Swedish WAO qualification rules
for Febuary 25th-26th of febuary 2017

The qualification for the Swedish WAO-team will have two agility classes, two jumping classes and games (snooker and gambler) will also be included as a part of the tryouts.
The qualification is based on a points system, all 6 run will be counted into the total results.
The 3 participants with the most points in total, in each size group will be offered a place on the Swedish WAO team. If a participant abstains its spot in the team, the 4'th place participant is offered the spot and so forth.
The 3 participants in each size group will represent Sweden in all classes at WAO 2017.

A participant is one handler and one dog, and they must be the same during all 6 runs.

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 participants that is 5 seconds and more slower than the winning dog gets 0 points

The points are given according to the following in games:
- In Games you will be awarded your points from each run, not by your place in the class (see exemple below).

If two participants has 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 concidered.
If this does still not seperate the participants the team manager will choose.
If only one, or two, participants qualify in eg size 300, the second and/or third team member will be decided, according to the rules above, for two participants with equal points.

Example 1.
Fastest participant has a time of 30 seconds
1'st 30,00 seconds
2'nd 31,55 seconds
3'rd 31,82 seconds

1'st gets 50 points and 1,55 bonus points, as the time difference to 2nd is 1,55 seconds, so the total is **51,55 points**.
2'nd gets 31,55 minus 30 = 1,55 times 10 = 15,5 deduction from 50 = 34,5 points
3'rd gets 31,82 minus 30 = 1,82 times 10 = 18,2 deduction from 50 = 31,8 points

Example 2.

Each fault and refusal gives 5 seconds added time.

Fastest participant has a time of 26,55 seconds and one fault. Second fastest participant has a time of 30 seconds and a clean run.

1'st 30,00 seconds
2'nd 26,55 + 5 seconds (one fault) = 31, 55 seconds
3'rd 31,82 seconds (Clean run)
4'th 31,27 + 5 seconds (one fault) = 36,27

1'st gets 50 points and 1,55 bonus points as the time difference to 2nd is 1,55 seconds, so the total is **51,55 points**.

2'nd gets 31,55 minus 30 = 1,55 times 10 = 15,5 deduction from 50 = 34,5 points
3'rd gets 31,82 minus 30 = 1,82 times 10 = 18,2 deduction from 50 = 31,8 points
4'th gets 36,27 minus 30 = 6,27. As the difference is equal to or higher than 5 points (5 seconds) from the 1'st placed participant, the 4'th place participant in this example gets 0 points.

Exemple 3

Points for games

1'st gets 51p from snooker and 41p from gamblers: that equals = 92p
2'nd gets 42p from snooker and 20p from gamblers: that equals = 62p
3'rd gets 30p from snooker and 10p from gamblers: that equals = 40p