

Rules

and

Regulations

V 5.8.9 – December 2025

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Rules and Regulations

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Section 1: General Provisions

1.1 Mission

The purpose of the Teacup Dogs Agility Association is to provide a safe, competitive environment for dogs of smaller stature without regard to breed or pedigree, and to provide course challenges comparable to the course challenges in other agility organizations and competitions.

1.2 Qualification of Judges

A sanctioned test (commonly referred to as a trial) shall be conducted by a judge, trial chair, and trial secretary appointed for the 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 shall be members of TDAA in good standing.

To be considered a Certified Judge, the individual must be at least 18 years of age, have earned a TACh in TDAA or equivalent in a recognized dog agility organization, be a member in good standing of TDAA, have attended a judge's certification course (typically within the past three years), passed the judging test as proctored by a Regional Master Judge (RMJ), and then shadow-judged a trial or trials while being observed by an RMJ, who will provide the final approval of the certification in concert with TDAA after the determination that the new judge has mastered the necessary skills to judge effectively.

Those judges who have extensive experience in all aspects of the role can apply to become Regional Master Judges. An RMJ is someone who provides support and guidance to the judges in their area, through training and continuing education.

The judge shall be solely responsible for designing and setting standard courses, including measuring course distance and establishing standard course time. Interference

with the design of the course at the trial by any other individual shall be deemed unsportsmanlike conduct. The judge shall also be solely responsible for setting courses for games, writing the briefings, defining how the games will be scored (including the ER code to be used) and designing or specifying any additional requirements of the games according to the game rules. All course designs, games briefings and scoring methodologies are subject to TDAA approval. The judge shall observe and signal course or game faults or points.

If a fault or other issue is noted by another competitor or observer, the judge shall not allow those observations to influence how the run was scored. Continued interference with the judge's calls shall be deemed unsportsmanlike conduct and the individual who is interfering shall be warned, up to and including expulsion from the trial.

In situations where the judge is not performing their responsibilities in accordance with the TDAA's standards, that individual will be notified of the issue or concern, and be given an opportunity to address it. If after the first notice the issue or concern continues to occur, or is not constructively addressed, then a second notice will be issued. If a third notice is necessary, the judge will be notified that they are either being removed from the approved judges list or limited in their ability to accept assignments.

1.3 Dogs Eligible to Compete

The Teacup Dogs Agility Association is open to all dogs, without regard to breed or pedigree, measuring 20" or less at the withers, who are at least 12 months of age. No dog may participate with apparent injuries, lameness or bandages concealing an injury. Blind dogs, bitches in season and dogs that are aggressive may not compete, at the discretion of the trial chair and the judge.

All dogs showing at a TDAA trial, whether in sanctioned competition or FEO, must be registered with the TDAA. "Registered with the TDAA" means the dog either: a) has a TDAA registration number, or b) the trial secretary or TDAA has both the registration form and $15 payment in hand (these must be included with the trial secretary's paperwork). In the latter case, the dog should be listed as "PENDING" in the trial software, the judge must measure the dog, obtain a second measurement if another judge is in attendance at the trial, prepare a temporary jump height form, and submit it to TDAA with the trial documentation. In the event a second judge is not available, the judge is to video the dog being measured and provide it to TDAA immediately after the conclusion of the trial.

If you are registering a dog and are not attending a trial, the Dog Registration form is available in the Files & Forms section of the TDAA web site at k9tdaa.com. When submitting the Dog Registration, the payment must be made simultaneously. If you are making a payment electronically, send the form via email so TDAA receives them at the same time and can match them.

Dogs with three legs or feet, either by amputation or birth, shall be able to compete so long as the disability clearly does not create a safety hazard for the dog.

A dog owned by the judge of record may compete at the trial if another judge is present

and can judge the runs.

Clubs that use large equipment have the option to allow dogs measuring between 20” and 22” to compete, if they were registered before 2024, in a TDAA event. Allowing dogs of this height is at the discretion of the club. These dogs will be scored in a 20” category and will be registered as such. The tallest jump height in TDAA will continue to be 16”; the 20” category simply ensures that these dogs compete against each other. As is the case for all dogs, these dogs may jump at any height they choose at a trial.

Having these dogs compete on large equipment is for the safety of the dogs.

TDAA only accepts new registrations for dogs measuring 20” or less. Previously registered dogs that measure in excess of 20” remain registered with TDAA and may continue to compete in TDAA trials on large equipment as described above.

1.4 TDAA Rules and Regulations v 5.8.9

This version of the TDAA Rules and Regulations supersedes all previous versions. It is the sole source for TDAA rules except as noted in its text and is effective as of December 2025. Updates to this rule book may be published from time to time at k9tdaa.com. Please verify that you have the latest version by checking the web site.

This version of the TDAA Rules and Regulations contains text in yellow used to highlight significant passages which contain differences from previous versions of the Rules and Regulations.

Individuals, judges or clubs that do not abide by the Rules and Regulations, as presented in this document, or that do not support the mission of TDAA, may result in actions up to and including expulsion from all TDAA activities and events, at the sole discretion of the TDAA.

1.5 Memberships

TDAA memberships are $25 per five-year Membership Period, payable upon membership initiation and every fifth anniversary of the membership purchase thereafter. The TDAA shall send each member a notice electronically for the ensuing membership period. Membership provides inclusion in the TDAA members’ mailing list for announcements and online group, access to the TDAA members’ Facebook page, Instagram page, and access to the TDAA membership website where dogs’ online records are available.

Please note that a TDAA membership is not the same as, nor does it provide, a dog registration, which is dog-specific and requires a separate application and fee. Also note that a TDAA membership (“M”) number is not the same as a TDAA person (“P”) number.

