Swedish qualification rules
WAO 2020 22th-23th 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 2020. 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 2020.

If two participants have the same total points, the parti-
cipant 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	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 deduc- ted 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 deduc- ted 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.	
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 points	
Participant B	42 points	20 points	41+20=62 points	62 points	
Participant C	30 points	10 points	30+10=40 points	40 points	