

## Mute Agility (time plus faults)

Objective: Successfully run the course in sequence without the use of vocal/and or body language that creates noise (hand clapping, whistles, stomping of feet, etc.) within the time allotted.

Run the modified standard course within time without uttering a word. No noise is allowed, which includes clapping of hands, stomping of foot, etc. anything that the judge will consider noise. Each verbal or noise command will result in a 5 point standard fault. Total fault allowance noted below. Standard rules will apply (4 paw safety rule applies also for appropriate levels).

In Beginner and Intermediate the handler will be allowed 1 (free) verbal or noise command without incurring a fault. Beginner and Intermediate may use this allowance anywhere on the course that they feel it is required. For Superior teams you will be allowed the same free verbal or noise command, but you must tell the judge where this command will be used.

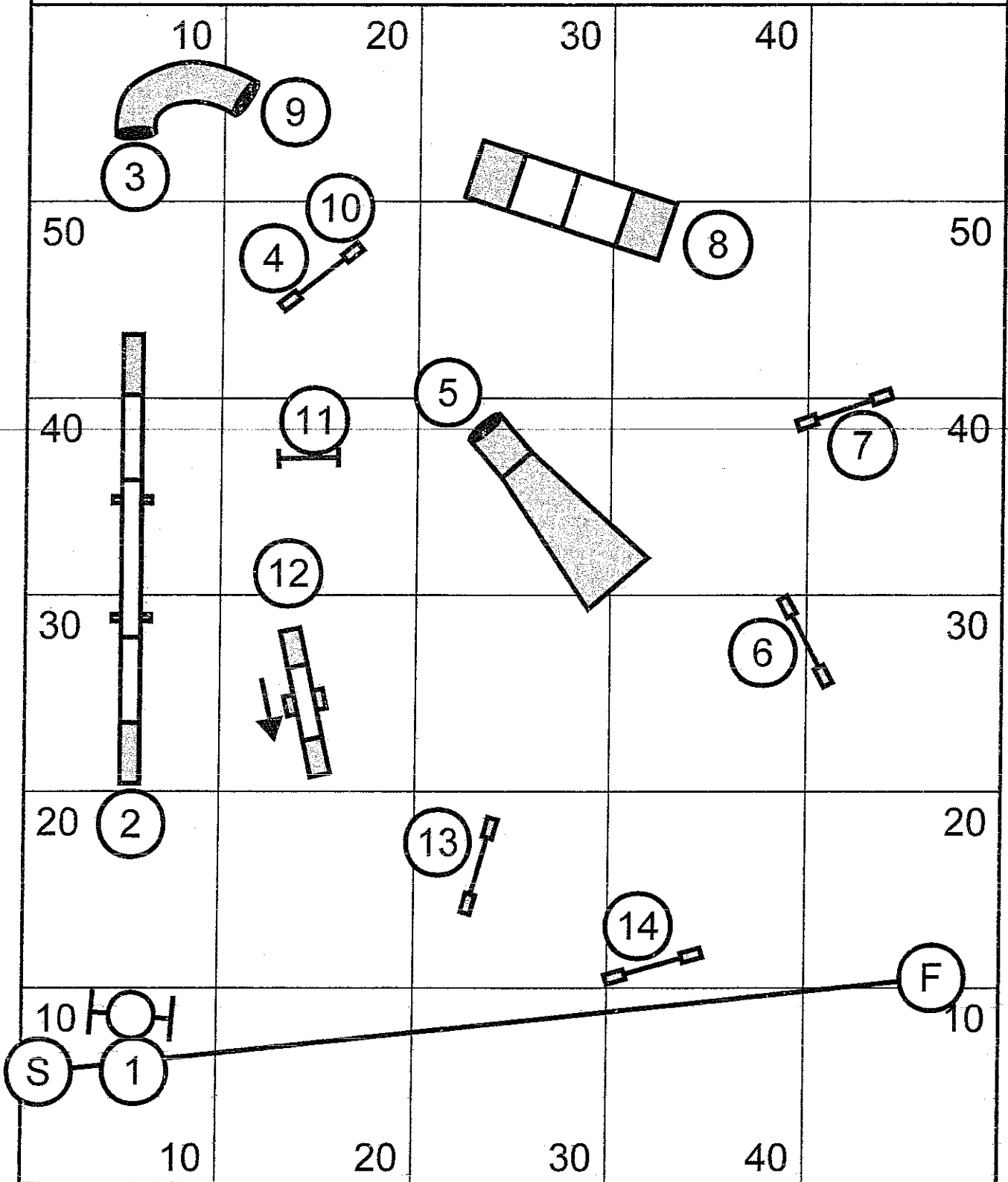
To qualify you must complete the course within the time limit allotted. Judge will measure the course and assign a Course time for each level.