The membership application form can be found at https://k9tdaa.com/#forms on the TDAA website. Memberships will only be processed when accompanied by the $25 payment, which must be sent simultaneously.

Section 2: Titles

2.1 Teacup Beginner Agile Dog (TBAD)

To earn the TBAD title the dog must earn three qualifying scores in Beginner standard courses.

2.2 Teacup Intermediate Agile Dog (TIAD)

To earn the TIAD title the dog must earn three qualifying scores in Intermediate standard courses after earning the TBAD title.

2.3 Teacup Superior Agile Dog (TSAD)

To earn the TSAD title the dog must earn five qualifying scores in Superior standard courses after earning the TIAD title.

2.4 Teacup Games I (TG1)

To earn the TG1 title the dog must earn three qualifying scores in Games I classes.

2.5 Teacup Games II (TG2)

To earn the TG2 title the dog must earn three qualifying scores in Games II classes after earning the TG1 title.

2.6 Teacup Games III (TG3)

To earn the TG3 title the dog must earn five qualifying scores in Games III classes after earning the TG2 title.

2.7 Teacup Dog (TDOG)

To earn the TDOG title the dog must earn ten (10) qualifying scores in a Beginner level class after earning the TBAD title. The dog can earn multiple TDOG awards (TDOG2, TDOG3, etc.) for each ten incremental Beginner qualifying scores.

2.8 Teacup Games Dog (TGDOG)

To earn the TGDOG title the dog must earn ten (10) qualifying scores in a Games I class after earning the TG1 title. The dog can earn multiple TGDOG awards (TGDOG2, TGDOG3, etc.) for each ten incremental Games I qualifying scores.

2.9 Teacup Master Agility Dog (TAM)

To earn a TAM title the dog must earn ten (10) qualifying scores in a Superior class after earning the TSAD title. The dog can earn multiple TAM awards (TAM2, TAM3, etc.) for each ten incremental Superior qualifying scores.

2.10 Teacup Master Agility Games Dog (TMAG)

To earn a TMAG title the dog must earn ten (10) qualifying scores in a Games III class

after earning the TG3 title. The dog can earn multiple TMAG awards (TMAG2, TMAG3, etc.) for each ten incremental Games III qualifying scores.

2.11 Teacup Agile Dog Champion (TACh)

To earn the TACh title the dog must earn ten qualifying Teacup Superior scores after earning the TSAD title. The dog must also earn ten qualifying Teacup Games III scores after earning the TG3 title.

2.12 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, after earning the TACh title. To earn the TACh3 the dog must earn 20 total qualifying scores in both Superior Standard and Games III, after 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.

2.13 TDAA National Agility Championship Title (TNAC)

To earn a TNAC title the dog must achieve the highest overall score in their jump height at the TDAA Petit Prix.

2.14 Titles Summary

Level	Requirements	Title
Beginner Std	3 qualifying standard scores	TBAD
Teacup Dog	10 qualifying beginner scores after earning TBAD	TDOG
Intermediate Std	3 qualifying scores	TIAD
Superior Std	5 qualifying scores	TSAD
Games I	3 qualifying scores	TG1
Teacup Games Dog	10 qualifying beginner games scores after earning TBAD	TGDOG
Games II	3 qualifying scores	TG2
Games III	5 qualifying scores	TG3
Superior Std / Games III	10 qualifying standard scores after earning TSAD 10 qualifying games scores after earning TG3	TACh
Superior Std / Games III	15 qualifying standard scores after earning TACh 15 qualifying games scores after earning TACh	TACh2
Superior Std / Games III	20 qualifying standard scores after earning TACh2 20 qualifying games scores after earning TACh2	TACh3
Superior Std	10 qualifying scores after earning TSAD title	TAM
Games III	10 qualifying scores after earning TG3 title	TMAG
All levels	Achieve the highest overall score in their respective jump height at the TDAA Petit Prix	TNAC

2.15 Retirement Titles

Upon the dog's retirement, the owner can, at their option, apply for one of the following retirement titles. Titles offered include:

- TRACx – Teacup Retired Agility Champion Extraordinaire is for retired dogs that received a TNAC at a TDAA Petit Prix.
- TRAC – Teacup Retired Agility Champion is for retired dogs that received a TACh.
- TRAD – Teacup Retired Agility Dog is for retired dogs that competed in TDAA.

2.16 Tracking Titles

Titles and qualifying run information is available to TDAA Members on the TDAA web site. Please note, however, that the information on the web site will not always be completely current, due to processing lag times. It is strongly recommended that all competitors utilize some methodology, such as the title tracker that are available on the TDAA web site at k9tdaa.com, to keep track of their dogs' qualifying runs and titles earned. The tracker is an Excel spreadsheet that can either be printed and manually updated or saved as a spreadsheet and the information keyed in.

Section 3: Conduct of Agility Test

3.1 Application for Club Membership

Participation in TDAA is limited to sanctioned host clubs. The fee for a club membership is $20. This fee should be sent 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 club must hold at least two sanctioned events per calendar year in fulfillment of their club 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 **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.

Clubs that do not abide by the Rules and Regulations, as presented in this document, or that do not support the mission of TDAA, may result in actions up to and including revocation of that club's membership, at the sole discretion of the TDAA.

3.2 Application for Sanctioned Tests

A TDAA member club wishing to hold a sanctioned trial must submit an application to TDAA for a sanction. Such sanction shall permit the club 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. The Trial Chairperson and the Trial Secretary must both be TDAA members in good standing.

The application fee for a sanctioned test is $25. This fee shall be paid to the TDAA at least eight weeks in advance of the trial date with a completed application (with the exception of a pop-up trial, for which the fee and application must be submitted before the trial occurs). Trial applications scheduled to occur the same weekend as the Petit Prix will not be accepted.

