



# **Rules and Regulations**

V 5.5 February, 2015

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# Rules and Regulations

V 5.4 February 10, 2014

## 1 General Provisions

### 1.1 Mission

The purpose of the Teacup Dogs Agility Association is to provide a competitive venue for dogs of small stature without regard to breed or pedigree, and to encourage course challenges that are comparable to the course challenges which face large dog handlers in other popular venues.

### 1.2 Qualification of Judges

A sanctioned test shall be conducted by a judge and stewards appointed for specific tasks in conduct of the sanctioned test. Only people listed on the Certified Judges List are permitted to judge at a sanctioned test or event pursuant to the guidelines established in these Rules and Regulations. All TDAA judges are encouraged to be members of TDAA in good standing.

A Club Affiliate judge shall be allowed to be the judge of record for a trial when the host club has conducted a second trial in the same year employing a judge from outside of the club's geographic area. A Club Affiliate judge may be a member of the group hosting the sanctioned test. The Club Affiliate judge may show his own dog in a class for which he is the judge of record if an alternate TDAA judge steps in to judge that run.

The judge shall be solely responsible for designing and setting standard courses, including measuring course distance and standard course time. The judge shall also be solely responsible for setting courses for games and designing or specifying any additional requirements of the games according to the game rules. The judge alone shall observe and signal course or game faults or points.

### 1.3 Dogs Eligible to Compete

The Teacup Dogs Agility Association is open to all dogs, without regard to breed or pedigree, measuring 20" or less, who are at least 12 months of age. No dog may participate with apparent injuries, lameness or bandages, blind dogs, bitches in season and dogs that are aggressive. A dog may compete under a judge who is a member of the same household.

All dogs showing at a TDAA trial, whether in sanctioned competition or FEO must be registered with the TDAA. "Registered with the TDAA" means the dog either: a) has a TDAA registration number, or b) the trial secretary has both the registration form and payment in hand; (these must be included with the trial secretary's paperwork).

A dog owned by the judge of record may be shown under that judge and *may be* shown under a different judge and run by that judge of record. This is a provision of the rules subject to revocation should these liberties ever be abused.

### **1.4 TDAA Rules and Regulations v 5.4**

This rule book (version 5.4) supersedes all previous versions of TDAA rules. It is the sole source for TDAA rules except as noted in its text. Addendums to this rule book may be published from time to time at [www.k9tdaa.com](http://www.k9tdaa.com). Check the web site!

This version of the TDAA Rules and Regulations contains text in red used to highlight passages which might contain differences from previous versions of the rule book.

### **1.5 Membership Dues**

TDAA membership dues are \$25.00 per three-Year Membership Period, payable on or before the three-year anniversary of the membership purchase. The TDAA treasurer shall send each member an electronic statement of dues for the ensuing three-year membership period.

The membership application form can be found at <http://www.k9tdaa.com/forms.php> on the TDAA website. A three-year TDAA membership may be purchased in the online web store as well.

### **Benefits of Membership**

Although anyone is welcome to run a dog at TDAA trials without being a member, membership has certain benefits:

- Members have access to the TDAA members discussion list on Yahoo.
- Members have access to their dog's titles and trial results on the TDAA web page.
- Members have priority for entry into the TDAA Petit Prix.
- Members have access to the TDAA newsletter "Itzy Bitz of News".

## **2 Titles**

### ***2.1 Fast Tracking***

Titles may be grand-fathered from other organizations on a "Fast Track" basis. A dog with a higher title from another organization may move up on the same day to the next level of TDAA competition with a qualifying score; but no higher than the comparable level. A dog moving up on the Fast Track will not be eligible for placement within the class that he received the qualifying score and will not earn a title or receive a title certificate for that level.

A dog eligible for Fast Tracking may only move up one class at a time and not skip over a class whether or not they met the criteria for a higher class in the first test.

Fast Track entry will be allowed at the discretion of the host club, and must be stated in the premium. Clubs are not required to provide Fast Track.

### ***2.2 Teacup Beginner Agile Dog (TBAD)***

To earn the TBAD title the dog must earn three qualifying scores in Beginner standard courses.

### ***2.3 Teacup Intermediate Agile Dog (TIAD)***

To earn the TIAD title the dog must earn three qualifying scores in Intermediate standard courses subsequent to the TBAD title.

### ***2.4 Teacup Superior Agile Dog (TSAD)***

To earn the TSAD title the dog must earn five qualifying scores in Superior standard courses subsequent to the TIAD title.

### ***2.5 Teacup Games I (TG1)***

To earn the TG1 title the dog must earn three qualifying scores in at least two different Games I classes.

### ***2.6 Teacup Games II (TG2)***

To earn the TG2 title the dog must earn three qualifying scores in at least three different Games II classes subsequent to the TG1 title.

### ***2.7 Teacup Games III (TG3)***

To earn the TG3 title the dog must earn five qualifying scores in at least five different Games III classes subsequent to the TG2 title.

## ***2.8 Teacup Agile Dog Champion (TACH)***

To earn the TACH title the dog must earn ten qualifying Teacup Superior scores subsequent to the TSAD title. The dog must also earn ten qualifying Teacup Games III scores in at least five different games subsequent to the TG3 title.

## ***2.9 Teacup Agile Dog Champion 2 (TACH2) and higher***

To earn the TACH2 title the dog must earn 15 qualifying scores in the Superior Standard Class, and 15 qualifying scores in the Games III class, subsequent to earning the TACH title. To earn the TACH3 the dog must earn 20 total qualifying scores in both Superior Standard and Games III, subsequent to earning the TACH2 title. This can continue on for as many TACH titles as desired; adding 5 more qualifying scores in both Standard and Games classes to that required for the previous title awards the team the next higher TACH level title. These are qualifying scores beyond the TSAD and TG3 titles.

