



# AGILITY TEAM CANADA

## 2024 ATC Tryouts Scoring - SOAWC

### Tryouts Scoring Protocol

Applicants for SOAWC will be required to run a minimum of three rounds (two Agility rounds and 1 jumping) and up to a maximum of 5 rounds (3 Agility and 2 jumping) for points towards cumulative ranking for SOAWC applicants. For each Round, Candidates will be ranked based on faults first and then total score (time plus faults). Candidates who run more than 3 runs will be able to drop their lowest scoring Agility Round and lowest scoring Jumping Round. However, candidates must run at least 2 Agility rounds and 1 Jumping round. PLEASE NOTE: if you are also applying for a spot on the EO or AWC team, you must run all 5 runs.

### Rules and Regulations

To ensure reliable scoring, the FCI Judge will use the FCI Rules as defined in the document, *Agility Regulations of the Fédération Cynologique Internationale*, which will be in effect at the 2024 EO, SOAWC, JOAWC and AWC events. Scoring will be adjusted to reflect all FCI rule changes that directly affect the 2024 events. For a copy of the FCI Agility Regulations refer to: <http://fci.be/en/Agility-45.html>.

### Sanctioned Course Times

Sanctioned Course Time (SCT) for each round/height will be calculated by averaging the top two fastest times (before faults) (for each height) and then adding 5%.

### Time Faults

Time faults are awarded based on the SCT as noted above. The actual amount of time over SCT will be added into the Candidate's Faults for the score for the Round. (For example, if the SCT is 35:00 and Dog/Handler time is 36:05; 1.05 time faults will be awarded.

### Course Faults

#### Faults on Course

A course fault (e.g., missed contact, dropped bar, etc.) **will have a fault value of 3.**

#### Refusals

Refusals will be faulted and each refusal **will have a fault value of 3.** Three refusals will result in an elimination.

FCI Course Faults		
Course Faults	Definition	Tryout Penalty
Knockdowns	When negotiating an obstacle, it is a fault each time any part of the obstacle (pole, wing, tile, etc.) is knocked down.	<b>fault value of 3</b>
Refusals	The following actions are faulted with a refusal: <ul style="list-style-type: none"><li>• A dog that stops in front of an obstacle.</li><li>• A dog that turns away from or runs by an obstacle, jumps between the tire and its frame, or goes under the pole of a jump.</li><li>• A dog that puts its head or a paw in a tunnel and comes back out again.</li><li>• A dog that jumps over a tunnel or jump wing.</li><li>• A dog that takes the long jump from the side.</li><li>• A dog that runs under or jumps over a contact obstacle.</li><li>• Each incorrect weave entry is penalised with a refusal.</li></ul>	<b>fault value of 3.</b>



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FCI Course Faults		
Course Faults	Definition	Tryout Penalty
Contact Areas	<b>A-frame and Dog Walk Seesaw</b> - The dog must touch down contact with at least one paw or part of its paw. <b>Seesaw</b> - On the See-Saw, the dog must touch the up and down contact with at least one paw or part of its paw.	<b>fault value of 3</b>
Breakaway Tire	Tire breaks away when the dog goes through.	<b>fault value of 3</b>

## Elimination

Eliminations in a Round will result in a fault score of 100 for that Round.

### Reasons for Course Eliminations

Course Elimination Criteria	Notes
Wrong Course	Taking of obstacles out of sequence (an "off course"). Includes taking an obstacle in the wrong direction.
Exceeding maximum course time	Sanctioned Course Time (SCT) x 1.75 seconds
Dog taking or touching obstacles out of sequence	An off course or wrong course
Dog taking an obstacle in the wrong direction	An off course or wrong course
Non-completion of an obstacle, including the weave poles	The obstacle must be completed correctly before negotiating the next obstacle; failure to do so results in elimination penalty on the next obstacle.
Back-weaving	Back-weaving (more than 2 gates) results in an elimination penalty.
Earning 3 Refusals	
Replacing the dog at the start after it crosses the start line	Unless instructed to do so by the judge
Starting the run before the judge's start signal	
The handler leaves the ring (unless instructed by the judge)	
Handler interacting with equipment	Includes knocking down obstacles, as well as going over or under obstacles
Dog fouls, leaves the ring, is no longer under control, or is constantly snapping at the handler	
Handler holding something in his/her hand; Harsh handling of a dog	

## Points Placement Ranking

All dogs will be pooled together for Points Placement scores, whether applying for EO, AWC, or SOAWC. For each Round, dogs will be ranked based on their score. The number of points available will be determined by the number of entries in each height. The number of Point Placement will be the number of dogs the entered for each height as of the start of Round 1.

The Points Placement ranking will be used as follows:

- Dogs will be ordered by ranking for each run based on their **faults score** (course faults + time faults) then by their total score (Time plus faults). This means that runs with 0 faults will be ranked first. Then points will be assigned in descending order.
- Points given will be the same for Agility and Jumping runs.
- Dogs earning an elimination will not earn Placement Points.



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**For Example:** if there are 12 dogs entered in the height, the maximum points available per round is 12.

#### Example of Points Assigned for Agility and Jumping Run Placements

Points per Placement												
Rank	1	2	3	4	5	6	7	8	9	10	11	12
Points	12	11	10	9	8	7	6	5	4	3	2	1

### Cumulative Points Ranking

The total Placement Points for 3 runs (the 2 Highest Scoring Agility rounds and the Highest Scoring Jumping round) for each Candidate/dog team will be combined for a total cumulative points. These will be ranked in descending order to determine final cumulative ranking for SOAWC.

### Posting of Results

Results will be posted for each Round. It is the Candidate's responsibility to check their results following each Round.

A list of results for all Candidates in each Round, Points Placement standings for each Round, and cumulative points will be posted following the completion of every Round.

### SOAWC ATC Selection

Refer to the table on above, **Points Assigned for Agility and Jumping Run Placements**, for an overview of the scoring system.

The ATC Selection Committee will allocate and approve entry for 32 dogs to the SOAWC event (maximum of 8 dogs in any height category) selected through the Tryout process. Selection will be determined by jump height category for Large, Intermediate, Medium, and Small as explained below.

### Large, Intermediate, Medium, and Small Dog Selection – Win On (8 Spots) per Height

The top 8 Candidates in Cumulative Overall Points in each height will earn spots on the SOAWC team. Any ties in Cumulative Points Placement will be decided by the total amount of points earned over the 2 Agility Rounds. The Candidate with the highest total in the 2 Agility Rounds will be ranked higher in the cumulative points. Offers for the SOAWC team will proceed according to ranked cumulative scoring until all 8 positions are filled.

### Reserve Positions

If there are enough candidates, one Reserve spot will be named per jump height. The Reserve can be called upon if a change occurs within the SOAWC ATC roster. Changes may occur due to handler or dog injury, failure to meet veterinary requirements, etc.

Being named Reserve does not guarantee a competition spot on ATC if a competing member withdraws.