Sanctioned trials in the TDAA take one of the following forms:

- Weekend (or multi-day) trial: these are the typical types of trials run in TDAA, including games and standard events each day.
- Day trial: largely the same as a weekend trial, with a day of events.
- Serial trial: A multi-day trial where the dates are non-contiguous, separated by days or weeks, and the events are not reported until completion of all trial dates.
- Pop-up trial: A trial that is set up with very little lead time. While acceptable, this is a less desirable approach due to the lack of ability to advertise and prepare effectively. If a club anticipates the possibility of a pop-up trial, they should submit courses for review eight weeks before the possible event. The lack of lead time may require flexibility regarding the announcement of the trial on the TDAA web site, premium posting and distribution, and that entries be processed day-of.

The trial application fee and course review requirements apply to all sanctioned trials. Trials can consist of a maximum of 12 events/classes, of which no more than 9 can be standard classes. The games to be played at the trial must be identified on the trial application. Note that serial trials may consist of a maximum of three trial dates. Anything in excess of three dates or 12 events requires a second trial application and fee, and no more than six qualifying runs per day (including any add-on runs) of the trial will be accepted. Additionally, the TDAA will not sanction sequential trial dates that result in over 14 runs in the course of three days, or trials that extend for more than three consecutive days.

3.3 Club Trial Requirements

In each calendar year, clubs must offer all unique Games. In other words, each Game can only be offered once a year by each club, with the exception of the games played that year at the Petit Prix.

When clubs offer "beta" Standard runs in the premium, which are defined as an identical run, typically offered in a "walk once, run twice" approach, only one beta per trial (including serial trials) will be accepted, and only for a Standard run. Additionally, trials are not to run more than two Standard runs sequentially. Games are not eligible for beta treatment.

Clubs can also provide a "mulligan," which is a situation where the handler is given the opportunity to re-run an event with the second run superseding the first. If the Club elects to offer this opportunity to participants, no more than one mulligan per day should be allowed. Offering any mulligans is at the discretion of the club.

Trial premiums are to be submitted no less than eight (8) weeks prior to the date of the trial. Premiums will be reviewed for conformity with TDAA Rules and Regulations before being posted to the TDAA web site. Once the premium has been posted on the web site, requests for revisions will be assessed a $5 revision fee.

Trial premiums must include descriptions of: trial dates; TDAA certification; venue location and directions; dog eligibility; height division descriptions; times for venue opening, measuring, familiarization, and judging to begin; events being offered and run order; games to be played; whether mulligans will be offered; awards being offered; trial committee members (chair, secretary and judge) and contact information; equipment to be used; cost of trial runs and payment requirements; any COVID or other restrictions, entry forms; TDAA dog registration and membership application, local veterinary availability; and any other information the clubs believes necessary to provide to the handlers.

Clubs must provide TDAA, and at least annually update, a Course Designer ring specification and related equipment list for course design and review utilization. Clubs that do not have an updated ring specification and equipment list will not be sanctioned.

The courses that are to be used in the conduct of the trial must also be submitted to TDAA no less than eight (8) weeks in advance of the first trial date for review. This submission is to include course maps for the standard runs at all levels (superior, intermediate and beginner), course maps for the games, the associated briefings and ER

codes. If the submission includes games that are to be considered as either new or a variation of an existing game, that must be identified when sent. TDAA will review the courses, approve any new or variant games, and provide comments for revisions where necessary. Final revisions to courses must be submitted to the TDAA no less than three (3) weeks prior to the commencement of the trial. A trial number will be issued upon receipt of the approved trial premium, approval of the course maps and briefings, the application, and the payment of the application fee.

In the event of an unavoidable issue that will result in late submission, notifying TDAA is required, as it assists in scheduling and will reduce the dunning messages the club will receive. Note that late submissions cannot be prioritized, and will receive lower priority for review, processing and posting. Continued instances of late submission may result in the trial not being sanctioned.

Upon completion of the sanctioned test, the completed agility trial software and copies of the course maps used at the trial must be emailed to the TDAA, with a fee of $1.50 for each catalog entry (if paid in a timely manner). The trial materials and fees, including any Dog Registrations, Temporary Jump Height forms and the Payment Calculator must be submitted and received by TDAA prior to results being processed. (See the current *Recording Fees Payment Calculator* on the TDAA website.) The materials and fees must be submitted so they are received by TDAA within seven days, or they will be considered late and subject to the late charge for recording fees. Materials and fees are to arrive at TDAA simultaneously.

3.4 Ring Dimensions and Conduct around the Ring

The area allocated to an agility trial 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 an agility trial. No practice is allowed on the course except completion of an obstacle familiarization period when provided by the host club and in a numbered sequence as directed and overseen or by the judge of record for the trial.

Familiarization must be provided to all competitors and include all obstacles to be used during the trial. Competitors are allowed 60 seconds per dog and may perform any obstacle or action as many times as they wish during the familiarization period. Dogs may complete each obstacle off leash if the handler has reasonable control of the dog. Familiarization is to be conducted by one competitor at a time to ensure there are no uncontrolled interactions between dogs. 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 should 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. In the event that a warm-up area cannot be provided, the judge may designate a jump or short sequence on the course (without following the expected on-course path).

3.5 FEO Policy

FEO entry will be allowed at the discretion of the host club and must be stated in the premium. Only TDAA-registered dogs who have been measured may run FEO at a trial.

FEO runs will not be eligible for placements (or for qualifying), although they will be judged and scored (compared to a fun run, which is not sanctioned, judged, or recorded).

An FEO entry is conducted under the provisions of TDAA Rules and Regulations. Judges will be paid in accordance with the agreement with the judge for all FEO runs. The typical compensation is $1.00 per run.