## ***2.10 Teacup Master Agility Dog (TAM)***

To earn a TAM title the dog must earn ten (10) qualifying scores in the Superior class subsequent to the TSAD title. The dog can earn multiple TAM awards, titled TAM2, TAM3, and so on. This award will be given to teams as they work towards their TACH title.

## ***2.11 Teacup Master Agility Games Dog (TMAG)***

To earn a TMAG title the dog must earn ten (10) qualifying scores in the Games III class subsequent to the TG3 title. The dog can earn multiple TMAG awards, titled TMAG2, TMAG3, and so on. This award will be given to teams as they work towards their TACH title.

## 2.12 Titles Summary

<b>Level</b>	<b>Requirements</b>	<b>Title</b>
Beginner Std	3 qualifying scores	TBAD
Intermediate Std	3 qualifying scores	TIAD
Superior Std	5 qualifying scores	TSAD
Games I	3 qualifying scores in at least 2 unique games	TG1
Games II	3 qualifying scores in 3 unique games	TG2
Games III	5 qualifying scores in 5 unique games	TG3
Superior Std / Games III	10 qualifying standard scores subsequent to the TSAD 10 qualifying games scores in at least 5 unique games subsequent to the TG3	TACH
Superior Std / Games III	15 qualifying standard scores subsequent to the TACH 15 qualifying games scores subsequent to the TACH	TACH2
Superior Std / Games III	20 qualifying standard scores subsequent to the TACH2 20 qualifying games scores subsequent to the TACH2	TACH3
Superior Std	10 qualifying scores subsequent to the TSAD title	TAM
Games III	10 qualifying scores subsequent to the TG3 title	TMAG



## **3 Conduct of Agility Test**

### **3.1 Application for Group Membership**

Participation in TDAA is limited to sanctioned host clubs. The one-time fee for a group membership is \$20. This fee should be mailed to the TDAA with a completed application. The renewal fee is waived for any club conducting at least two TDAA trials in the previous year.

A TDAA member group must hold at least two sanctioned events per calendar year in fulfillment of their group membership responsibility. Failure to satisfy this stipulation shall result in a loss of membership. Copies of application forms may be obtained from the forms section of [www.k9tdaa.com](http://www.k9tdaa.com) or upon request to TDAA, or purchased from the TDAA web store. The application along with the appropriate filing fee shall be submitted to TDAA. The TDAA reserves the right to refuse any application for sanction for any reason without recourse from the requesting organization.

### **3.2 Application for Sanctioned Tests**

A Teacup Dogs Agility Association member group wishing to hold a sanctioned test must make written application to TDAA for a sanction. Such sanction shall permit the group to designate a test as "sanctioned" by TDAA, indicating that the host organization or group shall comply with all the requirements set forth in these rules and regulations and such guidelines as may be established or amended by the TDAA. The Trial Chairperson or the Trial Secretary must be a TDAA member in good standing.

The application fee for a sanctioned test is \$25. This fee should be mailed to the TDAA at least 60 days in advance of the trial date with a completed application. The complete agility trial software must be emailed to the TDAA on completion of the sanctioned test with a fee of \$2.00 for each catalog entry. See the current *Recording Fees Payment Calculator* on the TDAA website for any applicable discounts.

### **3.3 Ring Dimensions and Conduct around the Ring**

The area allocated to a Test should measure 2,100 square feet minimum with a maximum of 6,000 square feet. The area should have a suitable surface and be clearly defined.

Judges may not reveal the design of the course prior to the day of a Test to prevent practice. No practice is allowed on the course except completion of an obstacle familiarization period when provided by the host club and in an order as directed by the judge of record for the trial. Familiarization should include those obstacles that are notably different from obstacles in other agility organizations (such as the contact obstacles, tire, 16" tunnels, table and so forth). Dogs may complete each obstacle off leash if the handler has reasonable control of the dog. Competitors must be allowed to walk the course without their dogs before the competition begins.

The judge shall hold an exhibitors' briefing prior to the commencement of competition. Such briefing shall include a review of scoring and performance requirements for the class, and a review of ring procedure. When applicable, the judge shall include a description of the table count. The judge shall not advise exhibitors on handling position and strategy but may respond to questions to allow clarification of the rules.

A warm-up area may be made available for all dogs using any regulation equipment. The equipment in the warm-up area may not be arranged in any way to imitate part of a standard course or game under-way

A minimum of one jump must be provided as a warm-up for dogs prior to entering the ring. The warm-up area is reserved for dogs entered in the trial.

### **3.4 FEO Policy**

FEO entry will be allowed at the discretion of the host club, and must be stated in the premium. TDAA registered dogs may run FEO only in a class or in a trial.

A dog may be entered FEO in a level lower than their regularly-entered level provided that the FEO run is subsequent to the higher level class; For example, a team enters Intermediate Standard for purposes of qualifying, and may enter Beginner Standard as an FEO entry if Beginner is scheduled to run after Intermediate.

FEO runs will not be eligible for placements (or for qualifying), although they will be judged and scored (compared to a fun run, which is not sanctioned, judged, or recorded.)

The host club will pay a recording fee for all FEO runs. While no actual score will be recorded, the entry is conducted under the provisions of TDAA Rules and Regulations. Judges will be paid in accordance with the agreement with the judge for all FEO runs. The typical compensation is \$1.00 per run.

FEO dogs should be given the courtesy of a judged and timed performance. The guidelines for judging the dog shall be consistent with rules for performance established for dogs of comparable level. For example, if a dog ceases to work, he should be dismissed from the ring; (a short blow on the whistle and a polite excusal from the ring).

The dog should be subject to a Maximum Course Time (MCT). This is typically 1.5 times the SCT (for example, if the SCT is 60 seconds the time-keeper will blow a whistle or sound the horn at 90 seconds).

