

## 2006 DOG AGILITY STEEPLECHASE® LOCAL QUALIFIER

Rules effective March 1, 2006 and retroactive to September 19, 2005

*Description:* The “Steeplechase” is a two-round tournament with emphasis on speed. Each round will be conducted on a jumpers-style course that shall include at least two spread hurdles and includes an A-frame and weave poles, either of which shall be required to be performed twice. Top competitors as set forth below (see qualification and advancement) shall advance to Round 2 to compete for prize money and Tournament Top Ten points. Qualifiers as defined herein earn the right to enter the Dog Agility Steeplechase® championships to be held in the autumn of 2006. This tournament is open to all competitors (i.e. starters, advanced or masters) regardless of previous accomplishments in competition.

*Scoring:* The tournament shall be conducted pursuant to USDAA Championship Program Starters level rules, except that scoring in each round shall be on a time plus faults basis, with a five-point penalty added to a competitor’s performance time for each occurrence of a fallen hurdle or missed contact; running the wrong course shall be scored as an elimination as defined under Masters rules.

*Qualification & Advancement:* (For the purposes of this explanation, a score is anything other than elimination.) Qualification shall be determined based upon the Round 1 scores of the top three dogs in each jump height provided there are at least 5 scores in 12” or 16” or 7 scores in 22” and 26”. The top three scores shall be averaged and multiplied by a factor of 1.25 to determine the MAXIMUM qualifying score for each jump height. Only competitors with scores equal to or less than the MAXIMUM qualifying score qualify.

Further, in the event that fewer than five competitors in any HEIGHT CLASS receive a score, the top three scores must be determined from the division to determine the MAXIMUM qualifying score for all dogs competing in that division in the manner described above.

However, if there are fewer than five scores in a DIVISION, the top score from the division shall be used to calculate the MAXIMUM qualifying score. In this case, the top score shall be multiplied by a factor of 1.25 to determine the MAXIMUM qualifying score.

Qualifiers and placement winners (minimum of four, there is no maximum) in the height class are eligible to advance to Round 2 at a local qualifying event in order to compete for Top Ten points and prize money, provided they have finished the round with a score. Non-qualifying competitors running in Round 2 shall not be credited with a qualifying score regardless of their final standing. A finalist slot vacated by a competitor who has earned the right to compete in the final round shall be forfeited and no substitutions are allowed.

*Awards:* Prize money shall be computed based upon 30% of the total entry fees for the tournament class for all jump heights collectively, or such greater amount per height class that a host organization may designate. Allocable prize money at local and regional qualifying events shall be distributed among eligible finalists in accordance with the following prize allocation table, regardless of the size of entry in the class; however, allocable amounts to finalist positions that are not filled for any reason or allocable prize amounts less than \$3.00 shall not be paid.

Height Class	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	Total
12”	10%	6%	3%						19%
16”	10%	6%	3%	2%	1%	1%			23%
22”	10%	7%	4%	3%	3%	2%	1%	1%	31%
26”	10%	6%	4%	3%	2%	1%	1%		27%
Totals	40%	25%	14%	8%	6%	4%	2%	1%	100%