FEO dogs should be given the courtesy of a judged and timed performance. The guidelines for judging the dog shall be consistent with rules for performance established for dogs of comparable level. For example, if a dog ceases to work, they should be politely dismissed from the ring.

FEO dogs are to run at the same level at which they are allowed to run based upon their earned titles.

The dog should be subject to a Maximum Course Time (MCT). This is typically 1.5 times the SCT (for example, if the SCT is 60 seconds the time-keeper will blow a whistle or sound the horn at 90 seconds).

If a dog is being shown on leash, the judge should advise that dragging the dog through any performance will be translated as either: a) the dog has ceased to work, or b) the handler is training the dog in the ring (e.g. repeating obstacles or specific sections of the course that have already been successfully completed). In either case the judge's response is to dismiss the dog from the ring. If a leash is being used it should be constantly in the control of the handler. The only exceptions might be when the dog is performing a tunnel or the tire. Under no circumstances should the dog be allowed to do a contact obstacle while dragging the leash.

3.6 Jump Heights

A dog's owner or handler may enter a dog at any jump height desired in all trials other than the Petit Prix or other national events. Dogs jumping at or lower than their measured height will earn qualifying legs and all TDAA titles. A dog may enter a trial at only one jump height. A dog's jump height may only be changed at the trial with the permission of the trial secretary. Dogs are not allowed to jump at a height higher than their measured jump height.

At the Petit Prix Tournament and other national events, dogs will be required to jump at their measured height, as adjusted for any jump height exemptions in accordance with TDAA Rules and Regulations (see Section 3.6.3 below).

Measured heights are determined based on the height of the dog at the withers. Dogs of the same measured height compete at the same course times, even when jumping at different heights at the trial. Exemptions are provided for dogs with particular body types and/or veteran dogs, however, note that the exemptions do not change the dog's measured jump height.

3.6.1 Measuring of Dogs and Jump Height Forms

All dogs entering a trial are required to provide a copy of their permanent jump height certificate when they register for the trial. This is to ensure that the trial secretary receives accurate entry information. This process should only be necessary for the first time the dog enters a trial at a particular club. All dogs not having a permanent jump height certificate will be required to be measured by the judge of record at a trial. The judge will record the dog's measured height and legibly print their name on the measuring form. At least one measurement is required for the dog to compete. After TDAA receives two measurements that agree, the dog will receive an official jump height certificate. If two measurements result in two different measured heights, then a third judge is required to make a final measurement. A dog may be measured using wickets or a measuring device.

If a dog competes in a TDAA trial without having been measured by a judge and having provided that measurement to TDAA, that dog's runs will not be recorded by TDAA.

At national competitions, all competing dogs will be measured to verify both the jump height at which they are competing and to determine any jump height exemptions to which they are entitled.

3.6.2 Measured Heights

- 4″ measured height ~ dogs measuring 8″ or less at the withers
- 8″ measured height ~ dogs measuring 12″ or less at the withers
- 12″ measured height ~ dogs measuring 16″ or less at the withers
- 16″ measured height ~ dogs measuring 20″ or less at the withers
- NOTE: Although not a measured height, a 2″ jump height shall be offered if any handlers require/request it.

For clarity, the dog's measured jump height, which is the dog's competition height, is not impacted by any exemptions. The dog's measured jump height is based solely on its height at the withers, and nothing else. For example, a dog that is 10″ tall at the withers is considered an 8″ dog, even if they have a body-type or veteran's exemption, and will always compete against other 8″ dogs, regardless of the jump height the handler chooses for them in any particular trial.

Any challenges or changes to a measured jump height must be submitted to and verified by TDAA before being used at a trial.

3.6.3 Jump Height and Veteran Dog Exemptions

3.6.3.1 Body-Type Jump Height Exemptions

Provisions are made granting body-type and veteran dog jump height exemptions. Body-type exemptions are described further in the Judges Guidelines document, available on the TDAA web site at: https://k9tdaa.com. Jump height exemptions are intended to provide a guide for the height at which the dog jumps, but they are only a guide. As noted above, the owner or handler determines the height at which the dog will jump. It is only at the Petit Prix and other national events where the dog must jump at their measured height, as adjusted for any exemptions to which the dog is entitled in accordance with these Rules and Regulations. Only one jump height exemption for body type will be allowed. In specific cases where the dog has a clearly identified medical issue, the owner can place a request with TDAA for a special exemption.

3.6.3.2 Veteran Dog Jump Height Exemptions

A veteran dog is a dog of at least 7 years of age. Veteran dogs receive a jump height exemption of one measured height. A double-digit veteran dog is a dog of at least 10 years of age. Double-digit veteran dogs receive jump height exemptions equal to two measured heights. Note that dogs with jump height exemptions continue to compete with the same course times as other dogs with their measured jump height.

3.6.3.3 Veteran Dog Time Exemptions

A veteran dog receives additional standard course time and in games that are timed. 4″ (measured height) veterans receive an additional 4 seconds, while 8″, 12″, and 16″ veterans receive an additional 2 seconds.

A double-digit veteran dog receives 2 seconds in addition to what a veteran dog receives for standard course time and for games that are timed.

The time exemptions afforded to veteran and double-digit veteran dogs in timed games must be used – these adjustments are not optional. The judge, secretary and scribe are to ensure these adjustments are properly reflected. The trial software calculates the appropriate course times, by dog, on the scribe sheets if the course times are entered before the scribe sheets are printed, facilitating this process.

3.7 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 a state-issued disability parking tag. If a handler has a permanent disability that does not necessitate the issuance of such a tag, a request for an exemption can be placed with the TDAA. There will be no special system of titling for disabled handlers.