If a dog is being shown on leash, the judge should advise that dragging the dog through any performance will be translated either: a) the dog has ceased to work; b) the handler is training the dog in the ring. In either case the judge's response is to dismiss the dog from the ring. If a leash is being used it should be constantly in the control of the handler. The only exceptions might be when the dog is performing a tunnel or the tire. Under no circumstances should the dog be allowed to do a contact obstacle while dragging the leash.

### **3.5 Jump Heights**

Measured heights are determined based on the height of the dog at the withers. Dogs of the same measured height compete at the same course times, even when jump heights differ. Dogs of the same measured height compete against each other.

#### **3.5.1 Measuring of dogs and jump height cards**

All dogs not having a permanent jump height certificate will be required to be measured by the judge of record at a trial. The judge will record the dog's measured height and legibly *print* their name on the measuring form. After receiving two measurements that agree, the dog will receive an official jump height certificate. If two measurements result in two different measured heights, then a third judge is required to make a final measurement.

A dog may be measured using wickets or a measuring device.

#### **3.5.2 Measured heights**

- 2" measured height ~ dogs measuring 4" or less at the withers
- 4" measured height ~ dogs measuring 8" or less at the withers
- 8" measured height ~ dogs measuring 12" or less at the withers
- 12" measured height ~ dogs measuring 16" or less at the withers
- 16" measured height ~ dogs measuring 20" or less at the withers.

#### **3.5.3 Guidelines for Jump Height Selection**

Special provisions are made granting body-type and veteran dogs jump height exemptions. Dog's given an exemption at a lower jump height will be able to earn qualifying legs and all TDAA titles. Any dog jumping with a jump height exemption competes against the field of dogs at the dog's measured height. Only one jump height exemption for body type will be allowed. Dogs may be given a second exemption for Veteran status.

A dog's owner or handler may enter a dog at any jump height desired. Dogs jumping at a height other than their measured height will earn qualifying legs and all TDAA titles. A dog may enter a trial at only one jump height. A dog's jump height may be changed, at the trial, only with the permission of the trial secretary.

### 3.6 Move-ups at a trial

Move-ups at a trial are offered at the sole discretion of the host club, may be offered on the same day and/or day-to-day. A club is not obligated to offer move-ups but if offered, the method, policy and any deadlines must be stated in the premium. Move-ups are never allowed within the same "round" of a class. Move-ups and Fast Track are separate programs; a club may offer move-ups without offering Fast Track and vice versa.

Note: Old Section 3.6 Course Design Criteria has been removed from the rulebook; course design criteria are now included only in the TDAA Judges' Guidelines.

## **4 Equipment Specifications**

### **4.1 Size of Equipment**

It is understood that not all clubs can afford to purchase or build a full ring of smaller, scaled down equipment. However, it is within the mission of TDAA to provide more appropriately sized, scaled down equipment tailored to the smaller dogs. With this in mind, although it is not required, all current TDAA member groups are strongly encouraged to use teacup-sized equipment, as referenced below as the preferential size for each obstacle.

### **4.2 Hurdles**

All hurdles must have displaceable bars. Bars will be set at the various jump heights: 2", 4", 8", 12" or 16". The length of all bars between the standards shall be in a range from 30" to 48", with a preference to 30".

If the jump standards do not use 2" jump cups, it is permitted to cross the bars in the 4" jump cups (with the other end leaning on the floor).

#### **4.2.1 Bar Jump**

On non-winged jumps the uprights shall be 1" to 4" wide.

Each bar jump shall have two bars, the top bar set at the appropriate jump height and the lower bar set approximately halfway to the ground, except for the 4" height which may have one bar.

A ground bar is permitted. The ground bar must be 1" tall or less.

The thickness of the bar shall be between 3/4" and 1". When using PVC the preferred size shall be 3/4" (ID) schedule 40.

#### **4.2.2 Winged Jumps**

Wings may be constructed in a range from 12" to 24" wide and 30" to 40" tall.

Wings may be free standing or attached to the hurdle uprights but may not exceed the above dimensions when including the width of the hurdle upright.

### **4.2.3 Tire**

The inner diameter of the tire may be no less than 16" wide, and may be no greater than 24" wide, with a preference to the smaller size of 16". Any dimension allowed under previous equipment specifications in TDAA rules shall be permitted.

The width of the aperture rim may be in a range between 2" and 4" with a preference to the smaller size of 2".

The tire may be presented as a lollipop or in a frame. The height of the tire must be adjustable to each jump height. A Break-away or displaceable tire is permitted.

### **4.3 Table**

The table shall be adjustable to only two heights: 6" and 12".

The top surface of the table must be approximately square, and shall measure between 30" and 36". The surface may be sand, paint, carpet, or rubberized.

### **4.4 Weave Poles**

The height of weave poles will be uniform and set in a range from 24" to 42", with a preference to 30".

The interval distance between weave poles shall be in the range from 18" to 24".

### **4.5 Tunnels**

#### **4.5.1 Collapsed Tunnel**

The diameter of the rigid aperture of the collapsed tunnel must measure in a range from 16" to 24". The length of the rigid aperture must be in a range between 24" and 36", with a preference to the smaller diameter of 16" and shorter length of 24".

The fabric chute must be made of a lightweight material, recommended between 125 and 350 denier fabric (examples: flag fabric or lightweight nylon packcloth). The length of the chute shall be in a range from 6 feet to 8 feet. The exit end of the chute must flair, being at least 18" wider than the entry to the rigid aperture.

The barrel of the chute, the entrance, and the exit must be of uniform size. The step up/jump into the entrance to the barrel of the chute may not be more than 1".

The collapsed tunnel is a required obstacle for the standard class at all levels, but in adverse weather conditions it may be replaced with a tunnel.

