K9 Kup Scoring Process, v1.5

Goals:

- Keep the individual competitor's scoring as close as possible to an AAC Trial, including scoring according to the dog's height division and category (R/S/V/VDD).
- Have "K9 Kup Q"s based on the individual dog scores in each class using K9 Kup scoring rules.
- Make the team scoring as simple as possible for competitors to understand.
- Generate results as quickly as possible after events complete, automated for speed, accuracy and simplicity.
- Ribbons awarded as follows:
    - At each event, individual K9 Kup Q flat ribbons.
    - At each event, flat ribbons for the 1st, 2nd and 3rd place teams in each class.
    - End of season, rosettes for the 1st, 2nd and 3rd place teams in each class.
    - End of season, winner rosettes for the 1st, 2nd, 3rd, 4th and 5th place teams overall.

Scoring:

1) Rules relative to AAC rules:

    a) Standard, Jumpers
        - course times, scoring & all faults (course and time faults) the same as AAC Starters level except:
            - no refusals
            - obstacle repetition = wrong course (5 faults)
            - dogs completes no obstacles = E
            - there is no limit to number of non-completions
        - refusals and obstacle repetition are signaled by the judge, and recorded by the scribe. Scorers do not record anything for an "R" on scribe sheet, and record 5 faults for a "T" on scribe sheet

    b) Steeplechase:
        - course times, scoring & all faults (course and time faults) the same as AAC Starters Jumpers except:
            - obstacle repetition = wrong course (5 faults)
            - dogs completes no obstacles = E
            - there is no limit to number of non-completions
        - obstacle repetition is signaled by the judge, and recorded by the scribe. Scorers record 5 faults for a "T" on scribe sheet

    c) Snooker:
        - course time, scoring & general faults exactly the same as AAC Starters level

    d) Gamblers:
        - course times, scoring & general faults exactly the same as AAC Starters level

2) To determine ranking when comparing runs within a class:
    - Snooker, Gamblers: ranked by highest score, tie breaker is best time relative to SCT

- Standard, Jumpers, Steeplechase: ranked by lowest faults, tie breaker best time relative to SCT

3) For each of the 3 classes which are run each month:
   - Within each team, the scores are ranked, and the top 3 dog's score for that team:
     - Only one dog with these criteria can score for a team: the dog has any AAC title, or has been entered in K9 Kup for more than 3 years, unless the dog is handled by a Junior Handler who has no Junior Handler AAC titles;
   - If there are less than 3 eligible dogs on a team, then all eligible dogs are ranked.Each team's score is the sum of the scores of the top 3 dogs on their team. If only 2 dogs score, the team score is the sum of the top 2 dogs on their team. If only 1 dog scores, the teams score is that dog's score.
   - Team gets 15 K9 Kup points (KK points) for being in 1st, 14 KK points for 2nd, and so on down to 1 KK point for 15th. (because there are 15 teams)
   - Sum of each team's KK points in each class = team score for the month.
   - Sum of each team's KK points for each month = team score for the year.

Implementation:

Agility Rocks (AR) will be used to score dogs per event:

> Results will be printed just like in an AAC Trial, which will show who got a K9 Kup Q, and those people can take a special Q ribbon.

> AR will be set up to treat each division as a separate trial, or as a separate event, so that the class results can be posted after each division has run each class.

For taking the top 3 scores on each team and ranking them, then assigning KK points, an MS Excel spreadsheet, or custom K9 Kup application, will be used.

Process:

1. Raw scores and times from the scribe sheets entered into AR and printed twice.
2. One copy posted for competitors.
3. From the second copy the scores/faults and times are entered into the spreadsheet or application which has been configured prior to the start of the K9 Kup season with the information on all the dogs and teams.
4. The spreadsheet or application will have a page which is posted to display the team results in a clear manner.