TEACUP DOGS
AGILITY ASSOCIATION

Course
Design
Guidelines

v 4.0 – February 2026

Course Design Parameters for the TDAA

This document presents parameters for TDAA course designers that exemplify the key characteristics of the TDAA's philosophy in recognition of the size of the dogs and the recommended equipment sizes. The goal is to attain a level of consistency in the challenges presented to handlers and their dogs when faced with courses developed by different judges, in different locations, while ensuring that the dog's safety continues to be of paramount importance.

The TDAA's focus on dogs of smaller stature, by design, results in shorter transitions, tighter turns and more rapid handler decisions. This document provides support to our judges when considering spacing between obstacles and develops working definitions for the kinds of challenges that are appropriate for each level of competition in the TDAA.

The tighter courses present challenges that differ from other agility organizations in a number of respects, and may require a different approach to handling, timing, and strategizing.

Appropriate Class Challenges

The TDAA has no firm rule that says certain challenges, in any given number, must appear on course for the three levels of play, beyond the equipment and performance requirements listed in Section 5 of the TDAA's Rules and Regulations. Having said that, there is a clear understanding that the difficulty of handling and performance escalates as the dog progresses. Further, at Superior and Games III level, the expectation is that the challenges will require substantial skill and training. This encourages judges to design challenges that they've seen and apply them in course design without feeling obligated to force any specific challenge.

A well-designed course will include one or two key handling challenges and will typically incorporate sections where speed is the focus, as well as areas where handling is more important. For a Superior Standard course, advanced handling and performance is expected, and courses must include difficulty factors such as threadles (AKA inside slices), backside jumps, multiple side changes, layered handling, shaped approaches to the weave poles, significant obstacle discrimination, and serpentines, as examples. The course review process will provide guidance where courses need to be modified to be calibrated with the dog's level. Over the course of a trial, designing the courses to emphasize various challenges is part of the fun of course design, and makes for a trial that engages the dogs and their handlers. The judge should use their experience to provide challenges appropriate to the level of the dogs competing.

Typically, it is a good idea to design for flow. This means that the course should allow the dog to get up to full speed without having to start and stop frequently. Flow breakers include: technical obstacles (contacts, and weaves); the table; and turns (being mindful that the sharper the turn, the greater the break in flow).

Challenge	Beginner	Intermediate	Superior
Tunnels under Contact Obstacles	Yes, but not sequential with contact [1]	OK, but rarely sequential [1]	OK, but rarely sequential [1]
Obstacle Discrimination Challenges	Rarely	1 – 2	1 – 4
Shaped Approaches	90° or less	OK	OK
180° Turns	Rarely[2]	OK	OK
270° Turns	No	Rarely	OK
Back-Side Approaches	Rarely	OK	OK
Turning to the Dog (Front Cross)	OK	OK	OK
Side Changes to Dog	1 – 2	1 – 3	2 or more
Serpentines	No	OK	OK
Pinwheels	No	Rarely	Rarely
Threadles (Inside Slices)	No	Rarely	OK
Dummy Obstacles	No	Rarely	Rarely
Number of Obstacles in Standard Course	12-15	14-18	17-20

FN1 – A tunnel may be placed under a contact in a Beginner course, but the course design cannot utilize the tunnel and contact sequentially, in either direction. For Intermediate and Superior, a course should only rarely allow a design where the dog must perform the contact and then immediately perform the tunnel under the contact. A design that requires performance of a tunnel under a contact, immediately followed by the contact, is not allowed.

FN2 – Jumps only for Beginner.

Distance between Obstacles

The 12' Minimum Rule

The most frequent issue that arises when courses are reviewed relates to course designs that do not follow the 12' Minimum Rule. There are certain challenges which require minimum spacing of 12' to ensure that the dog has adequate space to react. The list of challenges requiring a 12' minimum spacing includes the following:

Any contact obstacle approach or dismount (except the dismount from the teeter)
A shaped approach to the weave poles (10' if perfectly square)

A transition between obstacles that requires a turn of 90º or more
An option, such as obstacle discrimination. The next correct obstacle and all off-course obstacles in a discrimination challenge must be at least 12' from the previous obstacle
A tunnel exit, regardless of the next obstacle

Also note that the maximum distance between obstacles should be limited to 15' wherever possible. Longer distances are only acceptable in very specific circumstances.

One additional aspect of obstacle spacing is that they must be placed such that the handlers have adequate space to pass between them. A minimum of 5' between obstacles should be used.

The.76‡Minimum

With the exception of jumps in a straight line, which can be spaced at a minimum of 8', all obstacle spacing not subject to the 12' Minimum Rule should be no less than 10'. Additionally, courses must be designed to ensure that no impediments are within 10' of the straight-line dismount of any obstacle, including walls, posts, gates and other obstacles.

The.Tire

The tire approach and dismount require 10'. The approach should be 45º or less.

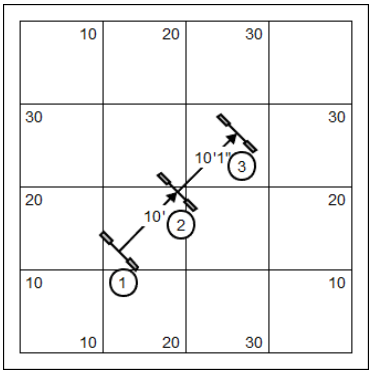
Tunnels

Course designers, and course builders, must place tunnels to present a smooth curve, using a fully extended tunnel. Curves are to be in one direction only – 'S' shape tunnels are not allowed. Tunnels must not be shortened by collapsing the accordion folds, as this presents a danger to the dog while in the tunnel and unable to see well.

When designing a standard course, there should be a maximum of four tunnel performances, except in rare instances.