3.8 Move-Ups at a Trial

Move-ups are to be provided at all TDAA trials, either on the same day or day-to-day. The method, policy and any deadlines must be stated in the premium. Move-ups are never allowed within the same ″round″ of a class.

Section 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 equipment meeting the recommended sizes provided below. It is part of the mission of TDAA to provide more appropriately sized, scaled-down, safer equipment tailored to smaller dogs. With this in mind, although not required, all current TDAA clubs are strongly encouraged to use teacup-sized equipment, as referenced below with the preferred size for each obstacle. The TDAA requires all contacts to have a rubberized surface.

4.2 Jumps

All jumps must have displaceable bars. Bars will be set at the established jump heights of 2″, 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″.

Jumps with a 2″ jump height are to be available for any dog whose handler wishes to jump their dog at that height. To present a 2″ jump to the dog, it is not proper to use a bar with one end in a jump cup and the other on the ground. Clubs must provide jumps that suspend both ends of the crossbar so it is level at 2″.

4.2.1 Bar Jump

On non-winged jumps the uprights shall be 1″ to 4″ wide.

Each bar jump shall have one bar. A ground bar is permitted. The ground 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 shall 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.

For backside, threadle, serpentine and other indirect approaches to jumps, wings are required, and will be so noted by the course reviewer if not indicated on submitted course maps. Clubs shall have wings available for such challenges.

4.2.3 Tire

The inner diameter of the tire may be no less than 16″ and no greater than 24″, with a preference to the smaller size of 16″.

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 shall be presented in a frame. The height of the tire must be adjustable to each jump height. A break-away or displaceable tire is permitted.

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″. The surface shall be rubberized.

4.4 Weave Poles

The height of weave poles will be uniform and set in a range from 30″ to 42″, with a preference to 30″.

The interval distance between weave poles shall be in the range from 20″ to 24″, with a preference of 22″.

4.5 Tunnels

The diameter of the pipe tunnel must measure in a range from 16″ to 26″ with a preference to the smaller size of 16″.

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 a length of 10 feet.

When using tunnels larger than 16” the length of the tunnel should be a minimum of 8 feet and maximum of 15 feet, with a preference to a length of 10 feet.

NOTE: Dog safety is the most important aspect of TDAA. To support this tenet, tunnels can either be straight or have one curve; “S” curve tunnels are not allowed. Tunnels must be properly bagged: they should have at least three sets of bags, with one at each end and one in the middle to minimize tunnel movement. Care must be taken to ensure that the bags are placed firmly against the tunnel and are arranged such that the handles and straps do not create a tripping hazard. Tunnel bags should only be filled with sand or pea gravel, not rocks or salt. Also, when setting a tunnel, the course builder must ensure that the tunnel is fully extended. A tunnel that is not fully extended creates a tunnel interior that is uneven, which could trap a dog’s foot or otherwise inflict an injury while the dog is passing through the tunnel.

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 shall be 30″-36″, with a preference to the smaller dimension of 30″ wide.

Contact zones must be 36″ long and are to be yellow. 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 ramps shall have a rubberized surface (granule or matting).

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 either 12' or 8'. For a 12' board the apex will be set in a range from 4' to 4'6″ (48″ to 54″), and 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.

Board width shall be 11″-12″, with a preference to 12″ wide. Narrower widths are no longer permitted.

Contacts shall be 36″ long and are to be a solid contrasting color.

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 entire dogwalk shall have a rubberized surface.

Dogwalk ramp length	Apex
8' ramp	2' 6″ to 3'
12' ramp	4' to 4' 6″

4.8 Teeter

Ramps must measure one of 12' or 8'. For a 12' board the apex will be set at 20″, for an 8' board the apex will be set at 13″; with a preference to the smaller dimension of 8’.

Board width shall be 11″-12″, with a preference to the smaller dimension of 11″ wide.

Contact zones shall be 36″ and are to be a solid contrasting color.

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.

When placing the teeter on the course, the course builder must place bags on the base to reduce the teeter’s noise and movement.

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 teeter shall be rubberized.

Teeter ramp length	**Fulcrum or pivot point**
8' ramp	13″
12' ramp	20″

Section 5: Superior Agility Classes

Only dogs in sound physical condition who have earned the Teacup Intermediate Agile Dog (TIAD) title 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 once for each course. The minimum requirements are:

- Three contact obstacles: A-frame, Dogwalk, & Teeter
- Weave poles – six are required; two independent sets of six poles can be used. Two sets of six weave poles are only to be used infrequently; a maximum of either one standard run or one game per trial. A continuous set of twelve poles is not allowed.
- Tunnel
- Tire, winged and non-winged jumps.

The table is not required in a standard course. A judge may include it at their discretion. The table will continue to be used in games.

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 at any point.

5.2.1.2 Table

The table is an optional obstacle.

At the judge's discretion, when the table is used, performance of an obedience exercise for a count of five seconds: sit, down, or stand, may be required, or the judge may simply require all four paws on the table. 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's feet are permitted to shift. 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 words, 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. Not re-attempting the dogwalk after a refusal shall be deemed a failure to perform. Leaving the dogwalk on the center plank shall be deemed a failure to perform. 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 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 Contact Performance

The performance of a contact is considered complete when either the dog has touched the down contact or touches the ground after having begun the descent. Note that this does not mean the dog has performed the obstacle properly but simply clarifies that performance has occurred and the obstacle should not be reattempted.

5.2.1.7 Jumps

The dog must jump 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.

5.2.1.8 Tire

The dog must jump the tire aperture in the direction designated by the judge. Jumping through the tire or between the tire and the frame in the wrong direction is a wrong course fault and must be corrected by jumping through the tire in the correct direction to avoid a failure to perform. Jumping between the tire and frame in the correct direction shall be deemed a standard fault. The team should proceed to the next obstacle on the course after such a fault (this will not result in a failure to perform, whereas re-performance of the tire will result in a wrong-course fault). If a breakaway tire is used, breaking the tire is a standard fault.

