

Swedish WAO qualification rules for 2018

Tryouts 3rd-4th of march 2018

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 2018.

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 or 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 considered.

If this does still not separate 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 $31,55 \text{ minus } 30 = 1,55 \text{ times } 10 = 15,5 \text{ deduction from } 50 = 34,5 \text{ points}$ 3'rd gets $31,82 \text{ minus } 30 = 1,82 \text{ times } 10 = 18,2 \text{ deduction from } 50 = 31,8 \text{ points}$

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.

1st 30,00 seconds

2nd 26,55 + 5 seconds (one fault) = 31, 55 seconds

3rd 31,82 seconds (Clean run)

4th 31,27 + 5 seconds (one fault) = 36,27

1st 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.

2nd gets 31,55 minus 30 = 1,55 times 10 = 15,5 deduction from 50 = 34,5 points 3rd gets 31,82 minus 30 = 1,82 times 10 = 18,2 deduction from 50 = 31,8 points

4th gets 36,27 minus 30 = 6,27. As the difference is equal to or higher than 5 points (5 seconds) from the 1st placed participant, the 4th place participant in this example gets 0 points.

Exemple 3 Points for games

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