

2006 DOG AGILITY MASTERS® TEAM DESCRIPTION

Description: This tournament is open to all dogs, regardless of competition level. A team may be comprised of dogs from any two height classes (e.g., 12"/26", 16"/26", 22"/22", etc). Each individual on a three-dog/three-handler team competes in four classes of competition – standard agility, snooker, jumpers and gamblers choice. Qualifying teams then compete in the fifth and final class – the three-dog team relay. Team prizes and awards will be made based upon scores after the five rounds.

[Special Note: Each of three handlers and dogs must compete in all five classes; i.e., two different dogs on a team may not both be handled by a single handler. In the event a handler on a team is unable to continue through all of the classes, one handler substitution **OUT OF NECESSITY** with the approval of the judge may be made. In the event one or more dogs on a team are unable to compete after the first class, the team may not seek replacement(s). The remaining team members may compete in individual classes, but are not eligible for three-dog relay.]

Each of the five classes will be conducted pursuant to USDAA Rules & Regulations, except that performance requirements are subject to judge's discretion. The following differences are specifically noted:

- The performance requirements of the standard agility class and team relay class as specified in Chapters 3 & 6 shall exclude the table and may omit one contact obstacle at judge's discretion.
- The performance requirements of the snooker, gamblers and jumpers classes shall generally follow the requirements of Chapter 6 of USDAA Rules & Regulations, except that:
 1. The jumpers class will include the weave poles and may omit one or more spread hurdles.
 2. The gamblers class may include or omit rules normally applied.

Scoring: Masters scoring shall apply to all classes in this tournament with the following exceptions:

Each Refusal	2 faults
Three refusals per dog or wrong course	1/3 of the Class Point Value.

Time penalties shall not apply in the standard, jumpers or team relay classes as these classes will be scored on a time plus faults basis for the tournament.

Team rankings and placements shall be on the basis of cumulative scores through the five classes of competition. Points will be allocated to the standard team class, jumping class and relay class in the amount of 390 points for the standard agility class, 300 points for the jumpers class, and 450 points for the three-dog relay class. The combined individual performance scores in standard agility, jumpers and team relay classes shall be computed on a time plus faults basis and subtracted from the course point value to determine their final team score for the class. A handicapping system(available at the event) will be employed when computing scores for dogs in the mini division on each team. Points earned in the gamblers and snooker agility classes will be added to the team score, but may be multiplied by a factor to increase or decrease the "weight" of these classes to the other tournament classes. For example, a team's final gamblers score of 75 points may be multiplied by a factor of 1.5 for a total score of 112.50. The weighting factor will be posted and/or announced at the event prior to the start of the tournament, once the judge's scoring system has been determined. The **GREATER OF** the top 50% of teams entered **OR** those teams obtaining a score that is within 25% of the average of the total points earned by the top three teams after the fifth and final class shall qualify for entry to the Championship event. A complete copy of the championship tournament rules can be obtained from USDAA.