

Mundialito



no boundaries (team competition VI Edition, 2018)

Preface: The rules are basically the same of the previous edition of 2017, except for:

1. To pass in the final are the best teams of the supercombinata (10 for the first 60 teams registered + 1 for every 10 teams registered), if a team has arrived before in a qualifying tip and is not already among the finalists, this will be added; also the winner of the shirt race passes if not already qualified
2. For the Agility, Jumping, Tunnel Cup qualifying the best three results of the team are worth.
3. 100 seconds of penalties will be awarded to an eliminated dog, even for the relay and regular cup and relay cup agility
4. It is also possible to have teams made up of only 400 and 500 pairs. The non-power of having teams made up of only 500 and 600 or 300 and 400 pairs remains unchanged.

Rules

MUNDIALITO is arranged in the pursuit of amusement and cooperation among all the participants.

For each team there must be 4 different dogs and 4 different people cooperating with each other. It is admitted, even if not desired, that the same conductor leads a maximum of 2 (two) dogs on the same team. It is not possible to register one dog in more than one team.

In order to maximize the fun, to give each team the opportunity to recover a bad race and also to avoid any possible miscalculation in the preparation of the rankings, in each test of MUNDIALITO the ranking is drawn taking into account the total cumulative time from the whole team to which all the time penalties of each competitor will be added:

1. for each error 5 seconds
2. for each waste 5 seconds
3. for each elimination in any trial 100 seconds

thus obtaining the total team time for that test. In case of elimination of a binomial will not be considered the other time penalties of the same binomial in that same test (with the exception of the relay). Therefore, the ranking of each round and the super combined, as well as that of the final, will be drawn only on the total time of each team (resulting from the timing of the 4 pairs + penalty time given by the waste of the 4 binomi if not eliminated + time penalty dates from the errors of the 4 binomis if not eliminated + time penalty of the eliminated) taking into account that the discards (worst team result) for Agility, Jumping and Tunnel Cup of qualification will not be added

A particularly fast team with time penalties could therefore find themselves in a higher position in the standings than a slow team without penalty.

NOTE: in agility and jumping and tunnel cup in case of elimination the time of that combination will not be considered. In the relay cup and relay agility tunnel, however, the time will also be considered for the eliminated, who will still have to complete their test (otherwise the penalty will be assigned an additional 100 seconds of penalty, for a total of 200 seconds of penalty).

Mixed teams: every team must be made of at least one dog of different class from the other dogs.

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If a team is composed of dogs of just 2 (two) different classes, those classes must differ of at least two classes.

The binomials are divided into two types of height:

1. Little: 300 CSEN with height at withers up to 32 cm, 400 CSEN with height at withers from 32 up to 41 cm,
2. Big: 500 CSEN with height at withers from 41 up to 50 cm or weight over 30 kg, 600 CSEN with height at withers over 50 cm.

Mixed teams: each team must consist of at least 1 (one) dog of a different type from the other components. A team therefore can not be composed of all the same type of binomials: all binomials 300 and 400 or all binomials 500 and 600.

The following combinations are not allowed because they belong to the same typology:

- A. 3 dogs 600 + 1 dog 500 (all big)
- B. 3 dogs 500 + 1 dog 600 (all big)
- C. 3 dogs 400 + 1 dog 300 (all little)
- D. 3 dogs 300 + 1 dog 400 (all little)
- E. 2 dogs 600 + 2 dogs 500 (all big)
- F. 2 dogs 400 + 2 dogs 300 (all little)

The following combinations are allowed (because they belong to two different height types):

- A. 3 dogs 400 + 1 dog 500
- B. 3 dogs 500 + 1 dog 400
- C. 2 dogs 400 + 2 dogs 500

Substitutions: if for any reason substitutions are necessary within a team (dog or competitor) this is allowed up to 12 hours before the start of the first event competition, repeating the dog to have 2 different height types.

The heights of the jumps will be fixed for Agility and Jumping: 300 = 30 cm, 400 = 40 cm, 500 = 50 cm, 600 = 60 cm

The height of the jumps for the relay agility will be fixed: 300 and 400 = 30 cm, 500 and 600 = 50 cm

The heights of the start and end jumps of the Tunnel Cup will be fixed for all heights: 20 cm

The competition lasts two days, during which n°4 selection runs take place; and at the end of the second day there is the Final, made of n°2 runs.