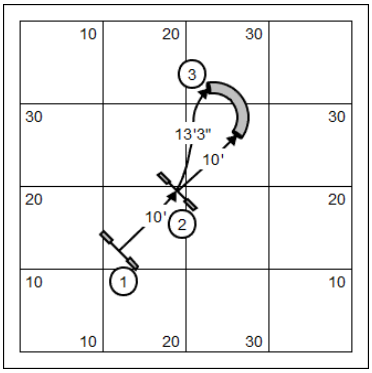
When a tunnel is located under a contact, the end of the tunnel must be placed to be even with the end of the contact ramp (unless it is a tunnel under the center section of a dogwalk). Tunnels are not to be placed such that the end is uneven with the end of the contact ramp.

Examples

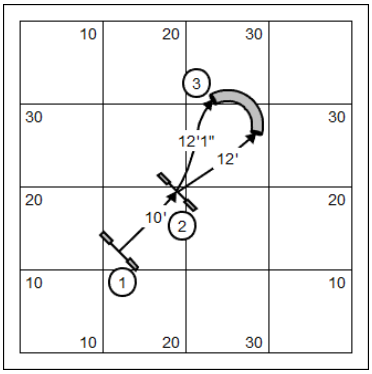


It is acceptable in a straight-away series of two or more jumps to have an average transitional distance between obstacles in the range of 10'. This spacing only applies to:

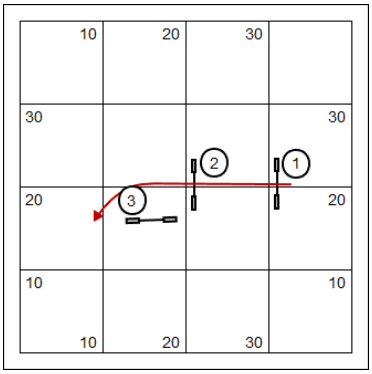
- Teeter dismount to a jump or tunnel approach
- Jump to jump
- Jump to tunnel approach



A dog presented with a wrong-course option must be given 12' for the handler to effect the turn away from that option. This picture shows obstacles that do not meet this requirement.

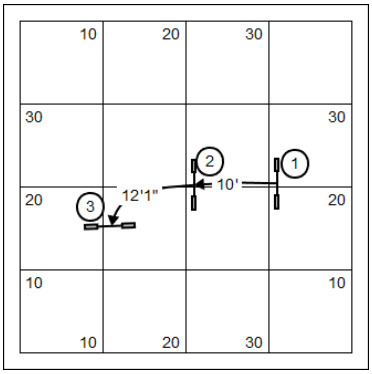


The wrong course option represented by the opposite side tunnel entry is corrected by giving *at least* 12' for the handler to solve the change of direction.

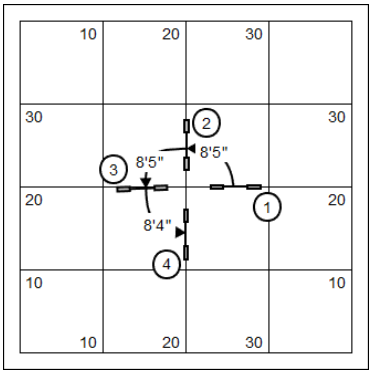


Turning Radius

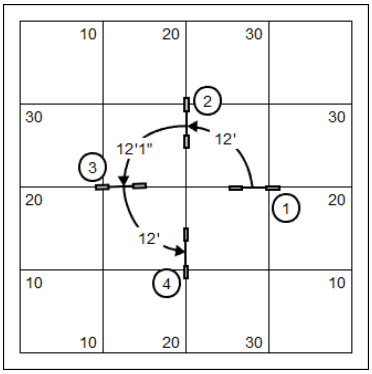
This drawing indicates what happens to a faster and long-striding dog when not enough room has been given to make the turn. The spacing of jump #3 clearly needs to be modified to allow the dog to make the turn safely.



When the dog is required to turn after an obstacle, we should add about 1% in distance for every 2° of turn. If the average distance between obstacles in a straight line is 8', then in a 90° turn the distance should be a minimum of 12'.

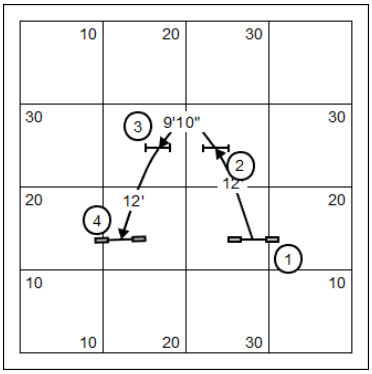


The implications for providing enough room for a dog's turning radius are important. Pinwheels must be spaced to accommodate the size of all the dogs that may run the course.

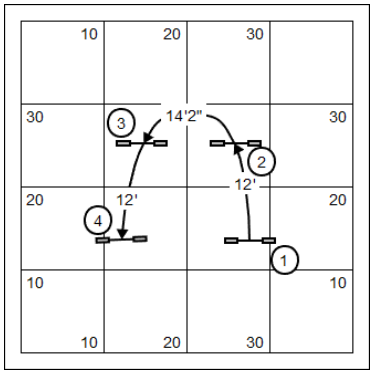


The pinwheel needs to be expanded giving the dog adequate room to turn, and, giving the handler a bit of operating room in and about the jumps. A sequence like this requires wing jumps to emphasize the spacing and provide the proper visual cues.