## 4.5.2 Pipe Tunnel

The diameter of the pipe tunnel must measure in a range from 16" to 24" with a preference to the smaller size of 16".

When using 24" tunnels the length of the tunnel should be a minimum of 8 feet and maximum of 15 feet, with a preference to the shorter length of 8 feet.

When using 16" tunnels the length of the tunnel should be a minimum of 8 feet and maximum of 12 feet, with a preference to the shorter length of 8 feet.

## 4.6 A-frame

Ramps must measure one of: 6'8", 7', 8' or 9'. For a 9' board the apex will be set at 5' (60"); for an 8' board the apex will be set at 4'5" (53"); for a 7' board the apex will be set at 3'11" (47"); for a 6'8" board the apex will be set at 3'8" (44"); with a preference to the smaller dimension of 6'8" long.

Board width 30"-36"; with a preference to the smaller dimension of 30" wide. Any smaller specification allowed under previous equipment specifications in TDAA rules shall be permitted.

Contact zones must be 36" long. If the A-frame contacts are painted with longer contact zones, then a 2" to 3" wide tape of a high contrast color to the contact color may be used to mark the 36" contact zone. The tape shall be placed so that the bottom edge of the tape is at the 36" mark.

Slats are optional. When used, slat spacing must be in the range 9" to 1' slat to slat, slat size must be 1" to 1-1/2" wide by 1/4" to 3/8" thick.

The surface must have sufficient traction so dogs can ascend and descend safely. Rubber surfaces (granule or matting) are allowed if a club so desires.

<b>A-frame ramp</b>	<b>Apex</b>
6' 8" ramp	3' 8"
7' ramp	3' 11"
8' ramp	4' 5"
9' ramp	5' 0"

## **4.7 Dogwalk**

Ramps must measure one of 12', 10', or 8'. For a 12' board the apex will be set in a range from 4' to 4'6" (48" to 54"); for a 10' board the apex will be set in a range from 3'4" to 3'9" (40" to 45"); for an 8' board the apex will be set in a range from 2'6" to 3' (30" to 36"); with a preference to the smaller dimension of 8' ramps.

Board width shall be 11"-12"; with a preference to the smaller dimension of 11" wide. Any smaller specification allowed under previous equipment specifications in TDAA rules shall be permitted.

Contacts shall be 36" long. If the dogwalk contacts are painted with longer contact zones, then a 2" to 3" wide tape of a high contrast color to the contact color may be used to mark the 36" contact zone. The tape shall be placed so that the bottom edge of the tape is at the 36" mark.

Slats are optional. When used, slat spacing must be in the range 9" to 1' slat to slat, slat size 1" to 1-1/2" wide by 1/4" to 3/8" thick.

The surface must have sufficient traction so dogs can ascend and descend safely. Rubber surfaces (granule or matting) are allowed if a club so desires.

<b>Dogwalk ramp length</b>	<b>Apex</b>
8' ramp	2' 6" to 3'
10' ramp	3' 4" to 3' 9"
12' ramp	4' to 4' 6"

## **4.8 Teeter**

Ramps must measure one of 12', 10', or 8'. For a 12' board the apex will be set at 20"; for a 10' board the apex will be set at 16.5"; for an 8' board the apex will be set at 13"; with a preference to the smaller dimension of 8'.

Board width shall be 11"-12"; with a preference to the smaller dimension of 11" wide. Any smaller specification allowed under previous equipment specifications in TDAA rules shall be permitted.

Contact Zones shall be 36". If the teeter contacts are painted with longer contact zones, then a 2" to 3" wide tape of a high contrast color to the contact color may be used to mark the 36" contact zone. The tape shall be placed so that the bottom edge of the tape is at the 36" mark.



A three-pound weight placed 12" from the up end of the teeter must drop the teeter in less than three seconds but not so quickly as to create a safety issue for dogs.

Slats are optional. When used, slat spacing must be in the range 9" to 1' slat to slat, slat size 1" to 1-1/2" wide by 1/4" to 3/8" thick.

The surface must have sufficient traction so dogs can ascend and descend safely. Rubber surfaces (granule or matting) are allowed if a club so desires.

<b>Teeter ramp length</b>	<b>Apex</b>
8' ramp	13"
10' ramp	16.59"
12' ramp	20"

## **5.0 Superior Agility Classes**

Only dogs in sound physical condition who have earned the Teacup Intermediate Agile Dog (TIAD) shall be eligible for participation in this class.

### **5.1 Minimum Obstacle Requirements**

A course shall include a minimum of 17 and a maximum of 20 obstacles in the Superior class. Obstacles may be used more than once in a course. Each of the three contact obstacles must be taken at least once but no more than four contact obstacles will be taken in total for each course. The minimum requirements are:

- Three contact obstacles: A-frame, Dogwalk, Teeter
- Weave poles – a minimum of 6 are required, while 6 to 12 weave poles are allowed; if 12 poles are used they may be 1 continuous set of 12 or 2 independent sets of 6 poles
- Collapsed Tunnel
- Pipe Tunnel
- Table
- Jumps and hurdles; Tire, Winged and non-winged jumps.

### **5.2 Performance Standards**

#### **5.2.1 Obstacle Performance**

##### **5.2.1.1 Weave Poles**

The dog is required to enter the weave poles from right to left between the first two poles, and weave alternately down the line of poles until the performance is complete. All poles must be taken for a complete performance.

Missing the correct entry or missing a pole during the performance shall be deemed a missed pole and faulted only once. The exhibitor, at his or her discretion, may correct for the missed pole by restarting the line of weaves or by redirecting the dog back to the missed pole. Three occurrences of missed poles shall be deemed a failure to perform, and the judge will instruct the exhibitor to go on to the next obstacle.

