



---

**TDAA Petit Prix**  
**2015 Tournament Rules**

---

**October 16-18, 2015**

**Latrobe, PA**

The TDAA's 2015 Petit Prix is designed to provide a championship format suitable for performance by dogs of small stature.

**General Rules**

The TDAA Rules and Regulations currently in effect on the date of competition shall be the recognized standard for rules for games and standard courses. The TDAA waives the requirement for use of the table in the standard rounds. However, use of the table is not precluded.

All dogs must be registered with the TDAA in order to compete. A dog shall be deemed eligible to compete in the *Petit Prix* if he has competed at a TDAA trial since June 1, 2013 or if the handler is a member of the TDAA in good standing.

All dogs will run all ten standard courses and games of the Tournament.

**Placement, Scoring Format, and Tie-breaking**

A dog shall earn points for *placement within the field*. Points shall be accorded to the dog against the over-all field. Scoring shall use a point table (placement inverse to count) to ensure that top performing dogs are equitably recognized.

Dogs running with a jump height exemption shall be scored against dogs of the measured height and not the exemption height; and will compete using the scoring times set for the measured height. Dogs jumping with a "self-declared" height exemption beyond veteran and body-type exemptions shall *not* be eligible for placement within the tournament but shall be eligible for qualifying scores toward TDAA titles.

Scoring will be weighted, with the dog's final score adjusted by jump height. The weight factor might be applied to playing time, total combined score, or points earned. The basic weighting will be based on these values:

- Dogs scored at 16" = 1.0
- Dogs scored at 12" = .9
- Dogs scored at 8" = .76
- Dogs scored at 4" = .60

The definitive reference for agility games is *The Book of Agility Games* which can be purchased at nominal cost at [www.dogagility.org/newstore](http://www.dogagility.org/newstore).

## Competition, Placement and Qualification Notes

The Petit Prix Tournament will consist of three standard courses and seven games.

The top *five* placements in each jump height will be recognized in the award ceremony. The winner of each game and standard round through the tournament, measured against the entire field of dogs, shall be recognized and awarded a winner's prize.

All dogs, without regard to competition level, or titles earned, shall compete on the same courses. All games and courses are eligible for dogs to earn qualifying legs towards TDAA titles. All courses will be judged under the TDAA Superior rules for performance. However, the dog shall earn a qualifying score only at the level for which he is eligible.

Course Time differentials for Beginner/GI, Intermediate/GII, Vet Dog, or Disabled Handler will not be used for Tournament Scoring. These differentials *may* be used by the score table to determine if a team earns a qualifying score at the level for which they are eligible and for any Special Awards for the event. Any maximum course times used will accommodate this. Some games have scoring criteria where these additional time allowances will not apply.

## Games

In addition to three standard classes, the Semi-Final rounds will consist of six games. The scheduled games are described below.

### Call, Direct, and Send

Based on a numbered sequence the *Call, Direct & Send* course gives three opportunities for bonuses on distance challenges (a "call", a "direct", and a "send"). *Call, Direct, and Send* is scored Time, Plus Faults, Less Bonuses.

### Cha-Cha

The game *Cha-Cha* is based on a Latin dance defined as two slow steps (anything but a jump) followed by three fast steps (jumps). The dog earns 10 points for each completed *Cha-Cha* bar. On any fault (including getting the steps wrong) the handler must start a new bar with his dog. *Cha-Cha* is scored points, then time.

### Four Leaf Clover

*Four Leaf Clover* is a game in which obstacles are arranged in a pattern resembling a four-leaf clover (or, as often as not, a three-leaf clover). The dog earns bonuses for performing the leaves of the clover while the handler stays in the middle. *Four Leaf Clover* is scored Points, Then Time.

### Helter Skelter

The *Helter Skelter* course is designed as a spiral, beginning in the middle and sweeping outward in increasingly longer loops around the center point. The course typically consists of jumps, tunnels and weave poles only, but may include contact obstacles.

*Helter Skelter* is scored Faults, Then Time.

### Jumpers

*Jumpers* is a simple numbered course made up of mostly jumps, with tunnels the tire and weave poles allowed. *Jumpers* shall be scored Time, Plus Faults.

### Power and Speed

*Power and Speed* is a two part game. In the first part [Power] the dog will run an un-timed sequence of mostly technical obstacles; and in the second part [Speed] the dog will run a timed jumpers course. *Power and Speed* is scored Time, Plus Faults.

### Snooker

*Snooker* is a two-part game. Each part is played and scored on a different basis. The first is dog's choice in which the dog earns the right to score three "colored" obstacles by doing a red hurdle before each. The second part is a simple sequence. *Snooker* is scored Points, Then Time.

### ***TDAA National Agility Championship Title***

The Teacup Dogs Agility Association will award TDAA National Agility Championship Title (TNAC) upon the dog that: 1) achieves the highest overall score in each jump height at the TDAA Petit Prix, and 2) scores among the top 25 dogs in the tournament.

This is a unique title in our agility culture as it is a championship earned by excellence in competition; specifically, by an unambiguous win in the national tournament.