts are open to anyone as long as you are a Swedish citizen, have a Swedish birth certificate, have parents or grandparents born in Sweden or have permanent resident status at the time of the tryouts.
- The Swedish tryouts are open to any dog over 18 months, meaning you can participate no matter what grade you compete in.
- A participant is one handler and one dog and they must be the same during all 6 runs. They must also be the same at the WAO event.
- All qualified handlers must decide whether to accept the spot or not by 18th February 2024.
- Everyone who accepts their spot must be prepared to pay for everything themselves, such as entry fee, clothes, travel expenses, hotel etc.
- Check in and official team practice will happen on Tuesday 14th and Wednesday 15th May, therefore all team members must be able to be at site on Tuesday morning 14th May 2024.
- Team Sweden does not allow any kind of bad behavior such as bullying, mental abuse or physical abuse against other human beings. People that do anything above will be suspended from the tryouts or/and the WAO event.
- Team Sweden does not allow any kind of bad behavior against animals. People that do not treat their dog well will be suspended from the tryouts or/and the WAO event.

Senior handlers

Team Sweden will send **3** participants per size category. The qualification for the Swedish WAO team will consist of two agility classes, two jumping classes, one snooker class and one gambler class. The qualification is based on a point system where all 6 runs count.

The **3** participants with the most points in total in each size category will be offered a spot on the Swedish WAO team. In case one of the top **3** chooses not to go, the spot will be offered to the 4th and so on. The **3** participants in each size category will represent Team Sweden in Pentathlon, Biathlon, Games and the Team event.

If any of the participants that has qualified for Team Sweden wishes not to attend in one of the events above, the next in line will be offered a spot in that event. If no one wants that spot the qualified participant must run in all the events at WAO or choose not to go at all. For example: One participant does not want to run in the Games event at WAO, the spot in Games will be offered to the 4th place and so on.

Junior handlers

Team Sweden will send **1** junior handler per size category. The qualification for junior handlers will consist of two agility classes, two jumping classes, one snooker class and one gambler class. The qualification is based on a point system where all 6 runs count. The tryouts for juniors will be the same tryouts as for everyone else.

The junior handler with the most points in total in each size category will be offered a spot on the Swedish WAO team. In case the **best placed** junior handler chooses not to go, the spot will be offered to the 2nd best and so on. The participant in each size category will represent Team Sweden in Pentathlon, Biathlon, Games and the Junior Championship.

A junior handler may represent Team Sweden in the Team event if they have qualified for grade 3 when attending the tryouts.

If 2 junior handlers are placed top 4 at the tryouts, the best placed junior handler will be offered a senior spot and the second best junior handler will be offered a junior spot. Same rules apply if 3 or 4 junior handlers are placed top 4 at the tryouts. Junior handlers with a senior spot will still be able to compete in the Junior Championship.

Junior handlers must be born on or after 1st May 2005.

QUALIFYING

The 3 participants with the highest total amount of points in each size category gets a spot on the WAO team 2024.

The junior handler with the highest total amount of points in each size category gets a spot on the WAO team 2024.

If two participants have the same total points, the participant with the most points in the agility class runs, counting towards total points, is placed best.

If there still is a tie the jumping runs will be considered.

If this still does not separate the participants the Team Manager will choose.

If only one, or two, participants qualify in any specific size, the second and/or third team member will be decided, according to the rules above. For two participants with equal points, the decision is up to the Team Manager.

POINTS

The points are given according to the following in the agility and jumping classes:

- The winning participant gets 50 points.
- Each second behind the winning dog is minus 10 points.
- Each fault and refusal gives a time addition of 5 seconds.
- The winning participant gets bonus points, based on the time difference to the second placed participant (Maximum 5 points).
- A disqualified participant gets 0 points.
- A participant that is more than 5 seconds slower than the winning participant gets 0 points.

The points are given according to the following in games:

- The participants will be awarded their points from each run (snooker + gambler), not by their place in the class.

Example 1 - Clean runs

Placing	Faults	Time	Calculation	Points
Participant A	0	30 sec	50 points for winning + 1,55 bonus points as the time difference to the next participant is 1,55 sec.	51,55 points
Participant B	0	31,55 sec	Time deducted from the winning time = 31,55–30 = 1,55. This is multiplied by 10 = 1,55*10 = 15,5 and THIS number is deducted from 50 points = 50–15,5 = 34,5	34,5 points
Participant C	0	31,82 sec	Time deducted from the winning time = 31,82-30 = 1,82. This is multiplied by 10 = 1,82*10 = 18,2 and THIS number is deducted from 50 points = 50-18,2 = 31,8	31,8 points

Example 2 - Each fault and refusal gives 5 seconds added time

Placing	Faults	Time	Calculation	Points
Participant A	0	30 sec	50 points for winning + 1,55 bonus points as the time difference to the next participant is 1,55 sec.	51,55 points
Participant B	One fault = 5 seconds added to the total time	26,55+5=31,55 sec	Time deducted from the winning time = 31,55–30 = 1,55. This is multiplied by 10 = 1,55*10 = 15,5 and THIS number is deducted from 50 points = 50–15,5 = 34,5	34,5 points
Participant C	0	31,82 sec	Time deducted from the winning time = 31,82–30 = 1,82. This is multiplied by 10 = 1,82*10 = 18,2 and THIS number is deducted from 50 points = 50–18,2 = 31,8	31,8 points
Participant D	One fault = 5 seconds added to the total time	31,27+5=36,27 sec	Time deducted from the winning time = 36,27-30 = 6,27. The time is more than 5 seconds slower than the winning dog = 0 points	0 points

Example 3 – Points for GAMES

Placing	Snooker	Gambler	Calculation	Points
Participant A	51 points	41 points	51+41=92 points	92 points
Participant B	42 points	20 points	42+20=62 points	62 points
Participant C	30 points	10 points	30+10=40 points	40 points