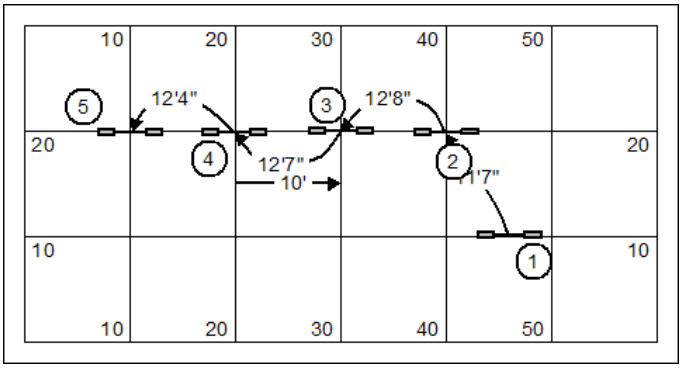
Note: pinwheels should only be used rarely in course design, and they must have adequate space when included.



The simple 180° also requires adequate room for the dog's turning radius. While it looks like the handler has room to step between the jumps, the dog is apt to overrun the jump if moving with any speed.



Adding the necessary wings to the jumps provides room for the handler to move between them, and the turning radius for the dog is opened up considerably.



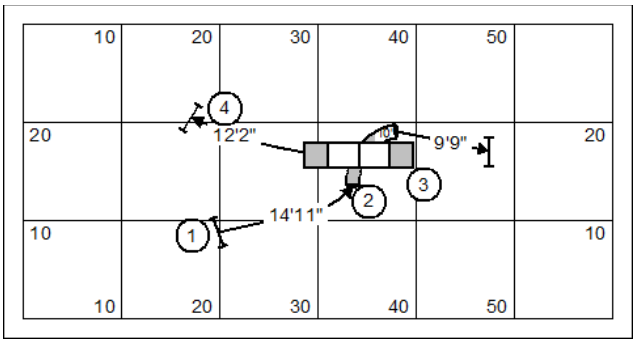
If we apply the same approach to a serpentine of jumps, the course designer should provide about 9' to 10' from center of jump to center of jump. Note that with 18" wings on the jumps this leaves enough room for the handler. To provide proper spacing, course designers are to use wing jumps; space is still provided for the handler to move in and out of the jumps.

Wing Jumps

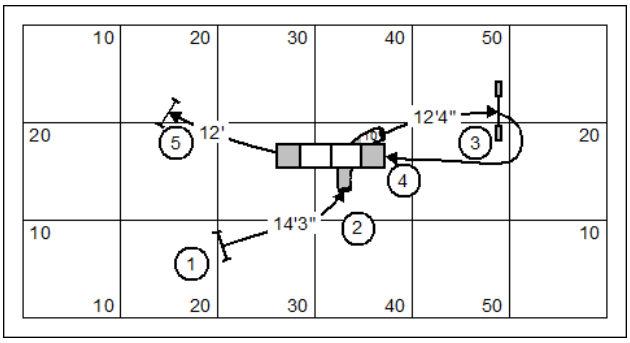
As demonstrated above, when the course design provides a serpentine, wrapping of a jump standard such as in a backside approach and shaped approaches to jumps as one of its elements, the TDAA's perspective is that wing jumps provide better visual cues and clearer spacing for the dog, thereby providing better obstacle spacing and enhancing the safety of the course.

Square Approaches

The course designer should ensure their course provides adequate space and opportunity for the handler to square up the approaches to the obstacles. It is the handler's job to ensure that their dog approaches obstacles squarely so that the performance is safe and fair to the dog. Those obstacles that require a square approach are all contact obstacles (including the table) and the tire.



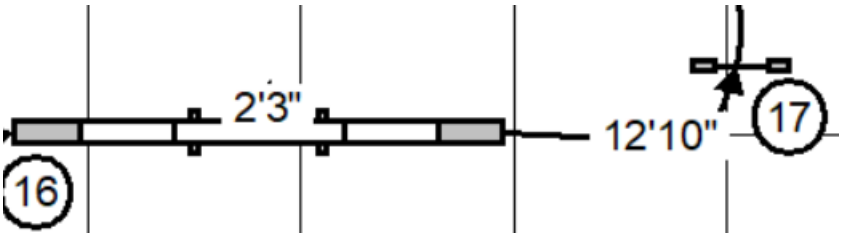
The sequence above would not be allowed. The flow violates a specific rule of the *option* (discussed above). The dog should be given a minimum of 12' for the turn in the presence of an option. Further, the short transition between the tunnel and the A-frame actually encourages the handler to give the dog inadequate room to make the turn.



This problem could be solved either by pushing the dummy jump back approximately 6' or simply including the jump in the sequence to bring the dog back squarely to the A-frame, as shown above. Note that the jump has had wings added and been shifted slightly to square up for the exit from the tunnel and still provide 12' for the approach to the jump.

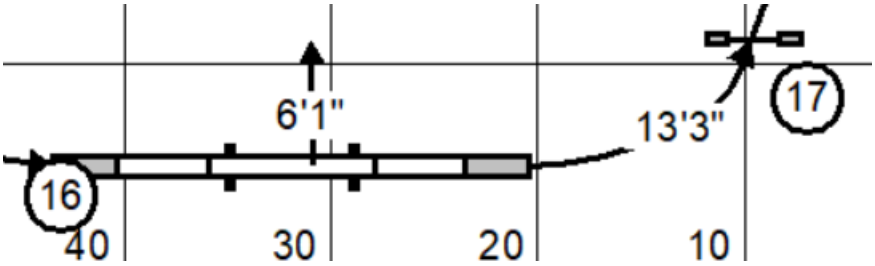
Flat.Approaches

In any sequence where the dog's path turns, simply providing adequate distance, even 12' or more, must also be combined with the amount of space the dog needs to make the radius turn. If we think about that spacing as the depth of the turn, consider the examples below:



Here we have a contact followed by a jump that requires a 90° turn. This is a common situation that must address the need to allow the dog sufficient space to both dismount from the contact as well as make the turn. The amount of space, or depth, available for the

dog to turn is just over 2', which is inadequate for a dog traveling with any pace. This is referred to as a "flat approach" to the #17 jump.



