



Swedish WAO 2019

qualification rules for

Tryouts 23rd-24th of february

The qualification for the Swedish WAO-team will consist of two agility classes, two jumping classes and games (snooker and gambler). 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 place 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 Sweden in all classes at WAO 2019. The qualified must decide regarding accepting the spot or not at the tryouts.

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

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, not by their place in the class.

QUALIFYING

The 3 participants with the highest total amount of points in each hight-category gets a spot on the WAO team 2019.

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 does still 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.

Example 1 – clean runs				
Placing	Faults	Time	Calculation	points
Participant A	0	30 secs	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 secs	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 secs	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	Clean run	30 secs	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	$26,55 + 5 = 31,55$ secs	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	Clean run	31,82 secs	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
Participant B	42 points	20 points	$42 + 20 = 62$ points	62
Participant C	30 points	10 points	$30 + 10 = 40$ points	40