

TDAA Test Exhibitor Briefing
Chutes and Ladders
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The objective of the game is negotiate a course of tunnels and contact obstacles.

Time starts when the dog crosses the start line, and ends when the dog crosses the finish line.

Chutes and Ladders is scored time plus faults. The dog and handler team run the numbered course, with faults assessed for off courses or missed contacts.

Scoring variations:

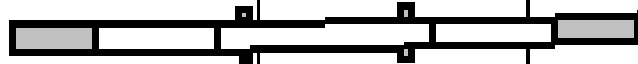
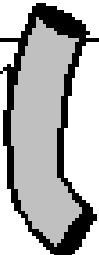

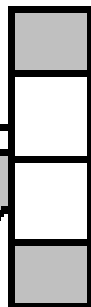

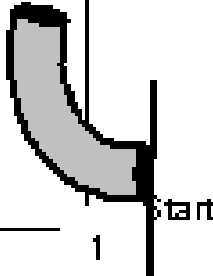
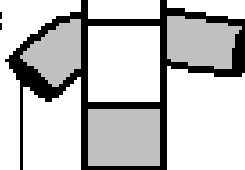
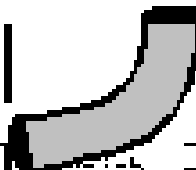
Toot Suite – All levels run the same course, with the difference in qualifying criteria being the different standard course times. Wrong courses and missed contacts will be a 5 point fault for each occurrence. Failure to perform is a 20 point fault. No refusals will be called, the four-paw safety rule is in effect for all levels. Time may be added for veteran's at the judge's discretion.

Escalation variation - All levels run the same course, with the difference in qualifying criteria being the different standard course times. Wrong courses are a 5 point fault for each occurrence. The first missed contact is a 5 point fault, the second missed contact is a 20 point fault, and the third missed contact is elimination. No time will be added for veterans.

KISS variation – All levels run the same course, with the difference in qualifying criteria being the different standard course times. Wrong courses are not faulted if corrected – the time it takes to correct the off course is sufficient penalty. Each missed down contact is 5 faults. The four-paw safety rule will be enforced at the beginner level only. Failure to complete an obstacle, whether under the four-paw safety rule, or any other reason, is a 20-point fault. Time may be added for veteran's at the judge's discretion.

KI (Really) SS variation – All levels run the same course, with the difference in qualifying being the different standard course times. Wrong courses are not faulted if corrected – the time it takes to correct the off course is enough penalty. Each missed down contact is 5 faults, the four-paw safety rule will not be enforced, but the dog must complete each obstacle in sequence or receive a 20-point "failure to perform" fault.

In all variations, if the dog goes off-course and it is not corrected, the dog will not receive a qualifying score.

	10	20	30	
20				15 / 10]
11 / 16				
0			0	
-10	1	<p>TDAATest Chutes and Ladders All Levels Deb Auer (example)</p>		
-20	10	20	30	-20

Up contact performances will be judged under TDAA standard rules – the up contact will not be judged if the dog’s approach is straight and square. If the dog side mounts the obstacle, a missed up contact fault will be assessed. The dog must hit the down contact on the dogwalk and A-frame. A fault will be assessed if the down contact is missed, under the guidelines of the variations.

Qualifying

Beginner – a score of 85 or less

Intermediate – a score of 75 or less

Superior - a score of 65 or less

Chutes and Ladders – Time keeper briefing

Time starts when any part of the dog crosses the start line, and ends when any part of the dog crosses the finish line. The finish line is not active until the dog has completed the last obstacle.

Please make sure time is written on the score sheet as it is shown on the stopwatch, do not convert, the scoring table will take care of that.

Please indicate to the competitor when you are ready for them to start.

Chutes and Ladders – Scribe briefing

If I signal a fault by raising one open hand, please mark a standard fault on the scribe sheet for each fault called. If I raise both arms, mark a 20 point fault. If I signal with low crossed arms, mark the scribe sheet “NQ” – that will indicate that the team went off course and never corrected their error. If you have any questions, please let me know immediately. Make sure the time is written on the score sheet as it is shown on the stopwatch – do not convert, the scoring table will take care of that.

Chutes and Ladders – scoring table briefing

The score sheet will come to you with the time written as it came off the stopwatch – you will convert it if needed. Take the dog’s final time and add any faults shown on the scribe sheet – faults will be 5 or 20 points. Qualifying is shown here:

Beginner – a score of 85 or less

Intermediate – a score of 75 or less

Superior - a score of 65 or less

It is possible to qualify with faults in this game.

Please be aware that if the dog goes off course, and the handler does not correct it, the team NQ’s. If an NQ is written on the sheet, all you need to record is the NQ.

Placements and qualifiers are based on score only. In the case of a tie, fewest faults will be the tiebreaker.