5.2.1.9 Tunnel

The dog must enter the tunnel in the direction designated by the judge and exit from the opposite end. Entering the wrong end (all four paws) shall be deemed a wrong course. Entering the correct end of the tunnel and exiting the same end shall not be faulted (TDAA does not fault refusals on non-contact obstacles in Standard courses). Note the tunnel must still be performed correctly to avoid a fault for failure to perform. In an instance where a tunnel is bi-directional, there is no wrong entry.

5.2.2 Performance Faults

5.2.2.1 Missed Contacts

A dog is required to touch the yellow contact safety zones on the dismount side of the contact obstacles. Up contacts shall not be judged when the dog makes a square approach. With a side mount, however, missing the up contact zone shall be faulted.

5.2.2.2 Teeter Fly-Off

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 fault shall be called if the board ″bounces″ after the dog dismounts.

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. Therefore, circling or making more than one approach to a jump, or entering the correct end of a tunnel and exiting that same end does not constitute a fault. 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 shall not be deemed a wrong course. However, if the dog jumps 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 in a manner that assists the dog in obstacle performance, course direction or in the performance of an obstacle (failure to perform). 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 an obstacle. The dog shall not be faulted for incidental bumping or excited jumping on the handler, or for any touching that has no benefit to direction or performance, including touching the dog to give praise or reassurance.

5.2.2.6 Handler Equipment Interactions

The handler is faulted (considered a failure to perform) for equipment interactions when that interaction is intended to aid performance, including providing a more advantageous path for the handler. A handler who passes between two weave poles, between the standards of a jump, steps over a contact or tunnel, or touches the equipment, shall be faulted for inappropriate obstacle interaction, except when touching the equipment was clearly inadvertent, accidental or incidental.

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 toy or food treat for the dog; or someone yelling course directions to the exhibitor on the field. Faults range from five faults through elimination, depending on the frequency and severity.

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 (after any adjustment for veteran status) shall result in a non-qualifying performance. Time faults shall be measured to the one-hundredth 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), the dog refusing to return to work in a reasonable

amount of time, the dog being 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. Dogs with belly bands are allowed; if the dog clearly attempts to foul the ring (at the judge's discretion) the dog will be eliminated.

Aversive training devices will not be allowed on show grounds. These include choke collars, pinch (prong) collars, bark collars, and electronic (shock) collars. Additionally, any equipment, clothing or adornment that poses a threat to the dogs is also not allowed. This includes flex/retractable leashes, clothing that drags on the ground or anything that could easily catch on equipment, crates, gates and similar items.

5.2.2.10 Excessive Delay

A dog whose handler excessively delays the start of his round may be faulted in a range from five faults to elimination. A scenario might be a handler who returns to his dog to correct a broken stay at the start line. However, the judge is encouraged to instruct the time-keeper to start time so that any delay is reflected in the dog's time on course.

5.2.2.11 Use of Food Treats

The handler shall be allowed to carry and use food treats in the ring as a reward for the dog so long as the food treat is not offered in a way that assists the dog in course direction or in the performance of an obstacle. Prior to using a food treat during a run, the handler must notify the judge that treats may be used during the run and have the judge approve the treats to be used.

The dog shall receive 20 faults if the handler uses a food treat in a manner that assists the dog's performance, either by changing in course direction or in the performance of an obstacle. Food treats must be kept secure by the handler. The team shall earn 20 faults if the handler carries food in hand while the dog is working or at any time drops a food treat on the floor or equipment. Dogs can only be treated when all four paws are on the floor and not touching an obstacle.

Food treats are not allowed in any regional or national competition, such as the Petit Prix.

5.2.2.12 Use of Toys

A handler shall be allowed to carry a toy in the ring as long as it is not visible or audible to the dog. The toy can be shown to the dog without fault if it is not offered in a way that assists the dog in course direction or in the performance of an obstacle. Prior to using a toy, the handler must notify the judge that a toy may be used during the run.

The dog shall receive 20 faults when the handler uses a toy in a manner that assists the dog's performance, either by changing course direction or in the performance of an obstacle.

Toys are not allowed in any regional or national competition, such as the Petit Prix.

5.2.2.13 Luring

Luring is not allowed, regardless of whether an actual food treat or toy is used. This means that if the handler changes the dog's direction or performance by convincing the dog they have a food treat or toy, the team will receive 20 faults.

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, five faults can be incurred and still earn a qualifying score. For a standard course, which is scored 100 minus faults, 95 is a qualifying score for all faults except time faults. In other words, a standard fault on a standard course will still result in a qualifying score if it is the only fault. Any time faults will result in an NQ.
NOTE: Allowing a qualifying run with five faults can, in certain instances, result in a dog with a qualifying run placing behind a dog that does not qualify. This would only occur in a situation where the qualifying dog completes the course within the Standard Course Time (SCT) with five faults (i.e. one standard fault), while another dog completes the course without fault, but is over course time by less than five seconds. As an example, the qualifying dog would receive a score of 95, while a dog that does not incur any performance faults but exceeds SCT by three seconds would receive a score of 97. While this may appear unusual, it is an uncommon occurrence that is a result of allowing a standard fault in a qualifying run, which is a desirable outcome when compared to requiring zero faults to qualify in a standard run.

In games, qualification criteria shall be set by the judge under the direction of the TDAA course reviewer(s).

