

TDAA Test
Time and Score Briefing for Exhibitors
(Deb Auer's Version)

Time and Score:

Time and score is run like a standard agility course. The dog is required to perform each obstacle on the course in the sequence designated by the judge. However, the dog may start the course over again if there is time remaining after his first run through. The dog will accumulate points for each obstacle successfully completed. Faulted obstacles must be repeated. This game is scored points, minus faults, then time. Cumulative point value is the number value of each obstacle. For example, if your dog has completed the course through obstacle 13 when the whistle blows, then your score is 13.**

All levels will run the same course.

Standard course time is 60 seconds for all levels. Time starts when any part of the dog crosses the start line. At 60 seconds, a whistle will blow and the handler must direct their dog over the finish line to stop time. No points will be awarded for any obstacles completed after the whistle blows.

Refusals will not be judged.

The four-paw safety rule will not be enforced.

No points will be awarded for jumps if the bar is knocked, and the team will not be eliminated. No penalties, aside from no points awarded, will be assessed. If you score was 12, and the bar is displaced on obstacle 13, you may go on to obstacle 14, but your score will be 14 – 1 (13). However, if the dog goes off course, the off course must be corrected. Your dog must do the whole course – you cannot pick and choose obstacles. Faulted contacts must be repeated. If you fail to repeat a faulted obstacle, scoring will stop with the obstacle prior to the faulted obstacle. I will call “fault” to let you know that your dog has not correctly completed a contact (contacts are judged under TDAA rules for contact obstacles).

If the dog/handler team believes they have accumulated enough points to qualify at their level, they may end their run when they choose even if the whistle has not blown. Please give a verbal indication to the judge and the timer that you are ending your run (yelling “I’m done, I’m done!” will do).

Qualifying:

Games I – 18 obstacles

Games 2 – 22 obstacles

Games III – 26 obstacles

**Traditionally, Time and Score has used a scoring system like 1-3-5 (one point for jumps, 3 for round obstacles and 5 for contacts). As a result, the judge must accurately call the successfully completed obstacles by point value. Unfortunately, this has caused some confusion on the part of the score table – why didn't aren't the points for the A-frame on the score sheet? Did the dog fault? Did the scribe miss the points being called? Did the judge forget to call? By using an “everything is one point” scoring system, the judge calls the final number of obstacles completed, and uses hand signals

for faults only. This way, the noise level in the building or an outdoor site is negated, and errors in scoring are minimized.

Time and Score – timekeeper briefing

Time starts when the dog crosses the start. When the stop watch reaches 1 minute, blow your whistle (I will ask the timekeeper demonstrate blowing the whistle loudly). Please start your intake of breath at about 59 ½ seconds, so that you will be prepared to blow the whistle right at 60 seconds. Keep the stopwatch running until the dog and handler cross the finish line – stop the stopwatch when any part of the dog crosses the finish line.

The handler can also end their run when they have enough points. If the handler yells “I’m done” and runs for the finish line, watch the finish line until the dog crosses and stop their time when any part of the dog crosses the finish line.

The time should be written on the scoresheet exactly as it comes off the stopwatch. Do not convert the time – the scoring table will do that.

Time and Score – scribe briefing

I will signal faults only – if I raise an open hand, mark down – 1 (minus 1). At the end of the run, I will give you a number. Write down that number, and time should be written on the scoresheet exactly as it comes off the stopwatch – do not convert. The scoring table will take care of the rest of the scoring.

Do not mark anything on your scribe sheet if I verbally call “fault.” If there is a fault call to be made, it will be indicated by a hand signal. Verbal fault calls are for the handler only.

Scoring Table briefing

Qualifying scores for this game at each level:

Games I – 18 obstacles
Games 2 – 22 obstacles
Games III – 26 obstacles

Time is for placements only.

The scribesheet will come to you with the time, a number which will indicate the dog’s score, and any faults indicated by – 1 (minus one). Take the dog’s total score, subtract out each fault, and this will give you the dog’s final score. Use the dog’s actual time for placements. Come get me if you have any problems as soon as you discover them – please don’t wait for the end of the class to ask for clarification.

