MASTER & MATCH AGILITY

16. – 17. 01. 2027

organizing team	**RSDC** / Kynologická hala RSDC, o.z.
venue	Area of BETA-CAR, **Drevárska 23, Pezinok, Slovakia** *HALL EJVA (NEW)* **GPS 48°16'40"N, 17°16'11"E (48.277998, 17.270119)**
judges	***Roman Lukáč (SK) & Juraj Ruža (SK) & Iveta Lukáčová (SK)***
guarantee	**Juraj Ruža & Alexandra Slezáková & Beata Podobná**
registration	**www.agilityportal.sk / deadline date 13. 01. 2027**
program of competition	**Saturday – 16. 01.2027** 8.00 – 8.45 registration 9.00 Open Agility Open Jumping K.O. Individual Finals **Sunday – 17. 01. 2027** 9.00 Open Jumping Open Agility Relay Pair Finals (i) Timeplan will be published after entry deadline at least 2days before the competition
conditions of participation	Competition is open for all participating teams with valid licence or recordbook **Limited number of participants (handler+dog), max. 150** **Please note that since two dogs will be present on the course simultaneously in the finals on both days, and in the K.O. Finals they will even run at the same time, participation with dogs that might not handle such situation is not recommended. In the K.O. Finals, there will be two identical courses separated by a low fence and any interference by a dog into the opponent's course will result in elimination.**
Finals	Both Finalruns (K.O. Individual Finals and Relay Pair Finals) will have specific qualification rules and rules of the Final runs as well. More information about both Finals can be found in the end of the propositions.
awarding	Each qualifying open run and both Final runs in each category will be awarded
surface	Artificial grass (JUTAgrass)
veterinaryconditions	Valid vaccination against rabies recorded in Vaccination book or Petpass
startingfee	**37 € / team (handler + dog)**
payment	**In advance on account Kynologická hala RSDC,o.z.**Trenčianska 53, 821 09 Bratislava, Slovensko ***Payment on site is possible only upon agreement with the organizer in advance***
number of account	Tatra Banka 2943011230/1100
SWIFT	TATRSKBX
IBAN	SK39 1100 0000 0029 4301 1230
variable symbol	Will be sent with entry acceptation
generalterms	The competition is held according to the ASKA rules. The competion is organized on one course. The handler is responsible for all damage caused by his/her dog. The organizer reserves the right to change the program. Dogwalking and parking is possible near the hall as per organizer's guidelines. Protestation may be filled after 20 € deposit payment only. In the case of competition cancelation by force majeure the starting fee remains for the organizer if not agreed otherwise. Thestartingfeeisnon-returnable, however may be transfered to another team. The organizer retains the right to refuse any entry without stating reasons. Voluntary contribution in min. value is stated above as Starting fee. With voluntary contribution you are supporting progress of Kynologická hala RSDC, o.z. activities. Thank you!
catering	Buffet refreshment on the premises will be organized
partners	Brit Prevence výživou

K.O. INDIVIDUAL FINALS

Saturday – Qualification runs and K.O. Individual Finals

Each team will run Agility Open and Jumping Open, earning points in each run based on the number of starters they beat in each run (e.g., if a team finishes 3rd out of 40 starters, this team earns 37 points). After completing both qualification runs, these points are summed (in case of a tie, the higher number of points in Agility Open decides) and the following number of teams will advance to the K.O. Individual Finals:

Totalnumber of teams in thecategoryparticipating in thequalificationruns	Number of teamsqualifiedforthe K.O. IndividualFinals
2-4	2
5-8	4
9-16	8
17-32	16
33+	32

In case the number of qualified teams according to the above table is not met because a sufficient number of teams do not earn at least one point, the organizer will determine the number of qualified teams in a way that allows the knockout bracket to continue after the preliminary round. For example, if 30 teams start in a category and thus 16 teams should qualify, but only 15 teams earn at least one point, then in this case only 10 teams will advance to the finals, with the first 6 teams automatically advancing to the top 8, and the 10th team competing against the 7th team and the 9th team against the 8th team in the preliminary round for their places in the top 8. In suchcase, whendrawingthestarting list, thewinnerfromtheseopponentswouldbe a possibility (e.g., 1st would draw that will compete against the winner of the preliminary round from the pair 10./7.)

Thestarting list and thustheformation of thefirstopponents as well as theentireknockoutbracketwillbecreated as follows:

- Thepointswinnerfromthecategorywillfirstdraworderwiththeopponent (e.g., ifthere are 16 teams in thefinals, thenwhich 2 opponentswill run thefirstround, in thiscase 1.-8.)
- Thenthewinnerwilldrawtheopponentfromthesecondhalf of thequalifiedteams
- The team placed 2nd and thenext team willcontinueaccording to thefirsttwopointsuntilthecompleteknockoutbracketiscreated

Rules of the K.O. Individual Finals:

- Parallel run (teamswill run simultaneously), wherethecoursewillbedivided by a lowfencealongitsentirelength and twoidenticalcourseswillbe set up, designedgeometrically to ensurethegreatestpossible identity
- Thecourseswillhave a maximum of 10 obstacles and willconsistexclusively of hurdles, tunnels and slalom
- Each team will run onlyonce on one of thetwocourses and thestartwillbeannounced by a soundsignal
- Refusalswillnotbepenalized, butthe team mustovercomeallobstaclescorrectly and in thecorrectorder, otherwise, the team willbedisqualified and theother team willautomaticallyadvance to thenextround or winthefinal/third-placematch
- Eachmistakewillmean +2 seconds to thetotaltime and startingbeforethesoundsignalwillmean +5 seconds to thetotaltime
- Teamswillbegraduallyeliminateduntilthefinal and the third-place match

RELAY PAIR FINALS

Sunday – Qualification runs and Relay Pair Finals:

Each team will run Agility Open and Jumping Open, earning points in each run based on the number of starters they beat in each run (e.g., if a team finishes 3rd out of 40 starters, this team earns 37 points). After completing both qualification runs, these points are summed (in case of a tie, the higher number of points in Agility Open decides) and the following number of teams will advance to the Relay Pair Finals:

Totalnumber of teams in thecategoryparticipating in thequalificationruns	Number of teamsqualifiedfortheRelayPairFinals
4-8	4
9-16	8
17-32	16
33+	32

Thestarting list and thustheformation of thefirstpairswillbecreated as follows:

- Thepointswinnerfromthecategorywillfirstdrawtheorder of theirpair in thestarting list
- Thenthewinnerwilldrawtheir partner fromthesecondhalf of thequalifiedteams
- The team placed 2nd and thenext team willcontinueaccording to thefirsttwopointsuntilthecompletepairs are created

In case the number of qualified teams according to the above table is not met because an even number of teams do not earn at least one point, the last team is not qualified for the Relay Pair Finals, as it will not be possible to form a pair. This team can choose one of the two courses and run it out of order as a whitedog.

Rules of theRelayPairFinals:

The course can consist of all obstacles except the seesaw and will have a maximum of 24 obstacles, which means a maximum of 12 for each team of the pair. The rules for judging the Relay Pair Finals will be the same as in the team finals at the EO. All errors, refusals, and eliminations (100 penalty points) are counted for the pair, and if any team does not overcome all obstacles in the correct order and does not correct this error, it will mean complete elimination of the pair. The time for the pair starts when the first team from the pair pass the first obstacle and stops when the second team from the pair negotiates the last obstacle. The second team can start only after the sound signal following the overcoming of the last obstacle by the first team from the pair, an earlier start will be penalized by elimination (100 penalty points). The winner will be the pair with the lowest number of penalty points and the fastest time.