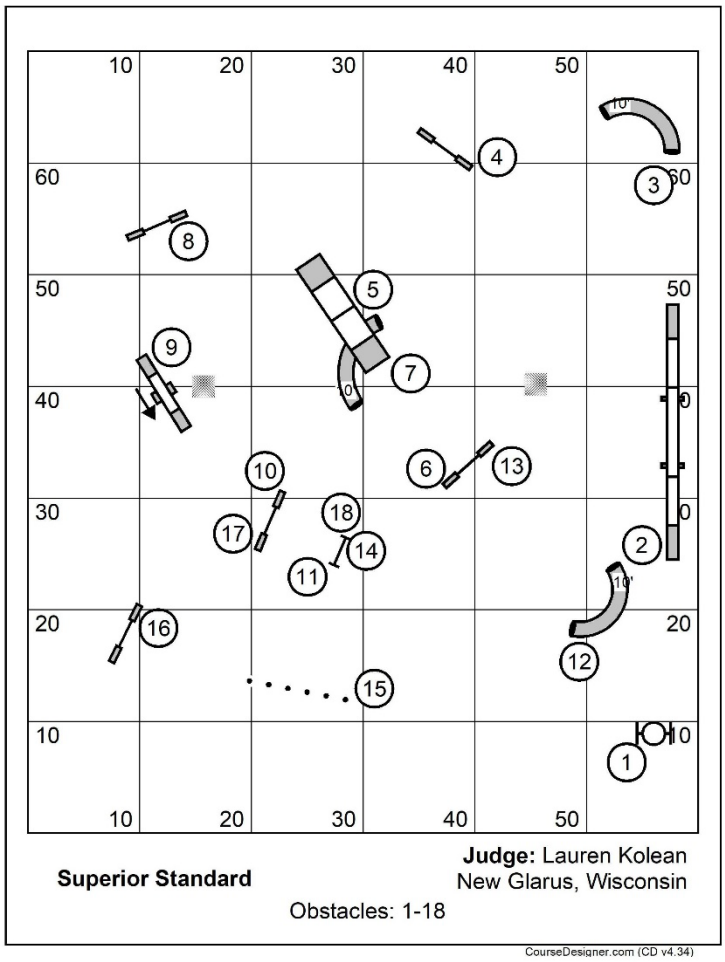
In this revised diagram, the dog has been provided 6', adequate depth with which to turn 90° (in addition to the contact dismount). Ensuring that the necessary amount of depth is available in the dog's path offers both a safer course and one that allows the dog to maintain momentum more effectively.

Dog"s.Choice.Game.Considerations

While the course designer should create square approaches to obstacles in a standard course, the square approach is challenging in a dog's choice game (in which the dog can be directed to the obstacle of the handler's choice). This should be addressed by anticipating the handler's path and applying the techniques described above for safe approaches and dismounts. It is worthwhile to include in the briefings for dog's choice games a warning that the handler is the architect of the dog's path, and their strategy needs to consider square, safe approaches and dismounts to the obstacles (also see **Keeping Flows Safe and Fair** below).

A Simple Checklist for Course Design

Presented here is a course that is flawed on many levels. We will look at what happens to the course in the review process using the *simple checklist for course design*.



Square Safe Obstacle Approach and Dismount

There are a number of safety issues on this course that need to be addressed:

- A *minimum* of 10' is required on the approach to the first obstacle and on the dismount of the last obstacle. This course does not provide adequate space to approach the first obstacle.
- Although there are times that the judge may deliberately restrict the amount of space available for a handler to pass between obstacles and other obstacles, walls, barriers or other impediments, in most cases at least a 5' space should be available for the handler. On this course, obstacles #2 & #9 do not accommodate the handler on both sides.
- The approach to the A-frame is not square/safe. The #6 jump placement constrains the approach so that the handler cannot shape an approach safely.
- A tunnel under a contact must have the tunnel entrance/exit flush with the end of the contact, so tunnel #5 would need to be moved.

Spacing.Between.Obstacles

TDAA guidelines specify a distance of 10' in the straight-away and a *minimum* of 12' approach to a technical challenge, to accommodate a dog's turning radius, to address obstacle discrimination, and to exit a tunnel or a contact.

- A *minimum* of 10' is required on the landing side of any jump to avoid running into any ring boundary or into the "side" of any obstacle. On this course not enough room is given to the dog after #10/17 (too close to #11/18), or #16 (running into the side barrier).
- On this course not enough room is available after the A-frame #7 for the dog to turn. Further, a *minimum* of 12' should be given to the handler to avoid the wrong course option after #13 (both the tunnel and the A-frame), and after #14 (jump #10/17).
- There are several instances where the spacing between obstacles is too long. Keeping a maximum space between obstacles at 15' would result in needing to change the positioning of several obstacles on this course, such as between #11 and #12, and between #16 and #17 (among other examples).

Timekeeper"s.View.of.Start.™ .Finish

When submitting a course for review, if the Start and Finish obstacles or lines are not clear, lines should be drawn to provide the handlers and Timekeeper with a clear understanding of both. For a numbered course, Start and Finish lines are not necessary.

Judging.the.Runs

The judge needs to ensure that before the first run, they have determined their path to ensure they have an appropriate vantage point from which to observe correct obstacle performances.

