

2008 Mini Nationals

High In Trial & High In Level Calculations

Agility HIT/HIL Rules

2008 High in Trial (HIT) and High in Level (HIL) agility computation shall be done in the following manner:

For purposes of computing high in level and/or high in trial, the class the dog is in for Standard Agility will be its level; scores in games classes (if offered) in either the same or a higher or lower class can be used in the computation of scores.

Results will be tabulated after the final run on Sunday using the CPE Agility Trial Software. Software automatically adds points for clean and faulted runs for Standard and each game. All runs will be used in determining HIT & HIL. For additional details see the CPE web site – www.k9cpe.com

Herding HIT/HIL Rules

Four HIL awards and 1 HIT award will be given. Dog must qualify for points to be added to score.

- High In Level Awards will be awarded for the following:
 - HJD
 - Scores will be added for HJD A & B runs. Highest combined score will be awarded HIL HJD.
 - HSD
 - Scores will be added for A & B HSD runs. Highest combined score will be awarded HIL HSD.
 - HOD
 - Scores will be added for A & B HOD runs. Highest combined score will be awarded HIL HOD.
 - HAD
 - Scores will be added for A & B HAD runs. Highest combined score will be awarded HIL HAD.
 - High in Trial
 - Only HJD, HSD, HOD & HAD runs are eligible for HIT.

SCORE Rally HIT/HIL Rules

Four HIL awards and 1 HIT award will be given. Dog must qualify for points to be added to score.

High In Level Awards will be awarded for the following:

- Skilled Level 1 (A/B)
- Skilled Level 2 (A/B)
- Skilled Level 3 (A/B)
- PJC

Cumulative score across all three trials will be used to determine the HIL and HIT awards. In case of tie the dog with the highest individual score will win the tie-breaker.

Disc Dog HIT/HIL Rules

Places will be determined based on rules for Disc Dog Venue. 1st Place Finish for Toss & Fetch is HIT Toss & Fetch. 1st Place finish for Best Overall is HIT for Best Overall.