Crossing the line of weave poles when the weave poles are not the next correct obstacle shall be deemed a wrong course only if the dog attempts a weaving motion upon entering.

### **5.2.1.2 Table**

The table is an optional obstacle. Judges are urged (but not required) to use the table for at least 50% of standard classes on a trial weekend.

The dog is required to perform one of three obedience exercises on the table for a count of five seconds: sit, down, or stand. If the dog breaks the position during the count, the count shall resume from the point of interruption (cumulative) when the dog returns to the required position.

In a "stand" the dog is permitted to shift his feet. However, if the dog raises two feet into the air, turns around or walks around on the table, sits, or lies down, the stand is broken, and the count must be resumed once the dog is returned to a standing position.

Leaving the table before the end of the count shall be faulted for the first occurrence only. When the dog has dismounted the table prior to the completion of the count the performance count shall be resumed from the point of interruption (cumulative) once the dog is back on the table and in the required position. Leaving the table three times shall be deemed a failure to perform, and the judge will instruct the exhibitor to go on to the next obstacle. Leaving the table prior to completion of the count and not returning to complete the count shall be deemed a failure to perform.

### **5.2.1.3 Teeter**

The dog must mount the ramp in the direction designated by the judge, tip the board, and dismount, touching the contact zone before leaving the plank.

Leaving the teeter before beginning the tip (plank doesn't move) shall be deemed a refusal. Not re-attempting the teeter after a refusal shall be deemed a failure to perform. Leaving the plank after the plank has begun to move shall be deemed a fly-off only if the downside ramp does not touch the ground. In other words, even if the dog pushes off before the plank settles the performance will not be faulted if the plank touches.

The up "safety" contacts are judged only when the dog side mounts the board. If the approach to the board is straight and square, the judge shall not consider the contact zone for the purpose of performance. On a side mount, the dog must touch the yellow contact zone or will be faulted with a missed contact.

### **5.2.1.4 Dogwalk**

The dog must mount the ramp in the direction designated by the judge, and dismount touching the contact zone.

Leaving the dogwalk on the up-ramp shall be deemed a refusal. Leaving the dogwalk on the center plank shall be deemed a failure to perform, and the judge will instruct the exhibitor to go on to the next obstacle. Leaving the dogwalk on the descent plank before the yellow contact zone shall be deemed a missed contact only.

The up "safety" contacts are judged only when the dog side mounts the ramp. If the approach to the ramp is straight and square, the judge shall not consider the contact zone for the purpose of performance. On a side mount, the dog must touch the yellow contact zone or will be faulted with a missed contact.

#### **5.2.1.5 A-frame**

The dog must mount the ramp in the direction designated by the judge, and dismount touching the contact zone.

Leaving the A-frame on the ascent shall be deemed a refusal. Leaving the A-frame on the descent plank before the yellow contact zone shall be deemed a missed contact only. Not attempting the A-frame after a refusal shall be deemed a failure to perform.

The up "safety" contacts are judged only when the dog side mounts the ramp. If the approach to the ramp is straight and square, the judge shall not consider the contact zone for the purpose of performance. On a side mount, the dog must touch the yellow contact zone or will be faulted with a missed contact.

#### **5.2.1.6 Single Hurdles**

The dog must jump the hurdle in the direction designated by the judge, crossing between the standards and over the bar without dropping the top bar. If the dog "banks" the top bar the dog will be faulted whether or not the bar drops. Banking is defined as stepping on the bar to get additional lift; this definition does not include incidental "ticking" of the bar.

#### **5.2.1.7 Tire**

The dog must jump the tire aperture in the direction designated by the judge. Jumping through the tire or between the tire and frame in the wrong direction shall be deemed a wrong-course.

#### **5.2.1.8 Tunnels**

The dog must enter the tunnel in the direction designated by the judge, and exit on the opposite end. Entering the wrong end (all four paws) shall be deemed a wrong-course.

## 5.2.2 Performance Faults

### 5.2.2.1 Missed Contacts

A dog is required to touch the yellow contact safety zones (Contacts) on the dismount side of the contact obstacles. Up contacts shall not be judged when the dog makes a straight approach. If the dog mounts from the side, however, missing the up contact zone shall be faulted.

### 5.2.2.2 Teeter Fly-Off

Determination of a teeter fly-off is judge's discretion. Leaving the plank after the plank has begun to move shall be deemed a fly-off only if the downside ramp does not touch the ground. In other words, even if the dog pushes off before the plank settles the performance will not be faulted if the plank touches.

Considering that this is a venue for small dogs, if the dog clearly is ready to dismount before the teeter has settled, the dog will not be faulted for popping off the end if he is clearly under control, and so long as the downside ramp is thrust down enough to touch the ground.

A fly-off shall *\*not\** be called if the dog actually rides the board down, no matter how spectacularly the board crashes, and even if the dog tumbles and rolls.

No faults shall be called if the board "bounces" after the dog dismounts. This is irrelevant.

### 5.2.2.3 Refusals

A refusal occurs when a dog stops or turns away from a contact obstacle after having clearly begun the approach, or by running past the run-out plane of the obstacle. Committing to a contact obstacle (touching any part of the ascent) and coming back off the obstacle shall also be deemed a refusal.

A run-out plane is the point at which the dog cannot make an approach to the contact obstacle without turning back to begin the approach again. This line shall be drawn through the back edge of the contact zones.

In Standard courses, refusals shall not be faulted for any obstacles except the contact obstacles. Note that certain games may allow for refusals to be called for obstacles other than the contact obstacles.

#### **5.2.2.4 Wrong-course**

A wrong course shall be defined as a dog performing or committing all four paws to an obstacle out of sequence, or in the wrong direction. Jumping over any obstacle that is not the next correct obstacle shall be deemed a wrong-course.

Running through any portion of the weave poles when it is not the next designated obstacle shall be deemed a wrong course only if the dog attempts a weaving motion after entering.