For the Relay Agility and the Relay Tunnel Cup every single result of the team members is valid (no discards)

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For the Agility, Jumping, and Tunnel Cup qualification courses, only the 3 best results out of 4 are considered.

COMPETITION SCHEDULE

The races are distributed as follows

QUALIFICATIONS

Saturday - Agility + Jumping

Sunday - Relay Agility + Tunnel cup

FINAL

Sunday - Relay Agility + Relay Tunnel cup

Access the final:

- the 10 best-placed teams of the super combined (the sum of the 4 qualifying matches)
- the winner of the shirt race if not already qualified (see t-shirt race regulations)

If the registered teams exceed 60 units, a team will be added to the final every ten teams registered more than the first 60; they will always be entitled to the best of the super combined (the sum of the 4 qualifying matches).

If a team has arrived before in one of the 4 qualifying matches and is not among the finalists, it will still have the right and will be added to those already selected.

The placement of the Super Combined is made according to the scores got by every single team in all the qualification rounds, as per the following table:

Placement	Score			
	Agility	Jumping	Tunnel Cup	Relay Agility
1°	60	60	60	60
2°	40	40	40	40
3°	30	30	30	30
4°	24	24	24	24
5°	18	18	18	18
6°	16	16	16	16
7°	14	14	14	14
8°	12	12	12	12
9°	10	10	10	10
10°	8	8	8	8
11°	6	6	6	6
12°	4	4	4	4

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The team that qualifies at first place in the Combined of the Final wins MUNDIALITO.

Also the second and third qualified teams will be rewarded.

The Final Combined Placement is made according to the scores got by every single team into the two rounds of the Final, as follows:

Placement	Score	
	Relay Tunnel Cup	Relay Agility
1°	60	60
2°	40	40
3°	30	30
4°	24	24
5°	18	18
6°	16	16
7°	14	14
8°	12	12
9°	10	10
10°	8	8
11°	6	6
12°	4	4
13°	2	2
Dal 14° in poi	1	1

In case of a tie, the best time obtained adding the times of the two final rounds will be considered.

REFERENCES

Sports Promotion Agency: CSEN

Section: CINOFILIA

Club Organizers: Dog City - D.O.G. Agility School

General Manager: Giulio Zanella

Technical Committee for Mundialito Csen:

Irma Bertolini

Ezio Bertuletti

Simona Buffoli

Giuseppe Culora

Massimo Perla

Giuseppe Pinchetti

Valentina Tangerini

Giulio Zanella

Rules for single rounds

AGILITY

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Only the 3 best results will be considered.

The handler enters the ring, puts the dog behind the start line into a stationary position (standing, sitting or laying down). The handler takes out his dog's leads and collar, which, for safety reasons, is not allowed during the run. The handler shall not have anything in his hands during the run, but he can take position wherever he wants along the way. The handler gives the release sign to the dog only after the Judge blows the whistle. The time starts when the dog crosses the start line.

The Agility must include a slalom of 12 (twelve) poles, the A-frame, the dogwalk and the see-saw. Soft tunnel, tunnel, jumps, double jumps, long jumps, wall and the WAO model tire are admitted. The Relay Agility course doesn't include and table.

The acoustic signals and different commands are allowed for the entire duration of the route. Obstacles must be taken in the right sequence.

The handler shall never touch the obstacles or the dog during the run; he shall not pass above or under the obstacles.

The end of the run and the end of the time occurs when the dog passes over the end line.

At the end of each run the handler reaches his dog, puts the leads on it and leaves the ring.

Every elimination costs 100 seconds of penalty.

Every refusal costs 5 seconds of penalty, and the dog must continue the course following the right sequence.

With three refusal is eliminated and the dog will be awarded 100 seconds penalty.

Every mistake (missed contact, fall of obstacle, etc.) costs 5 seconds of penalty, and the dog must continue the course following the right sequence.

In case of elimination (100 seconds of penalty), the other time penalties or the time of that combination will not be considered.

Judge's commonsense shall solve and regulate every matter not clearly mentioned in this regulations.

JUMPING

Only the 3 best results will be considered.