Presentation

Qualitative factors that should be considered in addition to the more technical aspects of course design include aesthetic and practical design considerations. Some areas of focus to consider:

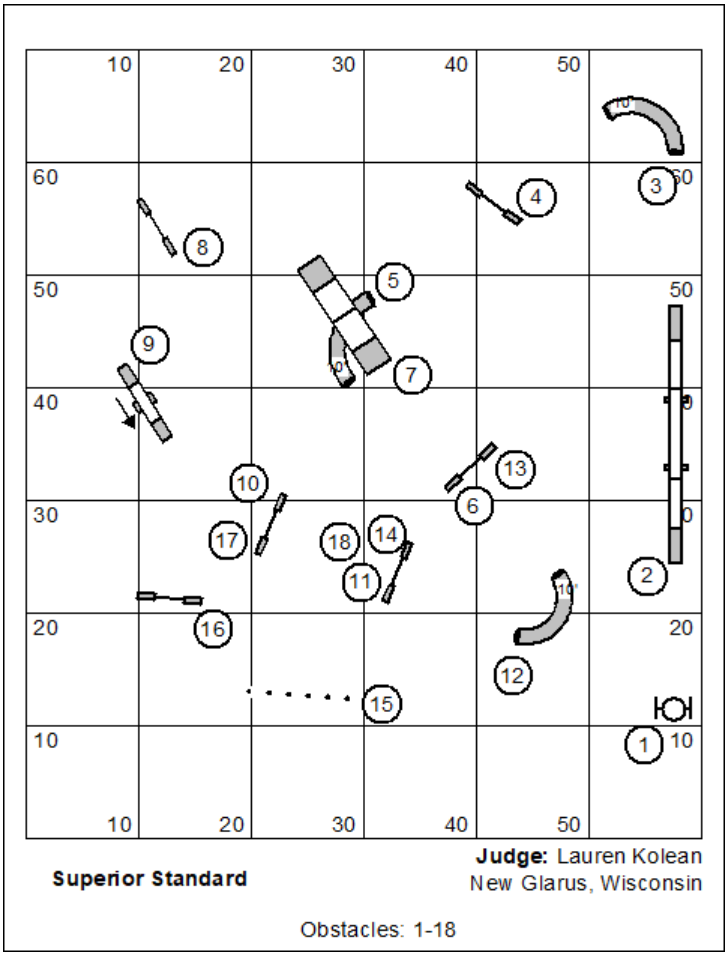
- Balance the course in the available space ~ the obstacles should utilize the available space effectively.
- Courses should have technically challenging sections and sections where the dog can accelerate to full speed.
- Most courses with a table will benefit from having it appear in middle "third" of the course, to allow the dog an opportunity to have a flow at beginning and ending.
- Jumps that do not have a reasonably straight entrance and exit should be winged. Wings heighten the visual acuity of a jump for the dog and should be used wherever possible to make the jump distinct as an aid to the handler. In particular, if the jump is a backside, part of a serpentine, or a threadle (inside slice), wings should be used. A rare exception to this is if a space is too small; then the course designer may forego the use of wings to allocate more real estate for movement.

- Courses, particularly standards, should be designed such that two tunnels or two contacts are not sequential, except in rare instances.
- Standard courses should not begin or end with a contact or the weaves.
- Designing a course that requires the dog to perform a threadle (inside slice), serpentine or pinwheel as the first set of obstacles should be avoided.
- The measurements on the course map should match the host club's numbering.
- Provide the name and number, where appropriate, that identifies the course in the context of the trial and trial premium. Course ID information should be presented in a border. The Course ID information should be robust and include the name of the class, the name of the host club, maybe the location/geography, date of the event, the judge's name, and maybe the judge's hometown.
- Orient the course so that entry/exit and start/finish are at the bottom of the course map.
- Number your course neatly. A course map where the numbers are not placed properly can cause substantial confusion, both for the handlers and the course builders.

Briefings.for.Standard.Runs

Judges should provide a briefing for standard runs as a reminder and to ensure that the basic rules are clear, especially to handlers who are not as conversant with TDAA. Such a briefing should address, at a minimum, how faults will be signaled or called, numbering or any unusual aspects to the course, the rules regarding treats and toys in the ring, weave pole rules for Intermediate vs. Superior, contact refusals for Beginner, off course treatment of dropped bars, and any location-specific aspects that impact the course.

The Revised Course

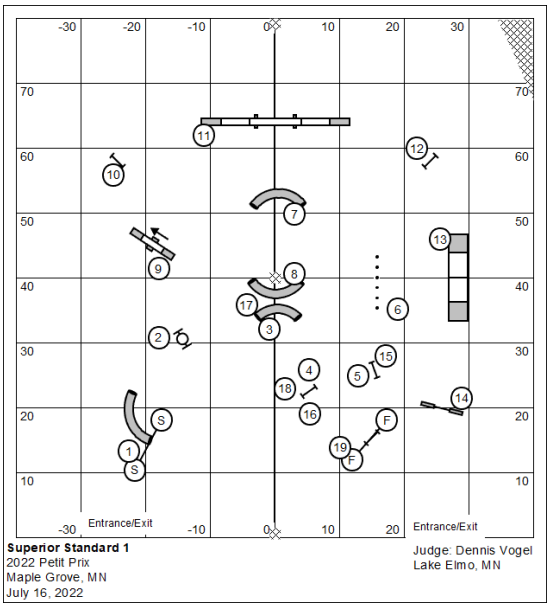


Nesting Courses

TDAA's expansive focus on games makes the nesting of courses even more important. The trial will be more efficient if the course designer nests their courses in such a way that the movement of equipment is kept to a minimum.

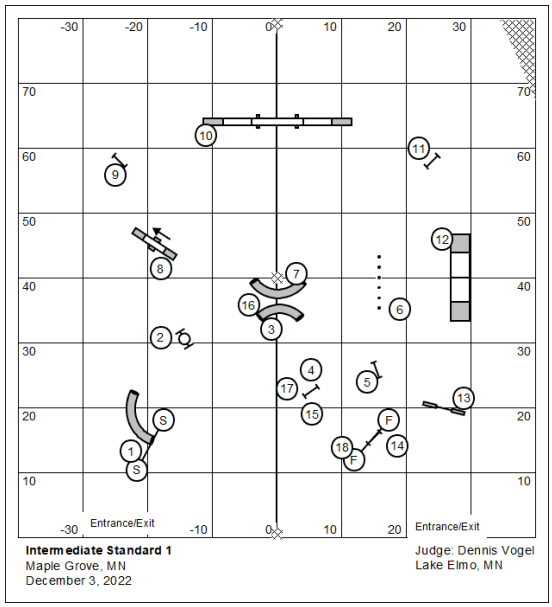
Nesting is helpful as a way to reduce the amount of time necessary to transition from one event, or course, to the next.