During the dog's performance of the weave poles, if the dog sets up a weaving motion moving in the opposite direction of the course flow it shall be deemed a wrong-course. That means the dog may pass through the line of weave poles once only when being turned back to retry the performance. But twice through the poles will be deemed a wrong course.

A dog running under a contact obstacle or across the fabric of the collapsed tunnel shall *\*not\** be deemed a wrong-course. However, if the dog jumps the fabric or the rigid portion of the collapsed tunnel, or the ramp of a contact obstacle, the performance shall be deemed a wrong-course.

#### **5.2.2.5 Handling Faults**

The dog is faulted when the handler touches the dog if the touching aids performance. This occurs when the handler collides with the dog in a way that pushes the dog in the direction of the course, and will include the handler touching or bumping the dog during the performance of the weave poles.

The dog is faulted when the handler touches the dog with the single exception being that the dog shall not be faulted for incidental bumping or excited jumping on the handler that has no benefit to the dog.

#### **5.2.2.6 Touching the Equipment**

The handler is faulted for touching the equipment only when that touching is intended to aid performance. Touching the equipment should only be called if the handler's evident purpose is to draw the dog's attention to the obstacle. Accidentally or incidentally touching equipment should not be faulted.

#### **5.2.2.7 Outside Assistance**

Outside assistance occurs when someone other than the handler attempts to exert some influence to aid the dog's performance. Some possible scenarios might be: a cheering section organized for particular dogs to help the dog get motivated; someone waiting in the dog's line of sight in the closing of a course with a visible Frisbee or food treats for the dog; someone yelling course directions to the exhibitor on the field.

#### **5.2.2.8 Time Faults**

In a standard course run, the dog shall be faulted the exact time over standard course time. Exceeding standard course time shall result in a non-qualifying performance. Time faults shall be measured to the 100th of a second.

#### **5.2.2.9 Elimination**

The dog shall be eliminated and the team dismissed/excused from the ring for the current run for any of the following: harsh treatment of the dog; fouling the ring (this includes vomiting, urination and defecation); use of food or toys in the ring; the dog refuses to return to work in a reasonable amount of time; the dog is unmanageable; excessive handling; outside assistance; or, dog aggression.

Dogs will not be eliminated for: wearing a collar and tags; wearing adornments, clothing, ties; or mild cursing by the handler so long as that cursing is not directed at the dog or an official on the field.

Aversive training devices will not be allowed on show grounds. These include choke collars, pinch collars, bark collars, and electronic (shock) collars.

#### **5.2.2.10 Excessive Delay**

A dog whose handler excessively delays the start of his round may be faulted in a range from 5 faults to Elimination. A typical scenario might be a handler who returns to his dog to correct a broken stay at the start line. However, the judge is encouraged simply to instruct the time-keeper to start time so that any delay is reflected in the dog's time on course.

### ***5.3 Scoring and Faults***

Standard scoring shall be determined on a faults-then-time basis. A dog may place in a class without actually achieving a qualifying score. In the event of a tie in number of faults, the winner shall be determined on the basis of lowest time. In the event of a tie in both faults and time, the judge may use his discretion to determine a tie-breaking scenario.

In standard courses zero faults shall be required to earn a qualifying score. In games, qualification criteria shall be set by the judge under the direction of the TDAA course reviewer.

Performance faults shall be assessed on the following basis (see section 9.2 for summary of faults per class):

- Missed contacts ~ 5 faults
- Wrong-course ~ 5 faults
- Fly-off of the teeter ~ 5 faults
- Missed weave poles, one occurrence only ~ 5 faults
- Banking a hurdle or the tire ~ 5 faults
- Displacing hurdle poles ~ 5 faults
- Refusals ~ 5 faults
- Handler assistance or touching ~ 5 faults to Elimination
- Excessive Delay at Start: ~ 5 faults to Elimination
- Outside assistance ~ 5 faults to Elimination
- Leaving the table before completion of the count, (one occurrence only) ~ 5 faults
- 3 occurrences of leaving the table early ~ Failure to Perform
- 3 occurrences of missed weave poles ~ Failure to Perform
- Failure to perform ~ Elimination
- Excessive handler assistance or touching ~ Elimination
- Unsportsmanlike behavior ~ Excused
- Aggression to humans or other dogs ~ Excused
- Dog ceasing to work or leaving the test area ~ Excused
- Fouling the course ~ Excused



### 5.3.1 Signaling Performance Faults

When judging standard courses the judge should give these signals to the scribe:

- Standard faults – Raised open hand
- Failure to perform – Two raised open hands
- Refusal – Raised closed fist
- Elimination – Crossed arms
- Dismissal – Blow the whistle

### 5.3.2 Standard Course Times

In tests in which performance is measured on the basis of faults, the judge shall measure the dog's path and set a Standard Course Time (SCT). For standard classes the judge shall use the number at the low end of the range. This is typically automatically calculated by the trial software.

The Superior rate for standard courses for dogs jumping 4" and 8" shall be 1.9 yards per second plus 5 seconds for table performance, and for games courses in a range between 1.9 and 2.3 yards per second. The Superior rate for standard courses for dogs jumping 12" and 16" shall be 2.0 yards per second plus 5 seconds for table performance, and for games courses in a range between 2.0 and 2.3 yards per second. Maximum course time shall be set at 1.5 times the standard course time.

#### 5.3.2.1 Veterans Dogs

A veteran dog is a dog of at least 7 years of age. Veteran dogs receive an extension in standard course time. 4" (measured height) veterans receive an additional 4 seconds while 8", 12", and 16" veterans receive an additional 2 seconds.

#### 5.3.2.1 Disabled Handlers

A time exemption will be granted to disabled handlers amounting to 4 seconds standard course times and qualifying course times for games classes. The proof of disability shall be the issued disability parking tag. There will be no special system of titling for disabled handlers.