Beginner 10 fault limit  
Intermediate 5 fault limit  
Superior 0 faults allowed

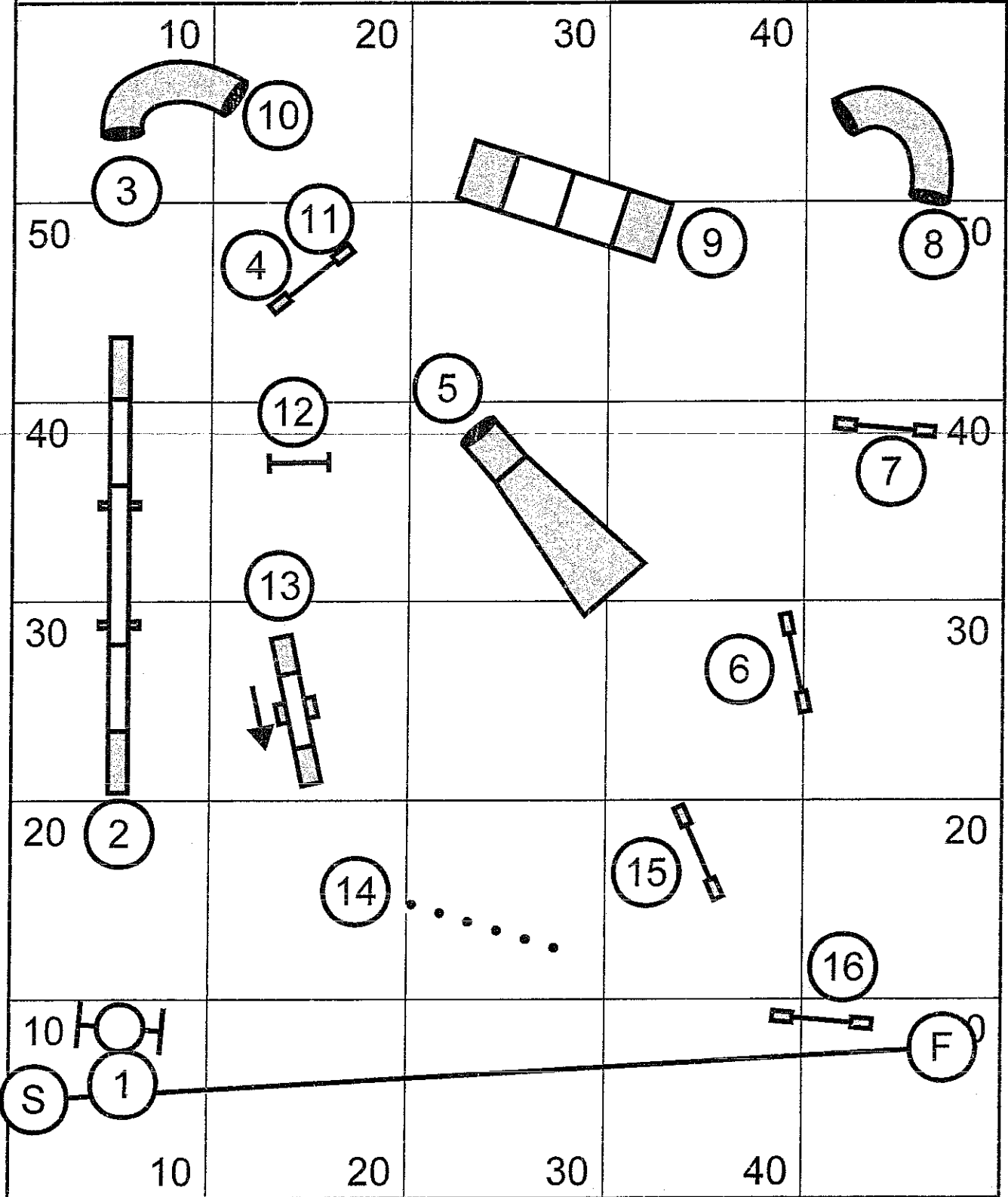
Because this is a modified standard course, maximum course times will be allotted. If you hear a whistle you must leave the course and this will result in an NT.

Scoring: Mute agility is scored on a time, plus faults basis. The lowest time wins, faults will be used to break any possible ties.

MUTE AGILITY - BEGINNER  
 TDAA TEST  
 3/17/08  
 JUDGE: ELIZABETH SHATTUCK



MUTE AGILITY - INTERMEDIATE  
 TDAA TEST  
 3/17/08  
 JUDGE: ELIZABETH SHATTUCK



MUTE AGILITY - SUPERIOR

TDAAs TEST

3/17/08

JUDGE: ELIZABETH SHATTUCK