Attached is a suite of courses including a standard course for three levels, and then a gamblers course for three levels. Clean Run's Course Designer software provides functionality that highlights changes between courses, which is beneficial when determining which obstacles need to be moved when changing courses, as shown on the next page.



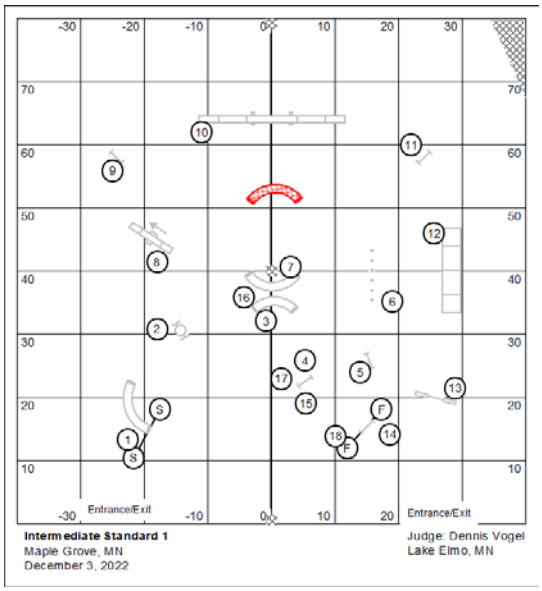
Superior Standard 1
2022 Petit Prix
Maple Grove, MN
July 16, 2022

Judge: Dennis Vogel
Lake Elmo, MN



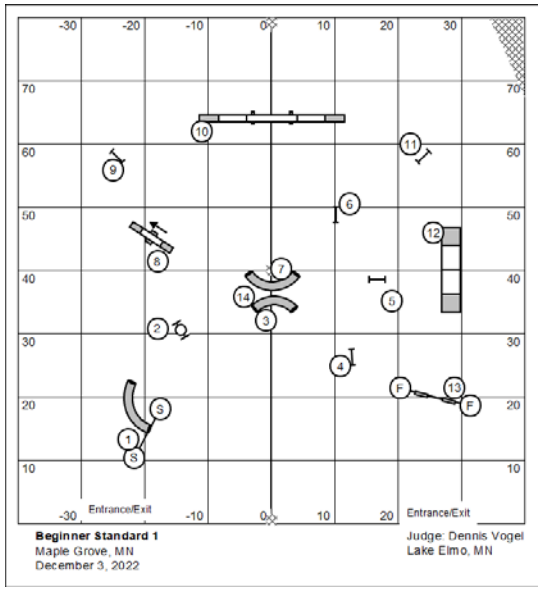
Intermediate Standard 1
Maple Grove, MN
December 3, 2022

Judge: Dennis Vogel
Lake Elmo, MN



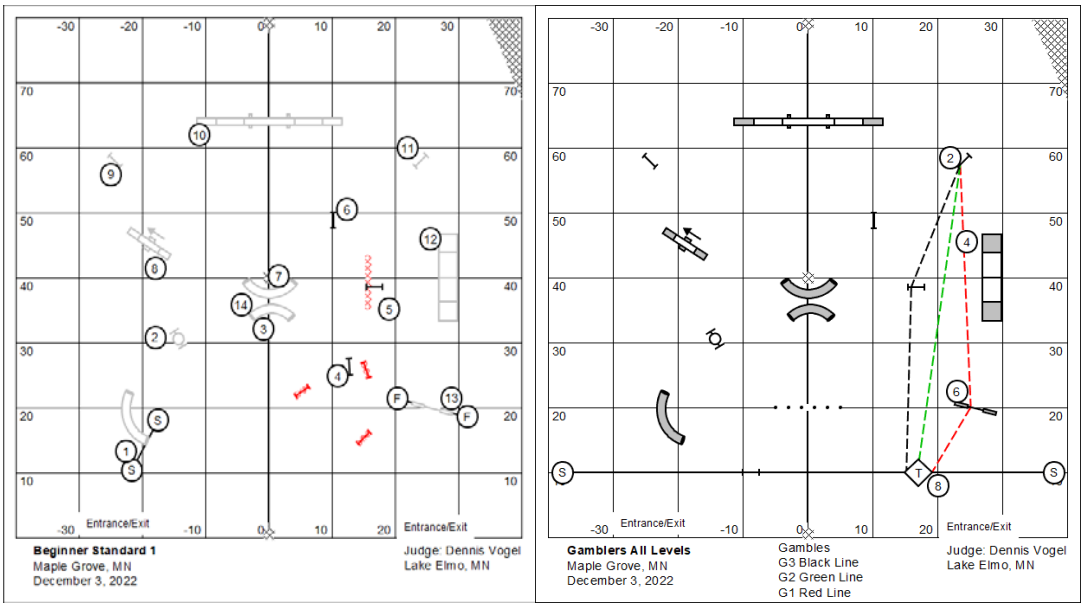
Intermediate Standard 1
Maple Grove, MN
December 3, 2022

Judge: Dennis Vogel
Lake Elmo, MN



Beginner Standard 1
Maple Grove, MN
December 3, 2022

Judge: Dennis Vogel
Lake Elmo, MN



Designing Games for the TDAA

Other agility organizations have a specific suite of games that they play. This allows them to understand their games completely and rigidly define the variations of rules that might be allowed. The exhibitor also tends to become comfortable and familiar with the games and will need little in the way of briefing or introduction.