Performance faults shall be assessed on the following basis (see section 10.2 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
- Displacing hurdle poles ~ 5 faults
- Refusals ~ 5 faults
- 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
- 3 refusals on a contact ~ Failure to Perform

- Failure to perform ~ 20 faults
- Handler equipment interaction, assistance or touching that assists the dog ~ 20 faults (Failure to Perform)
- Using food or toys to modify the dog's performance ~ 20 faults (Failure to Perform)
- More than 40 faults ~ Elimination
- Excessive handler assistance ~ 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 (or politely advise the handler to leave the field)

5.3.2 Course Times

In tests where performance is measured on the basis of faults, the judge shall measure the dog's path and set a Standard Course Time (SCT). This is calculated by the trial software as presented below and in the table in Section 10.1.

The Superior rate for standard and Games III courses based on measured course distance for dogs jumping 4″ and 8″ shall be 1.9 yards per second plus 5 seconds for table performance if a table is present. The Superior rate for standard and Games III courses based on measured course distance for dogs jumping 12″ and 16″ shall be 2.0 yards per second plus 5 seconds for table performance if a table is present. Maximum course time shall be set at 1.5 times the standard course time.

Section 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 18 obstacles in the Intermediate class. All three contact obstacles (teeter, dogwalk, and A-frame) are required and are to be performed only once. Six weave poles are required and are to be performed only once.

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, they 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

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). For standard classes the judge shall use the number at the low end of the range. This is calculated by the trial software.

The Intermediate rate for standard and Games II courses based on measured course distance for dogs jumping 4″ and 8″ shall be 1.5 yards per second plus 5 seconds for table performance. The Intermediate rate for standard and Games II courses based on measured course distance for dogs jumping 12″ and 16″ shall be 1.6 yards per second plus 5 seconds for performance of the table. Maximum course time shall be set at 1.5 times the standard course time.

Section 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 15 obstacles in the Beginner class. All three contact obstacles (teeter, dogwalk, and A-frame) are required and are to be performed only once. Weave poles are not allowed.

Otherwise, the obstacle requirements shall be the same as used in the Superior class.

7.2 Performance Standards

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

Leaving a contact obstacle on the ascent side, when it is the next obstacle in sequence, after committing all four paws, shall not be faulted. The dog may attempt the obstacle three times only. After the third attempt the performance shall be deemed a failure to perform and the judge shall advise the exhibitor to continue on course. If the dog is directed back onto the contact obstacle, the performance shall be scored a wrong course.

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). For standard classes the judge shall use the number at the low end of the range. This is calculated by the trial software.

The Beginner rate for standard and Games I courses based on measured course distance for dogs jumping 4″ and 8″ shall be 1.3 yards per second plus 5 seconds for table performance. The Beginner rate for standard and Games I courses based on measured course distance courses for dogs jumping 12″ and 16″ shall be 1.4 yards per second plus 5 seconds for table performance. Maximum course time shall be set at 1.5 times the standard course time.

Section 8: Games Classes

A resource for TDAA games: The Book of Agility Games, 5th Edition, (BOAG) can be found on the TDAA website.

8.1 Existing Games

The games in the BOAG have the advantage of rules 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

TDAA judges may create new games or variations of existing games. New games or variations must be submitted to the TDAA for review and approval at least eight (8) 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 games will have a clearly defined scoring basis.

All new games must have a clear start and finish line or point. Faults that end a game must be clearly determinable.

An example course map that illustrates game play and a related briefing must be included when submitting a new game design for consideration.

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 indicate how faults are to be determined and how the 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 III, II and I.

When weave poles are used in games classes, dogs competing at the Games I level must be able to qualify without having to perform the weaves. 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.

Additional information and guidance regarding Games can be found in the BOAG and the TDAA Course Design Guidelines.

8.4 Games ER Codes

This view presents the Event Rules (ER) Code definitions that are part of the TDAA's ATS software. These codes control how the scoring will be calculated for the game. All TDAA judges and trial secretaries should be familiar with these codes and how they are used.

The image below is taken from the software itself.



ID	To Qualify	Scoring
ER1	Score => 95 Points (Time Tie Breaker)	Score = 100 - Faults - (Time > SCT + 5) ** Use for Standard Course **
ER2	Score >= Quality Points (Time Tie Breaker)	Score = Points
ER3	Score >= Quality Points (Time Tie Breaker)	Score = Points - 2*(Time(Rnd down) > Course Time)
ER4	Score >= Quality Points (Time Tie Breaker)	Score = Points - (Time(Rnd down) > Course Time)
ER5	Score <= Course Time	Score = Time + Faults
ER6	Score >= Qualify Points (Time Tie Breaker)	Score = Points - Faults
ER7	Score <= Course Time	Score = Time - Bonus + Faults
ER8	Score >= Quality Points (Time Tie Breaker)	Score = Points + Bonus - Faults
ER9	Score <= Allow Faults (Time Tie Breaker)	Score = Faults + (Time(Rnd up) > Course Time)
ER10	Score = Quality Points (Time Tie Breaker)	Score = Points
ER11	Low-Pts <= Score <= High Pts (Time Tie Breaker)	Score = Points
ER12	Score = 100 Points (Time Tie Breaker)	Score = 100 - (Faults > Allow Faults) - (Time(Rnd down) > SCT)
ER13	Score >= Quality Points (Time Tie Breaker)	Score = Points + (Time(Rnd down) < Course Time) - (Time(Rnd down) > Course Time) - Faults

Here is additional detail on how each ER code is used:

ER1 - This Scoring is only used for standard courses, not Games. A score of 95 or greater with the dog's time less than or equal to Standard Course Time will qualify.

ER2 - Scoring is Points, then Time. Time is a tie breaker only. To qualify, the team needs a score greater than or equal to the qualifying points for their corresponding level.

ER3 - Scoring is Points, then Time, with a deduction of twice the number of seconds over

standard course time. To qualify, the team needs the required number of points for their corresponding level.