The handler enters the ring, puts the dog behind the start line into a stationary position (standing, sitting or laying down). The handler takes out his dog's leads and collar, which, for safety reasons, is not allowed during the run. The handler shall not have anything in his hands during the run, but he can take position wherever he wants along the way. The handler gives the release sign to the dog only after the Judge blows the whistle. The time starts when the dog crosses the start line.

The Jumping must include at least one slalom of 12 (twelve) poles. Soft tunnel, tunnel, jumps, double jumps, long jumps, wall and the WAO model tire are admitted.

The Jumping test does not admit the palisade, the catwalk, the weighing platform and the table.

Obstacles must be taken in the right sequence.

The handler shall never touch the obstacles or the dog during the run; he shall not pass above or under the obstacles.

The end of the run and the end of the time occurs when the dog passes over the end line.

At the end of each run the handler reaches his dog, puts the leads on it and leaves the ring.

Every elimination costs 100 seconds of penalty.

Every refusal costs 5 seconds of penalty, and the dog must continue the course following the right sequence.

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With three refusals is eliminated and the dog will be awarded 100 seconds penalty .
Every mistake (fall of obstacle, etc.) costs 5 seconds of penalty, and the dog must continue the course following the right sequence.
In case of elimination (100 seconds of penalty), the other time penalties or the time of that combination will not be considered.

Judge's commonsense shall solve and regulate every matter not clearly mentioned in this regulations.

TUNNEL CUP

Only the 3 best results will be considered.

The route will start with a jump obstacle and will end with a 20 cm high jump obstacle for everyone. These obstacles are used only to start the time at the beginning of the path and to stop it at the end, so the eventual fall of the cue does not imply any penalties.

The dog must do the run following the sequence numbers.

Between the first and the last jump only tunnels are admitted.

Dogs are divided into classes as per the Agility run.

The course is made of minimum 12 (twelve) maximum 18 (eighteen) obstacles, including departure and arrival jumps.

All obstacles must be addressed in the order and direction indicated by the numbers. The numbers must be placed on the right side of each obstacle, to show which side must be taken. Some tunnels may possibly have valid entry from both sides, in which case the number will be positioned at the center of the tunnel.

The competitor dog must carry out the path indicated with the numerical sequence. Each time the dog makes a mistake in the wrong sequence, ie the entry into a different tube from the one foreseen in the sequence, 5 seconds of penalty will be assigned. The dog will still have to complete the course with the correct sequence, then resuming from the correct tube in the sequence, and the stopwatch will continue to turn. The competitor must finish the course correctly. If a competitor involuntarily does not finish the sequence correctly (for example, if the dog enters a tube other than the one provided in the sequence or avoids a pipe in the sequence and ends the round without realizing it and therefore without correcting the error) it will be deleted and 100 seconds will be added to the total test time. Whenever the dog refuses the numerical sequence, no penalties will be assigned, as it is already a waste of time, and the dog must continue with the correct sequence. In case of elimination (100 seconds of penalty), the other time penalties or the time of that combination will not be considered.

Test procedure:

The handler enters the ring, puts the dog behind the start line into a stationary position (standing, sitting or laying down). The handler takes out his dog's leads and collar, which, for safety reasons, is not allowed during the run. The handler shall not have anything in his hands during the run, but he can take position wherever he wants along the way.

The handler gives the release sign to the dog only after the Judge blows the whistle. Shall the dog start before the whistle the competitor is not eliminated but makes a mistake, and every mistake costs 5 seconds of penalty (increase of the global time of the run): the start is not valid and the dog must repeat the run from the beginning waiting for the whistle of the Judge (the in between time is by the way reset).

For every dispute Head Judge's judgment shall apply.

Judge's commonsense shall solve and regulate every matter not clearly mentioned in this regulations.

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RELAY AGILITY

For the Relay Agility every single result of the team members is valid (no discards).

Every dog of each team will do minimum 12 (twelve) maximum 15 (fifteen) obstacles.

All obstacles shall be taken in the order and the direction indicated by the numbers.

Relay Agility may include the slalom of 12 (twelve) poles, the dogwalk and the A-frame. Tunnel, jumps, double jumps, long jumps and the wall are admitted. The Relay Agility course doesn't include see-saw, tire, soft tunnel and table.