This is one of the differentiating factors for the TDAA, which allows a broad variety of games, in addition to multiple variations of most of them, to be played for titling purposes. This requires that our handlers become skillful at quickly grasping the nature and definition of the game.

The judge must plan the game courses and briefings to comprehensively prepare the game so it works well for a variety of handlers at all experience levels.

Here is a checklist that will help you consider every angle and nuance of your game:

1. What is the objective of the game?
2. What is the scoring basis of the game (Time, plus Faults, etc.)?
3. What is required to qualify at each level?
4. How does time start?
5. How does time stop?
6. How much time is allowed for the game?
7. Are there any penalties based on one's final time (other than using time for placements)?
8. Can any penalties be incurred when trying to stop time?
9. What are the point values for each obstacle?

10. Are there any bonuses that can be earned? Are they optional or required?
11. How many times can each obstacle be performed?
12. Can the obstacles be performed back-to-back?
13. Are there any obstacles that have a special point value or property? Are there any consequences if they are faulted?
14. What faults can a team incur?
15. Will the standard of performance for obstacles be different in this game than it is on a standard course (e.g., a popped weave pole may be re-attempted without fault at Games II)?
16. Will jump bars be reset?
17. Is the finish line/table live for the entire game?
18. If there is a table, what is the required table performance?
19. For Games I, how will refusals be addressed? Explain what the handler should do if a dog were to attempt a contact obstacle with all four paws and then leave the obstacle before completing it.
20. For Games II and Games III, how will standard faults (refusals and weave pole faults) be judged?
21. What should be indicated on the course map that is pertinent to the game? This might include:
    a) Containment lines
    b) Start & finish lines or obstacles
    c) Numbered sequences
    d) Bidirectional obstacles or sequences
22. Where will the timekeeper and scribe be located without being a distraction to the dog?
23. Which ER Code is necessary to score and qualify in the Game, as designed?

Documentation of a TDAA Game

A game should be well documented in advance of the trial event. This shows the course reviewer that you have a good grasp of the game.

The handler should be able to understand how the game is played and develop a strategy from the briefing. When preparing a concise written briefing of the game play, it should present the game's objective well enough to enable the handler to attend a verbal briefing, ask pertinent questions, and commence course walking.

Briefings should be written by the judges based upon how they expect the game to be played. The descriptions in the Book of Agility Games are not briefings and should not be

used as such. The judge should ensure that the briefing reflects exactly how they expect game play to occur.

Following are the key elements of well-prepared games briefings:

Course.Map

The layout of obstacles on the field should match the layout of obstacles on the course map. If there are bonus obstacles, containment lines, set sequences, start and finish lines or obstacles, these should all be indicated on the course map.

TDAA does not want the course maps that are provided to exhibitors to indicate dog's path or yardage, handler's path, judge's path, or even the location of the timekeeper and scribe, although these latter two items may be optionally provided. It is strongly encouraged that the dog's path functionality be turned on at intervals as part of the course design process. This will reduce the number of comments regarding spacing that the course designer will receive from the course reviewer. The course map submitted to TDAA should be in the form that you will provide for your exhibitors, with the dog's path hidden.

Avoiding.Common.Errors.in.Course.Design.for.Games

It's the little things that get you in games design, to be sure. Here's a short list of pitfalls to be avoided.

Games Variations – Variations of games submitted by judges are subject to the course review process.

The first rule of any variation is that it should add interest or a unique twist to the game. A good example of this is the "cuckoo" variation of Beat the Clock. After finishing the routine business of the four clockface sequences the handler may attempt a double-or-nothing challenge by declaring "cuckoo", prior to performing an obstacle designated by the judge and getting the dog across the finish line. If the dog makes it to the finish before time expires, all accumulated points are doubled. If they fail to do so, all accumulated points are lost.

The game designer should understand that many players in the TDAA have played a lot of games and have an understanding of how many of those games are played and should avoid twisting the rules around "just because." Note that in the example above, the variation in no way disrupted the handler's understanding of the basic game but added an interesting challenge that extends from existing rules.

The judge must be a good student of the game and take the extra effort required to investigate how a game is played, how it is scored, how time starts and ends, and what might be the standard for a qualifying score. TDAA judges understand that they have a certain amount of liberty in creating new games and establishing variations of games, but the variation should add substance to the game, not just arbitrary differences or complexity.

Missed Opportunities for Nested Courses – Games should utilize one course map for all levels. It is unnecessary to create a completely new course map for every level of play (GI, GII, and GIII). To differentiate between levels, simply adjust the number of points that a dog needs to score, change the distance to containment lines, or adjust the Standard Course Time. Remember to indicate differences between levels on the course map as much as possible.

Keeping Flows Safe and Fair – While it can be difficult to predict the path a handler will give a dog in a game (particularly in "dog's choice" games); the course designer should set up possible flows that keep things safe, particularly on the approaches to contact obstacles and the tire. An easy way to work through this is to use the Course Design software to trace through the various possible solutions to a strategy on course. Use this functionality to create square and safe approaches and proper spacing to and between obstacles.

Failure to Brief – Whenever possible, avoid ad hoc scoring and rules decisions during the conduct of a class. Given the old maxim, "whatever can happen, will," the judge is often faced with deciding how to deal with a specific dilemma at the moment the issue arises. While a briefing cannot address all possibilities, the judge needs to consider what can potentially occur in the context of the game they have designed to respond to questions.

An example is failing to brief a class about your view of contact refusals. If in a dog's choice game, a dog gets on the A-frame and then comes back off the ascent, the handler might very well feel justified in attempting the obstacle again. On the other hand, if you've decided to allow retries on the contact obstacles, and failed to brief that concept, the handler might pass on the retry. Such an occurrence requires the judge to address the issue immediately by informing all the handlers about what happened and by consistently calling similar situations during the remainder of the runs.