## **6 Intermediate Agility Classes**

Only dogs who have earned the Teacup Beginner Agile Dog (TBAD) shall be eligible for participation in this class.

### **6.1 Minimum Obstacle Requirements**

A course shall include a minimum of 14 and a maximum of 17 obstacles in the Intermediate class. All three contact obstacles (teeter, dogwalk, and A-frame) are required, and only three contact performances are allowed. Six weave poles are required, and only 6 are allowed.

Otherwise, the obstacle requirements shall be the same as used in the Superior class.

### **6.2 Performance Standards**

In the performance of the weave poles the dog shall be allowed to miss the entry without fault. However, once the dog makes a correct entry, he will be judged for missed weave poles in the same manner as in the Superior class.

The first failure to perform will be scored as 20 faults; the second failure to perform will be scored as elimination.

Otherwise, performance faults shall be the same as used in the Superior class.

### **6.3 Standard Course Times**

In tests in which performance is measured on the basis of faults, the judge shall measure the dog's path and set a Standard Course Time (SCT). For standard classes the judge shall use the number at the low end of the range. This is typically automatically calculated by the trial software.

The Intermediate rate for standard courses for dogs jumping 4" and 8" shall be 1.5 yards per second plus 5 seconds for table performance, and for games courses in a range between 1.5 and 1.7 yards per second. The Intermediate rate for standard courses for dogs jumping 12" and 16" shall be 1.6 yards per second plus 5 seconds for performance of the table and for games courses in a range from 1.6 and 1.9 yards per second. Maximum course time shall be set at 1.5 times the standard course time.

## **7 Beginner Agility Classes**

All dogs in sound physical condition, meeting the height specifications of the organization, and familiar with all obstacles shall be eligible for participation in this class.

### **7.1 Minimum Obstacle Requirements**

A course shall include a minimum of 12 and a maximum of 14 obstacles in the Beginner class. All three contact obstacles (teeter, dogwalk, and A-frame) are required, and only three contact performances are allowed. Weave poles are not allowed.

Otherwise, the obstacle requirements shall be the same as used in the Superior class.

### **7.2 Performance Standards**

Refusals are not faulted on the dog's approach to any obstacle.

Leaving a contact obstacle on the ascent side, when it is the next obstacle in sequence, after committing all four paws, shall not be faulted. The dog may attempt the obstacle three times only. **After a third refusal** the performance shall be deemed a failure to perform. The judge shall advise the exhibitor to continue on course. If the dog is directed back onto the contact obstacle, the performance shall be scored a wrong course.

The first failure to perform will be scored as 20 faults; the second failure to perform will be scored as elimination.

Otherwise, performance faults shall be the same as used in the Superior class.

### **7.3 Standard Course Times**

In tests in which performance is measured on the basis of faults, the judge shall measure the dog's path and set a Standard Course Time (SCT). For standard classes the judge shall use the number at the low end of the range. This is typically automatically calculated by the trial software.

The Beginner rate for standard courses for dogs jumping 4" and 8" shall be 1.3 yards per second plus 5 seconds for table performance, and for games courses in a range from 1.3 to 1.5 yards per second. The Beginner rate for standard courses for dogs jumping 12" and 16" shall be 1.4 yards per second plus 5 seconds for table performance, and for games courses in a range from 1.4 and 1.6 yards per second. Maximum course time shall be set at 1.5 times the standard course time.

## **8 Games Classes**

A resource for establishing rules and guidelines for TDAA games can be found on the TDAA's website. A more comprehensive reference: "*The Book of Agility Games*" volume 3 is available from [www.dogagility.org/newstore](http://www.dogagility.org/newstore).

### **8.1 Existing Games**

Existing agility games played by any of the existing agility organizations can be used in the TDAA. These games have the advantage that rules are established and generally understood by exhibitors and the games have a track record of rule interpretation, performance, and judging.

### **8.2 Requirements for New Games**

TDAA judges may create new games or variations of existing games. New games or variations must be submitted to the TDAA for review and approval six (6) weeks prior to the date of the test.

When designing a new agility game for use in TDAA for titling purposes, the following guidelines shall be considered:

All games will have a clearly defined scoring basis.

All new games must have a clear start and finish line or point. Faults that end a game must be clearly determinable.

New games must have a clearly established time period for play. If the new game has multiple periods, each period shall either have its own clearly established time period or some means to move from one play period to another.

New games shall have a clear and simple means of breaking tied scores for faults or points. Time measured in 1/100th of a second may be used.

New games shall provide for how faults are to be determined and how the case of failure to perform affects subsequent play (e.g., missed obstacle, dropped bar, stepping on a line, obstacles taken out of a required sequence before moving to the next portion of the game, etc.)

New games shall establish the qualification criteria for Games I, Games II, and Games III, based on the game mechanics and skill requirement.

New games shall be designed to take into account a range of dog and handler skills to provide an appropriate but not overwhelming challenge at the various competing levels.

### **8.3 General Games Rules**

Games requiring a Standard Course Time shall use the range provided for each level in sections 5.0, 6.0, and 7.0, respectively, for Games Levels I, II and III.

There are no limits to the number of weave poles that may be used in a game. When weave poles are used in games classes, dogs competing at the Games I level must not be faulted for either missing the entry or for missing weave poles; any error must be corrected, or the dog will earn failure to perform if appropriate for the game. For Games II and Games III, weave pole faults may be defined at the judge's discretion.

As much as possible, course faults should be consistent between each level. The Four Paw Safety Rule is not required for games, but may be used at the judge's discretion.

