

## What Happens at an Agility Event?

**Judge's Briefing:** The handlers gather around the judge where the judge summarizes how the Run or Game is to be judge.

**Walk Through:** The handlers "walk the course", as a group without their dogs to become familiar with the course. Every course or game is different.

**Competition Run:** The dogs run the course individually off leash, directed by the handler. Time starts when the dog crosses the start line and stops at the finish line. The judge indicates faults (mistakes), with hand singles to the "scribe" who records all faults, scores and times.

**Clean Run:** A run without faults and within course time or correct points in the games.

**Faults:** Faults occur if the handler touches the dog; the dog runs the wrong course, misses a contact zone, misses a weave pole, jumps off the pause table before the "count" is complete, or displaces a jump bar.



## TDAA - Did You Know?

- There are over 3,200 dogs registered in TDAA
- There are 131 breeds represented including All America
- The top 5 TDAA breeds are: 1<sup>st</sup> Shetland Sheepdog, 2<sup>nd</sup> Papillion, 3<sup>rd</sup> Pembroke Welsh Corgi, 4<sup>th</sup> Yorkshire Terrier, 5<sup>th</sup> Jack Russell Terrier
- TDAA has dogs registered in 44 states, Mexico, Canada and Puerto Rico
- There are TDAA clubs in 28 states and British Columbia, Canada
- 7 out of the 10 most popular breeds in the U.S. run in TDAA, including, Yorkshire Terrier, Beagles, Boxers, Shih Tzu, Bull Dogs, Poodles and Dachshund
- In 2008 there were over 70 TDAA trials held in the U.S., culminating with the national championship Petit Prix in Westminster, Vermont.
- The date of the first TDAA trial was, May 19, 2002, in Kansas City, Kansas



**Want to Get Involved With  
TDAA?**

### Teacup Dogs Agility Association

Membership Development:

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## Spectator's Guide

*Agility is a **Team** Sport*



*Teacup Dogs Agility Association provides a competitive venue for dogs of small stature without regard to breed or pedigree. The dogs run standard courses and play games with their handlers to provide fun and exercise for both.*

### Agility Course Obstacles

**Jumps** – There are Bar and Wing jumps. The jump height is set based on the dog's height.

**Tunnels** – There are pipe (open) and collapsed (chute) tunnels.

**Tire** – The tire is suspended in a frame. The height of the tire is adjusted to each dog's jump height.

**Pause Table** – The dog must jump onto the table and assume a stand, sit or down position for 5 seconds.

**Weave Poles** – 6 to 12 evenly spaced poles. The dog must enter to the right of the first pole and zig-zag through to the last pole.

**A-Frame** – The tallest agility obstacle. The dog must touch the contact zone (yellow) on both the ascending and descending side.

**Dog Walk** – Three ramps of equal length. The dog must again touch the yellow contact zone on both the start and ending ramp.

**Teeter** – The see-saw is the only moving obstacle. The dog must run up the teeter and wait until the end touches the ground before exiting the obstacle.

The Teacup Dogs Agility Association is open to all dogs, without regard to breed or pedigree, measuring 17" or less at the withers (shoulders), who are at least 12 months of age.



There are 2 types of titles in TDAA, Standard Run and Games. In each title there are 3 classes, Beginner, Intermediate and Superior. A dog must qualify or "Q" (successfully complete the Standard Runs or Games), multiple times to gain a title and move up in class. A Superior dog who earns additional qualifiers and places first will achieve the level of Teacup Agile Dog Champion (TACH)

There are 4 jump heights in TDAA, 4, 8, 12 and 16 inches. Special provisions are made for dogs that are long-backed, or breeds that have short legs to body length.



The goal of the TDAA is to create challenges for the small dog in agility. What strikes you first about a Teacup Dogs trial has to be the diminutive size of the equipment. The key difference in Teacup Agility is not so much that the equipment is on a smaller scale, but that the distance between obstacles is considerably tighter. The handler absolutely must sharpen his skills for a run or game in which obstacles occur at a staccato and rapid fire pace.

