



### **UKI CUP - General Rules**

- There is no pre-qualification necessary to enter classes.
- There is a separate competition for each jump height.
- Dogs and handlers need to be UKI members. Memberships can be done online at [www.ukagilityinternational.com](http://www.ukagilityinternational.com)
- Dogs may only compete in one height throughout the whole event.
- Handlers who are collecting qualifying rounds for Canadian Open Bys must be the same dog and handler partnerships that compete in these events at the Canadian Open and must run in the height that the Q's and Bye's were gained at.
- The same handler must compete in both rounds of a class.
- Classes will be run in strict running order. Running orders will be randomly drawn for the first round of each class of Agility Biathlon, Masters Series Heat, Speedstakes Challenge and Games Challenge all consist of 2 rounds. A no-show in either class will result in disqualification from that competition, including awards.
- Classes will be run under UKI rules and regulations with additional rules detailed below. Any further amendments will be posted and or announced in the event confirmation letter.
- UKI reserves the right to rule at the event on anything not covered in these rules.

### **UKI Progression points**

Clear rounds in Masters Agility, Biathlon Agility will count towards level progression for Agility points.

Clear rounds in Masters Jumping, Biathlon Jumping will count towards level progression for Jumping points.

Qualifying rounds of both classes from the Games Challenge will count towards level progression for Games points.

Clear rounds in both classes of Speedstakes will count towards level progression for the Speedstakes program.

### **Managing Conflicts for Handlers with Multiple Dogs in Non Seeded Classes**

In the initial classes of each event (non-seeded runs) a random draw will produce the running order. Handlers with more than one dog will have their running orders altered to achieve the following:

- A gap of 10 dogs (9 dogs between their runs) will be created by moving the first-drawn dog earlier in the running order. If this does not achieve a 10-dog gap then the second-drawn dog will be moved down in the running order.
- If there are not enough dogs in the class to achieve the 10-dog gap the biggest gap possible will be created. If this gap does not achieve the minimum 10 dog gap, then a break of 5 minutes will be given. The 5-minute countdown will start as the handler's first dog crosses the finish line; the handler must enter the ring with their second dog before the countdown is complete.
- Handlers with more than 2 dogs will have their dogs split using the 10-dog gap rule. If there are not enough dogs to achieve this, the dogs will be split evenly through the running order and the 6-minute rule will be adhered to. If a handler has dogs in different height divisions, and the 10 dog gap can not be achieved, the 6 minutes will run through while the jump heights are being changed.

### **Multiple dog conflicts in Seeded classes:**

In the seeded classes a handler has earned their running order and the advantage this brings; therefore, their dogs will not be automatically moved to create a gap. Instead, they will be given 5-minute break between dogs. However, a handler may choose to move their first dog to a spot earlier in the running order to create a gap of 10 dogs (9 dogs between their runs). If this is unable to be achieved, the 5-minute rule will be used.

A handler must notify the results office within 30 minutes of the results being posted of the previous class in that particular event if they wish to move their running order for the next round. Failure to do so will mean they will be given a 5-minute break.

**By entering more than one dog in this event, handlers indicate their acceptance to comply with these rules.**

## UKI CUP CLASSES

### Agility Biathlon

- Consists of a Jumping round and an Agility round with the results combined.
- Running order for Agility will be in reverse order of Jumping results.
- Cumulative scoring; least faults wins with time as tie breaker only, in all aspects of the Biathlon.
- In the event of a tie for the Agility Biathlon Winner, the scores from the Agility round will determine the winner. If there is still a tie, the dogs will compete in a run-off on the Agility course.

### Speedstakes Challenge

- Consists of 2 Speedstakes rounds with the results combined.
- Running order for Round 2 will be in reverse order of Round 1 result.
- Cumulative scoring; least faults wins with time as the tie breaker only.
- In the event of a tie for the Speedstakes Challenge, the scores from round 2 will determine the winner. If there is still a tie, the dogs will compete in a run-off on the round 2 course.

### Games Challenge

- Consists of a Snooker round and a Gamblers round with the results combined.
- Running order for Gamblers will run in reverse order of Snooker results.
- Cumulative scoring; highest number of points wins with time as tie breaker only.
- In the event of a tie for the Games Challenge, the scores from the Gamblers round will determine the winner. If there is still a tie, the dogs will compete in a run-off on the Gamblers course.
- Eliminations (dogs not stopping the timers by going over the finish jump) will score 0 points with SCT as the course time.
- Eliminations in Snooker will still progress to Gamblers with E's running random in the RO for the 2<sup>nd</sup> Round.

### Masters Series Heats

- Consists of an Agility round and a Jumping round with results combined.
- Running order for Jumping will be in reverse order of Agility results.
- Cumulative scoring: dog with the lowest score wins.
- Faults converted into seconds (5 faults = 5 seconds) and time faults treated the same as course faults but converted on a 1:1 ratio.
- Winners in each height of the Agility round and the Jumping round qualify for the Masters Series Final.
- Aggregate placements based on class entry will also qualify for the Masters Series Final. The byes into the Master Series Final are as follows based on aggregate placement:
  - 1 – 5 dogs entered: 1<sup>st</sup> and 2<sup>nd</sup> receive the byes
  - 6 – 10 dogs entered: 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> receive byes
  - 11 + dogs entered: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> receive byes
- In the event of a tie for the combined results, the result from the Agility round will be the deciding factor. If there is still a tie, the dogs will compete in a run-off on the Jumping course.
- Eliminations will result in 100 faults with a 60-second course time.
- Dogs that score 320 and over will not be placed or receive byes
- A no-show in either class will result in disqualification from the Last Chance Heat, including prizes and awards.
- Some considerations: a bye in round 1 and a DNR/NFC in round 2 = no bye in either round.