## **9 Misconduct and Aggressive Dogs**

### **9.1 Misconduct**

Disciplinary matters arising from conduct exhibited within the course area (or ring) shall be the responsibility of the judge in determining if dismissal from the ring and filing of a complaint with the Host Committee is warranted, though this shall not prohibit others from filing a complaint with the Host Committee for competitor misconduct should the judge fail to do so. All other disciplinary matters fall under the jurisdiction of the Host Committee, though the Committee may consult with the judge on matters brought to it involving incidents in the ring and other matters it deems appropriate.

Matters of misconduct shall include (but not be limited to):

- Abuse of Dogs
- Misconduct Against a Judge
- Unsportsmanlike conduct
- Indiscretions

The TDAA will make the final determination as to the penalties for a person reported for misconduct. Penalties may take the form: a warning letter, suspension from TDAA privileges. All complaints must be forwarded to the TDAA within 5 business days of the conclusion of the trial (with all other trial paperwork).

### **9.2 Aggressive Dogs**

The TDAA will have a low tolerance for dogs that are aggressive. Action arising from aggression exhibited within the course area (or ring) shall be the responsibility of the judge in determining if dismissal from the ring, removal from the trial site and filing of a complaint with the Host Committee is warranted, though this shall not prohibit others from filing a complaint with the Host Committee for dog aggression should the judge fail to do so. All other actions related to incidents of dog aggression fall under the jurisdiction of the Host Committee, though the Committee may consult with the judge on matters brought to it involving incidents in the ring and other matters it deems appropriate.

The TDAA will make the final determination as to the penalties for a dog reported for matters of aggression. Penalties may take the form: a warning letter, suspension from TDAA privileges. All complaints must be forwarded to the TDAA within 5 business days of the conclusion of the trial (with all other trial paperwork).

## 10.0 Judge's Aids

### 10.1 Standard and Games Course Time Rates

Judges are encouraged to generally use the rates as stated below for calculating standard course time (SCT); in inclement weather or for adverse site or equipment conditions the SCT may be set lower at the judge's discretion.

Level and Class	Measured Jump Height	Standard Course Time Rates of Travel (YPS)	Add'l Time for Veteran dogs
Beginner Standard	4"	1.3 yps + 5 sec (table)	4 seconds
	8"	1.3 yps + 5 sec (table)	2 seconds
	12" / 16"	1.4 yps + 5 sec (table)	2 seconds
Intermediate Standard	4"	1.5 yps + 5 sec (table)	4 seconds
	8"	1.5 yps + 5 sec (table)	2 seconds
	12" / 16"	1.6 yps + 5 sec (table)	2 seconds
Superior Standard	4"	1.9 yps + 5 sec (table)	4 seconds
	8"	1.9 yps + 5 sec (table)	2 seconds
	12" / 16"	2.0 yps + 5 sec (table)	2 seconds
Games I *	4"	1.3 – 1.5	4 seconds
	8"	1.3 – 1.5	2 seconds
	12" / 16"	1.4 – 1.6	2 seconds
Games II *	4"	1.5 – 1.7	4 seconds
	8"	1.5 – 1.7	2 seconds
	12" / 16"	1.6 – 1.9	2 seconds
Games III *	4"	1.9 – 2.3	4 seconds
	8"	1.9 – 2.3	2 seconds
	12" / 16"	2.0 – 2.3	2 seconds

\* Only applies to games classes in which a standard course time (SCT) is to be used.

## 10.2 Summary of Faults by Class

<b>Fault</b>	<b>Superior</b>	<b>Intermediate</b>	<b>Beginner</b>
Missed contact zone	5 faults	5 faults	5 faults
Fly-off (teeter)	5 faults	5 faults	5 faults
First occurrence of jumping off and on the table	5 faults	5 faults	5 faults
Anticipation of end of table count	5 faults	5 faults	5 faults
First occurrence of a missed weave pole	5 faults	5 faults	N/A
Dropped bar	5 faults	5 faults	5 faults
Refusal (contact obstacles only)	5 faults. 3 refusals on course will result in elimination	5 faults. 3 refusals on a single obstacle will result in elimination	Not faulted ~ except if the dog commits with four paws and gets off; then it is a failure.
Violating the safety rule	N/A (faulted as a refusal)	N/A (faulted as a refusal)	Elimination
Excessive delay at start	5 faults to Elimination	5 faults to Elimination	5 faults to Elimination
Running wrong course	5 faults	5 faults	5 faults
Failure to perform	Elimination	20 faults. 2 failures will result in Elimination	20 faults. 2 failures will result in Elimination
Use of food or toys in the ring	Excused	Excused	Excused
Touching the dog or equipment as an aid to the dog's performance	5 faults to Elimination	5 faults to Elimination	5 faults to Elimination
Outside assistance	5 faults to Excused	5 faults to Excused	5 faults to Excused
Poor sportsmanship	Excused	Excused	Excused
Signs of aggression	Excused	Excused	Excused
Leaving the course area	Not faulted, to Excused	Not faulted, to Excused	Not faulted, to Excused
Dog being out of control or ceasing to work	Excused	Excused	Excused
Fouling the course	Excused	Excused	Excused

Excused – The dog is dismissed from the ring for the current run only. In cases of aggression the Trial Committee in consultation with the judge may dismiss the dog from the trial site.



## Contact Information

The Official TDAA website is located at:

[WWW.K9TDAA.COM](http://WWW.K9TDAA.COM)

This site contains the TDAA's calendar of events, official forms for download, TDAA merchandise, complete listing of TDAA judges, contact information for TDAA, and information about the National Petit Prix Tournament.

TDAA's address is:

TDAA  
14543 State Route 676  
Waterford, OH 45786

The TDAA newsletter has gone to facebook! Members and enthusiasts of the TDAA may submit brags and articles to: <http://www.facebook.com/pages/Teacup-Dogs-Agility-Association/153254994766538?sk=wall>

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