The course is made with only two jump heights, this to make every dog run the same distance and the same sequence, even if symmetric. The two heights are: h 30 cm (for classes 300 and 400) and h 50 cm (for classes 500 and 600).

The Judge define an area for passing the baton between the handlers of the team. The next handler and dog of the team will wait for their turn in this area. The baton shall pass with both the handlers and both the dogs inside this delimited area. The baton shall pass hand by hand among the handlers, it shall not be thrown to the ground or thrown before that the second handler and his dog can start.

Dogs and handlers shall not stay into the passing zone once the baton is passed.

The baton is held by the handler running the course. It is not permitted to run the course without the baton held in hand by the handler. Every part of course run by the handler without the baton is must be repeated correctly, with time losses but not penalty.

The handler waiting for his turn in the passing zone can hold his dog as he wants, as long as not considered too hard by the Judges. Dogs can be handled on lead before and after the run, while the other members of the team are running. There shall be no lead or collar on dogs at the moment of passing the baton.

An elimination costs 100 seconds of penalty. The stopwatch continues to run. The handler shall keep a fair play behaviour trying to complete the course in the correct way. Whenever the Judge sees someone eliminated trying to reach the passing zone without having completed the course in the right sequence for saving time, he will add 100 seconds of penalty to the total team time.

Every refusal costs 5 seconds of penalty, and the dog must continue the course following the right sequence. With three refusal is eliminated and the dog will be awarded 100 seconds penalty.

Every mistake (missing contact, fall of obstacle, etc.) costs 5 seconds of penalty, and the dog must continue the course following the right sequence.

Judge's commonsense shall solve and regulate every matter not clearly mentioned in this regulations.

RELAY TUNNEL CUP

For the Tunnel Cup every single result of the team members is valid (no discards).

Every dog of each team will do minimum 12 (twelve) maximum 15 (fifteen) obstacles.

All obstacles shall be taken in the order and the direction indicated by the numbers.

The start of the competitors is at the 4 corners of the competition ring.

The dog shall run the course as indicated by the sequence numbers.

The course starts and ends with a jump of 20 cm height for all the dogs

Between the first and the last jump only tunnels are admitted.

Each time the dog makes a mistake in the wrong sequence, ie the entry into a different tube from the one foreseen in the sequence, 5 seconds of penalty will be assigned. The dog will still have to complete the course with the correct sequence, then resuming from the correct tube in the sequence, and the stopwatch will continue to turn.

The competitor must finish his part of the route correctly. If a competitor involuntarily does not finish the sequence correctly (for example, if the dog enters a tube other than the one provided in the sequence or avoids a pipe in the sequence and ends the round without realizing it and therefore without correcting the error) it will

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be deleted and 100 seconds will be added to the total test time. Whenever the dog refuses a tunnel, 5 seconds of penalty will not be awarded, as it is already a waste of time, and the dog must continue with the correct sequence. In the unforeseeable event of a lap not completed in the correct sequence with consequent elimination (100 seconds of penalty), the other time penalties of that until the elimination will be considered and its time will be considered in any case. The penalties of that binomial starting from the eliminated will not be counted.

Passage of the witness

The judge will designate the areas for the passage of the witness among the tenants. The next driver and dog of the team will wait in these areas for their turn. The exchange of the witness must take place with both conductors and both dogs within the boundary lines of the exchange zone. The departures will take place in sequence: the route will be designed so that the arrival jump of the first dog is contiguous with that of the second dog and so on; more than one line judge will control the exchange of the witness in the three exchange areas. The witness is held by the competitor who faces the course. You can not face the path without the witness in hand: every section of the route made without a witness is not valid and must be redone with loss of time but without penalty.

Judge's commonsense shall solve and regulate every matter not clearly mentioned in this regulations.

Substitutions:

If for any reason substitutions shall be necessary inside the members of the team (dogs or humans), this is admitted at least 12 hours before the beginning of the first competition of MUNDIALITO.

For any general rule not mentioned in this guideline, the regulation of CSEN 2018 shall apply.

The Technical Committee for Mundialito Csen reserves the right to make small changes even at the last moment, if necessary for the success of the Event.