ER4 - Scoring is Points then Time with a deduction of one point for each full second over standard course time. To qualify, the team needs the required number of points for their corresponding level.

ER5 - Scoring is Time plus Faults. To qualify, the team's score needs to be equal to or less than standard course time.

ER6 - Scoring is Points minus Faults. To qualify, the team's score needs to be equal to or greater than the required number of points for their corresponding level.

ER7 - Scoring is Time minus Bonus plus Faults. To qualify, the team needs a score equal to or less than Standard Course Time.

ER8 - Scoring is Points plus Bonus minus Faults. To qualify, the team needs a score of equal to or greater than the required number of points for their corresponding level.

ER9 - Scoring is Faults then Time. This ER Code lets you set the number of allowed faults for each level. To qualify, the team needs to have equal to or less than the number of allowed faults for the corresponding level. With this ER value, the judge needs to supply a Standard Course Time for each class.

ER10 - Scoring is Points then Time. To qualify, the team needs the exact number of points required at all levels. If the score is less than the required points, the result is an NQ, if the score is greater than the number of required points, the result is elimination. This is used for games like Blackjack and Heinz57.

ER11 - Scoring is Points then Time. To qualify, the team needs the number of points greater than or equal to the low number and less than or equal to the high number. In other words, there is a set range that the score needs to be within, and this range can be set differently for each level. If the score is less than the range, the result is an NQ. If the score is greater than the range, the result is elimination.

ER12 - Scoring is Points then Time. To qualify, the team needs 100 points. This ER value allows the judge to set the number of allowed faults for each level. The allowed faults do not subtract from 100. The dog needs to be under Standard Course Time to qualify, thus time faults are not included in the allowed faults. This is similar to how Standard runs are scored.

ER13 - Scoring is Points then Time. Points are added to the score for each full second under Standard Course Time or subtracted from the score for each full second over Standard Course Time. To qualify, the Team needs the required number of points for the corresponding level.

Section 9: Misconduct and Aggressive Dogs

9.1 Misconduct

Disciplinary matters arising from conduct exhibited within the course area (or ring) shall primarily be the responsibility of the judge in determining if dismissal from the ring and filing of a complaint with the Host Committee is warranted, though this shall not prohibit others from filing a complaint with the Host Committee for competitor misconduct should the judge fail to do so. All other disciplinary matters fall under the jurisdiction of the Host Committee, though the Committee may consult with the judge on matters brought to it involving incidents in the ring and other matters it deems appropriate.

Matters of misconduct shall include (but not be limited to):

- Abuse of dogs (including shouting at the dog)
- Misconduct against a judge
- Unsportsmanlike conduct
- Indiscretions

The TDAA will make the final determination as to the penalties for a person reported for misconduct. Penalties will range from a communication from the TDAA up to and including permanent expulsion from the TDAA. All complaints must be forwarded to the TDAA within five business days of the conclusion of the trial.

9.2 Aggressive Dogs

The TDAA has low tolerance for dogs that are aggressive. Actions arising from aggression exhibited within the trial site, course area or ring shall be the responsibility of the judge of record in determining if dismissal from the ring, removal from the trial site and filing of a complaint with the Host Committee is warranted, though this shall not prohibit others from filing a complaint with the Host Committee for dog aggression should the judge fail to do so. All other actions related to incidents of dog aggression fall under the jurisdiction of the Host Committee, though the Committee may consult with the judge on matters brought to it involving incidents in the ring and other matters it deems appropriate. All such incidents, regardless of whether a complaint has been filed with the Host Committee, are to be reported to the TDAA.

The TDAA will make the final determination as to the penalties for a dog reported for aggression. Penalties will range from a communication from the TDAA stipulating remediation up to and including permanent expulsion from the TDAA. All complaints and reports must be communicated to the TDAA while the trial is still in progress.

Section 10: Judge's Aids

10.1 Standard and Games Course Time Rates

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 (Yards per Second)	Add'l Time for Veteran dogs	Add'l Time for Double Digit Veteran dogs
Beginner Standard & Games I*	4″	1.3 YPS + 5 sec (table)	4 seconds	2 seconds
	8″	1.3 YPS + 5 sec (table)	2 seconds	2 seconds
	12″ / 16″	1.4 YPS + 5 sec (table)	2 seconds	2 seconds
Intermediate Standard & Games II*	4″	1.5 YPS + 5 sec (table)	4 seconds	2 seconds
	8″	1.5 YPS + 5 sec (table)	2 seconds	2 seconds
	12″ / 16″	1.6 YPS + 5 sec (table)	2 seconds	2 seconds
Superior Standard & Games III*	4″	1.9 YPS + 5 sec (table)	4 seconds	2 seconds
	8″	1.9 YPS + 5 sec (table)	2 seconds	2 seconds
	12″ / 16″	2.0 YPS + 5 sec (table)	2 seconds	2 seconds

* Only applies to games classes in which a standard course time (SCT) is to be used.

10.2 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
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 a single obstacle will result in a failure to perform	5 faults. 3 refusals on a single obstacle will result in a failure to perform	Not faulted, however, 3 refusals on a single obstacle will result in a failure to perform
Excessive delay at start	5 faults to Elimination	5 faults to Elimination	5 faults to Elimination
Off course	5 faults	5 faults	5 faults
Failure to perform	20 faults	20 faults	20 faults
Use of food or toys in the ring to assist performance	20 faults	20 faults	20 faults
Touching the dog or an equipment interaction as an aid to performance	20 faults	20 faults	20 faults
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. In cases of aggression the Trial Committee in consultation with the judge may dismiss the dog from the trial site.

Contact Information

The Official TDAA website is located at:

https://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, and information about the national Petit Prix Tournament.

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