Exhibitor.Briefing

The written exhibitor briefing should present the objectives of the Game as concisely as possible. The briefing should also reflect the verbal briefing. The briefing should address the items in the checklist provided at the beginning of this section. Note that while the Book of Agility Games provides an overview of each game, the briefings for a particular trial should not be copied from those generic descriptions but should be specific to the game's rules to be used at the trial in question.

Here is an example of a briefing for the game Louganis. *"The course begins with the untimed performance of two contact obstacles (the A-frame and teeter) with containment lines for bonuses (see below). The rest of the obstacles constitute a Jumpers course and are timed. Time starts when the dog crosses the start line at obstacle #1 and ends when the dog completes obstacle #14.*

Standard faults on the timed part of the course (obstacles 1-14) are: wrong course, knocked bars, missed weave poles, and failures to perform.

Bonuses may be earned if the handler leads out past either of the two containment lines (A or B) and the dog completes the contact obstacle(s) within the chosen containment line successfully. Containment (lead-out) "A" is worth 5 bonus points, and containment (lead-out) "B" is worth 10 points. Please note:

Bonuses are "all or nothing" – contact obstacles must be completed successfully to earn them. Refusals will be called in the bonus area which will result in the loss of the bonus. There is no additional fault assessed. The bonus is also lost if the handler returns to their dog.

Qualifying.Criteria

Louganis is scored Time, Plus Faults, Less Bonus (ER7). Lowest scores determine placements.

During the verbal briefing at the trial, the judge should address questions posed by the handlers and ensure that the answers are consistent with the design of the game and how the game's strategies are impacted. Judges are not to provide specific strategies for game performance. All questions should be answered such that the exhibitors have a complete understanding of how the game is to be played and what is required at their level to qualify.

Scribe Not Adequately Briefed – It is a difficult situation when the results from an event are posted and most or all of the dogs receive a non-qualifying score in a game. This is usually the result of incorrectly capturing or incorrectly calculating the scoring. The judge needs to evaluate the situation and correct it before proceeding to the next event whenever possible.

The judge must explain to the scribe what their calls and signals will be prior to the first run of the game to ensure that the information is properly recorded. It is also advantageous to confer with the scribe after the first run to ensure the agreed-upon approach is working well. Scribe sheets are critical documentation of the trial and are to be retained by the club for three years.

Here is an example of a scribe briefing. *"The judge will call "A" or "B" to indicate that the respective bonus has been completed successfully. If the handler faults the bonus the judge simply won't say anything. Standard faults (wrong course, knocked bar, missed weaves) will be indicated by one raised open hand. Please note those on the scoresheet with an "S." Failure to perform faults will be indicated by two raised open hands. Please note those on the scoresheet with an "F." The scribe is the key link between the judge and the exhibitor."*

Timekeeper Not Adequately Briefed – It can come as a shock to the judge to find that an entire class has been mistimed or scored incorrectly because the timekeeper didn't have the right information.

The judge must anticipate how teams will run the course and ensure that a scoring and timing approach is used that will provide for both fair competition and appropriate determination of a qualifying run. For example, if you tell the timekeeper that the dog has

60 seconds to score points and to blow a whistle… the timekeeper also needs to know that time continues until the dog crosses the finish line (for example) so that every dog's time does not get recorded at 60 seconds, with time being a tie-breaker.

Here is an example of a timekeeper briefing. *"Please hit the "Go/Ready" horn when the judge indicates. Timing will begin automatically when the dog crosses the first obstacle in the jumpers course (presumes the club is using automatic timers). Please record the time in hundredths of seconds on the scoresheet. If the time is not captured appropriately malfunctions, please let the judge know immediately after the team's run. The timekeeper is vital to the success of the trial."*

Providing for Ample Embark and Dismount Options – In any game in which the handler has the option to direct the dog to obstacles of their own choosing (rather than following a numbered sequence) the design should give the dog alternatives for embarking on their strategy; and for the dismount.

Options might be limited by specifying or limiting the beginning or finishing obstacles or declaring obstacles one-directional near the start or finish.

ER Codes – This table 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. When the briefing is developed for a game, the appropriate ER code should be included so that the handlers and the trial secretary are clear on the scoring methodology.

The image below is taken from the software itself.


ER Descriptions

Event Rules

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 sets the number of faults allowed 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.

Course Review: Submission and Finalization

After developing a suite of courses for a trial, they are to be submitted to the TDAA for review. Courses are reviewed in the order received. This submission is to occur at least eight weeks prior to the trial. When providing courses for review, they must be accompanied by the briefings for any games to be run at the trial. The courses should have the dog's paths in the maps, although they are to be hidden when submitted. Having the dog's paths embedded in the files is an important aspect of the judge's development and the subsequent review of the courses. All course designers should use the dog's path functionality in the Course Designer software to verify appropriate obstacle spacing and having them as part of the course map when sent in will facilitate the review process.

Courses are to be labeled appropriately and clearly to indicate Standard number or Game name, Club, Judge, and date. All the courses and related briefings are to be incorporated into a Zip file and sent to TDAA at teacupagility@gmail.com for review.

The creation of a ZIP file is slightly different in Windows 10 vs. Windows 11.

To create a ZIP file in Windows 10, use File Manager to select the files or folders you want to compress, right-click on them, select "Send to," and choose "Compressed (zipped) folder."

In Windows 11, use File Manager to open the folder that contains the files, highlight all of the files that are to be included and right-click them. When the menu appears, select "Compress To" which will then display options. Select "ZIP file" and the file will be created with the name of the file selected.

The ZIP file should then be sent to TDAA.

Conclusion

We hope you have found this document to be informative, beneficial and supportive when developing TDAA agility courses.