

K9 Kup Scoring Process, v1.1

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.
- Have presentation at each monthly event of the Team results with ribbons for 1st through 3rd for each class, and for overall.
- Have year end presentation for of the Team results with ribbons for 1st through 3rd for each class, and for 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:
 - o no refusals
 - o obstacle repetition = wrong course (5 faults)
 - o dogs completes no obstacles = E
 - o 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:
 - o no refusals
 - o obstacle repetition = wrong course (5 faults)
 - o dogs completes no obstacles = E
 - o 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

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:
 - o 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;
 - o If a team has only 2 dogs that score, the lowest score of all team's top 3 dogs will be added to their score;
 - o If a team has less than two dogs that score, they will get zero points for that class.
 - Each team's score is the sum of the scores of the top 3 dogs on their team.
 - 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 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 a spreadsheet 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 will have a page which is posted to display the team results in a clear manner.