



2026 ATC Tryouts Scoring Protocol EO, SOA, AWC

Tryouts will consist of 6 rounds: 3 Agility and 3 Jumping. For each of the 6 Rounds, Candidates will be ranked based on faults first (**course faults plus time faults**) then by their total score (Time plus faults). The lowest scoring Jumping Run and the lowest scoring Agility Run will be dropped. Final Point total will be based on the best 4 out of 6 runs. Yards per second (YPS) will be tracked for each round for each dog and will be used when selecting dogs to run in Individual for AWC.

Rules and Regulations

To ensure reliable scoring, the FCI Judge will use the FCI Rules as defined in the document, *Agility Regulations of the Fédération Cynologique Internationale*, which will be in effect at the 2026 EO, SOA, JOA, and AWC events. Scoring will be adjusted to reflect all FCI rule changes that directly affect the 2026 events. For a copy of the FCI Agility Regulations refer to: <http://fci.be/en/Agility-45.html> .

Sanctioned Course Times

Sanctioned Course Time (SCT) for each round will be calculated by averaging the top two fastest times (before faults) and then adding **5%**.

Maximum Course Times

The Maximum course time for each round will be calculated by averaging the top two fastest CLEAN runs (no course faults) x 50%. NOTE: **If the dog's time is greater than the Maximum Time, an elimination is earned.**

Time Faults

Time faults are awarded based on the SCT as noted above. The actual amount of time over SCT will be added into the **Candidate's Faults** for the score for the Round. For example, if the SCT is 35:00 and Dog/Handler time is 36:05; 1.05-time faults will be awarded.

Course Faults

A course fault (e.g., missed contact, dropped bar, refusal etc.) **will have a fault value of 3. 3 refusals will earn an elimination.**



2026 ATC Team Selection for SOA, EO and AWC

FCI Course Faults		
Course Faults	Definition	Tryout Penalty
Knockdowns	When negotiating an obstacle, it is a fault each time any part of the obstacle (pole, wing, brick, long jump board, etc.) is knocked down.	fault value of 3
Breakaway Tire	Tire breaks away when the dog goes through.	fault value of 3
Contact Areas	A-frame and Dog Walk - The dog must touch down contact with at least one paw or part of its paw. Seesaw - On the See-Saw, the dog must touch the up and down contact with at least one paw or part of its paw.	fault value of 3
Refusals	The following actions are faulted with a refusal: <ul style="list-style-type: none"> • A dog that stops in front of an obstacle. • A dog that turns away from or runs by an obstacle, jumps between the tire and its frame, or goes under the pole of a jump. • A dog that puts its head or a paw in a tunnel and comes back out again. • A dog that jumps over a tunnel or jump wing. • A dog that takes the long jump from the side. • A dog that runs under or jumps over a contact obstacle. • Each incorrect weave entry is penalised with a refusal. 	fault value of 3.

Elimination

Eliminations in a Round will result in a fault score of 100 for that Round.

Reasons for Course Eliminations

Course Elimination Criteria	Notes
Wrong Course	Taking of obstacles out of sequence (an “off course”). Includes taking an obstacle in the wrong direction.
Exceeding Maximum course time	If the dog’s time is greater than the Maximum Time.
Dog taking or touching obstacles out of sequence	An off course or wrong course.
Dog taking an obstacle in the wrong direction	An off course or wrong course.
Non-completion of an obstacle, including the weave poles	The obstacle must be completed correctly before negotiating the next obstacle; failure to do so results in elimination penalty on the next obstacle.
Back-weaving	Back-weaving (more than 2 gates) results in an elimination penalty.
3 Refusals	3 refusals will earn an elimination
Replacing the dog at the start after it crosses the start line	Unless instructed to do so by the judge.
Starting the run before the judge’s start signal	
The handler leaves the ring (unless instructed by the judge)	
Handler interacting with equipment	Includes knocking down obstacles, as well as going over or under obstacles.
Dog fouls, leaves the ring, is no longer under control, or is constantly snapping at the handler.	
Handler holding something in his/her hand; Harsh handling of a dog.	



2026 ATC Team Selection for SOA, EO and AWC

Points Placement Ranking

All dogs will be pooled together for Points Placement scores, whether applying for SOA, EO, or AWC. Dogs running FEO will also be scored and ranked in combination with the Candidates trying out for the team. However, to be included in the rankings, the FEO dogs must run the correct FCI jump height. FEO dogs that are not running the correct FCI jump height will be scored, but not ranked within the results. For each Round, dogs will be ranked based on their score. The number of points available will be determined by the number of entries in each height. The number of entries includes those candidates that are applying for at least one of the teams plus the FEO dogs being scored and ranked; FEO entries that are for training or dogs not running their FCI jump height, are not included in the calculation of this number. The number of Point Placements will be the number of dogs the entered for each height as of the start of Round 1.

The Points Placement ranking will be used as follows:

- Dogs will be ordered by ranking for each run based on their **faults score (course faults + time faults)** then by their total score (Time plus faults). This means that runs with 0 faults will be ranked first. Then points will be assigned in descending order.
- Points given will be the same for Agility and Jumping runs.
- Dogs earning an elimination will not earn Placement Points.

For Example: if there are 12 dogs entered in the height, the maximum points available per round is 12.

Example of Points Assigned for Agility and Jumping Run Placements

Points per Placement												
Rank	1	2	3	4	5	6	7	8	9	10	11	12
Points	12	11	10	9	8	7	6	5	4	3	2	1

Cumulative Points Ranking

The total Placement Points for the best 4/6 runs (2 best Jumping and 2 best Agility) for each Candidate/dog team will be combined for Total Cumulative Points. These will be ranked in descending order to determine final cumulative ranking. The Cumulative Rankings will only include Candidates trying out for one of the ATC teams; FEO dogs will not be included in the cumulative ranking. Any ties in Cumulative Points Placement will be decided by the total amount of points earned over the top 2 Agility Rounds. The Candidate with the highest total in the 2 Agility Rounds will be ranked higher in the cumulative points. If Candidates are still tied, the points from all 3 agility rounds and all 3 jumping rounds will be used to decide the tie.

Posting of Results

Results will be posted for each Round. It is the Candidate’s responsibility to check their results following each Round. A list of results for all Candidates in each Round, Points Placement standings for each Round, and cumulative points will be posted following the completion of every Round.