



Rules and Regulations

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Rules and Regulations

V 4.2 March 1, 2010

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 must 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 not show his own dog in a class for which he is the judge of record.

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 17" or less who are at least 12 months of age. A dog must be TDAA registered to compete in TDAA trials. No dog may participate with apparent injuries, lameness or bandages. Dogs who are blind may not participate.

A dog may not compete under a judge who is a member of the same household; but may be shown under an alternate or stand-in judge at the same trial.

1.4 TDAA Rules and Regulations v4.2 2010

This rule book (version 4.2) 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. Check the web site!

1.5 Membership Dues

TDAA membership dues are \$25.00 per 3-Year Membership Period, payable on or before the first day of February every three years. No member may vote whose dues are not paid for the current membership period. By December 31 of the third year of the current membership period, the Treasurer shall send to each member a statement of dues for the ensuing 3-Year Membership Period.

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.

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

Level	Requirements	Title
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 membership groups. The fee for a group membership is \$20 annually. 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 or upon request to TDAA. 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 Board of Directors. The Trial Chairperson or the Trial Secretary must be a TDAA member in good standing.

The application fee for a sanctioned test is \$50. This fee should be mailed to the TDAA at least 60 days in advance of the trial date with a completed application. A complete catalog must be mailed to the TDAA on completion of the sanctioned test, with a fee of \$2.00 for each standard class and game, for every catalog entry.

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 For Exhibition Only (FEO) Entry

FEO entry will be allowed at the discretion of the host club, and must be stated in the premium. 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 may be scored.

3.5 Jump Heights

Jump heights are determined based on the height of the dog at the withers.

Any dog not having a permanent height card must be measured by the judge of record. In addition, any dog seeking a jump height exemption as per section 3.4.5 that does not have a height card stating this exemption must also be measured by a judge of record.

3.5.1 4" jump height

Restricted to dogs measuring 8" or less at the withers; or dogs with a jump height exemption measuring 12" or less.

3.5.2 8" jump height

Restricted to dogs measuring 12" or less at the withers; or dogs with a jump height exemption measuring 15" or less.

3.5.3 12" jump height

Restricted to dogs measuring 15" or less at the withers; or dogs with a jump height exemption measuring 17" or less.

3.5.4 16" jump height

Restricted to dogs measuring 17" or less at the withers.

3.5.5 Guidelines for Jump Height Exemptions

Special provisions are made granting jump height exemptions for dogs as described in this section.

A dog also may be given an exemption to jump at a lower height even though he does not meet any of the criteria for a jump height exemption. An exemption will be given to a dog for extraordinary circumstances, as determined by TDAA. The judge of record may grant such exemption for the day of the trial.

Dogs given an exemption to a lower jump height will be able to earn qualifying legs and all TDAA titles. Any dog jumping with a jump height exemption including veteran exemption competes against the field of dogs in the height class that he measures into based on his height at the withers. Only one jump height exemption for body type will be allowed; dogs may be given a second exemption only for Veteran status.

3.5.5.1 Body Type exemptions

Long back exemption

The exemption for a long-backed dog would be based on the measurement of the dog from the front of the chest to the back of the rear compared to the measurement of the dog's height at the withers. As a rule of thumb, if the dog's length is 150% or greater than the height measurement, the dog would qualify for this exemption.

Weight to height exemption

Weight to height provision (by structure, not obesity) – This exemption should be limited to certain breeds that have a propensity for weight that is greater than their height if you compare pounds to inches.

Dwarfish legs/deep chest exemption

Dogs with dwarfish legs/deep chest dogs – This exemption is granted to dogs whose leg to shoulder height ratio is 1/3 or less of the dog's overall height. The exemption for dog's with dwarfish legs is based on the measurement of the dog's wither height, when that height is 150% or greater than the measurement of the space from floor to chest.

3.5.5.2 Veterans Dogs

A jump height exemption (next lower height) will be granted to veteran dogs. A veteran dog is a dog of at least 7 years of age. There will be no special system of titling for veteran dogs. In addition to the jump height exemption, Veteran dogs receive an extension in standard course time. 4" veterans receive an additional 4 seconds while 8", 12", and 16" veterans receive an additional 2 seconds.

3.5.5.3 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.

3.5.6 Measuring of dogs and jump height cards

All dogs not having a permanent jump height card will be required to be measured by the judge of record at a trial. The judge will record the dog's measured height and record any jump height exemptions for which the dog qualifies.(see section 3.5.5 for description of jump height exemptions). After receiving 2 measurements (either at one trial or at multiple trials), the dog will receive an official jump height card that must be presented at each trial check-in. If two measurements cause the dog to be measured into different jump heights, then a third judge is required to make a final measurement.

If a permanent jump height card is not presented at check-in, the dog must be measured for that trial by the judge of record prior to competing.

The measuring device shall be wickets. If wickets are not available then a measuring device that is provided by the club or the judge of record may be used.

Note: Old Section 3.5 Guidelines for the Trial Premium has been removed from the rulebook; requirements for the premium are detailed at www.k9tdaa.com; approved as policy, and then made available on the TDAA web site.

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: 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".

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 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.

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".

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 24".

The interval distance between weave poles shall be in the range from 18" to 22".

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 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.

A-frame ramp	Apex
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.

11"-12" board width; 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.

Dogwalk ramp length	Apex
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'.

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

36" long contact zones. 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.

Teeter ramp length	Apex
8' ramp	13"
10' ramp	16.59"
12' ramp	20"

5 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 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 word, 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.

If the dog "banks" the tire the dog will be faulted. Banking is defined as stepping on the tire aperture to get additional lift; this definition does not include incidental "ticking" of the tire aperture.

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). The judge shall generally set the SCT at the upper limit of the range. See section 9.1 for summary table.

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.

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.

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

6.3 Standard Course Times

(See section 9.1 for summary table)

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). The judge shall generally set the SCT at the upper limit of the range.

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

In Beginner only, a Safety Rule applies to the performance of all contact obstacles. Leaving a contact obstacle on the ascent side, when it is the next obstacle in sequence on course, after committing all four paws, shall be deemed a failure to perform. The judge shall advise the exhibitor to continue on course, and will call a failure to perform fault. If the dog is directed back onto the contact obstacle, the performance shall be scored elimination.

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

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

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). The judge shall generally set the SCT at the upper limit of the range. See section 9.1 for summary table.

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: <http://www.k9tdaa.com/TDAAJudgesBriefings.htm>. A more comprehensive reference: "*The Book of Agility Games*" volume 3 will be available in the 3rd quarter of 2010 from www.dogagility.com/store.

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

New agility games may also be created. New games may be created by the judge (or anyone) and must be submitted to the TDAA administration for review and approval four (4) 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 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 Judge's Aids

9.1 Standard and Games Course Time Rates

Note: 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.

9.2 Summary of Faults by Class

Fault	Superior	Intermediate	Beginner
Missed contact zone	5 faults	5 faults	5 faults
Fly-off (teeter)	5 faults	5 faults	5 faults
Banking the tire or any hurdle	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
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	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	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.

Contact Information

The Official TDAA website is located at:

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 Board of Directors and information about the National Petit Prix Tournament.

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The TDAA newsletter is published quarterly. Members may submit articles directly to the TDAA secretary.

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