

PREMIUM LIST

Sanctioned
Teacup Dogs Agility Association
Agility Trial



Saturday, August 15, 2009

Sunday, August 16, 2009

PRESENTED BY

Agility4u

LOCATION:

SmartyPaws Agility Training Center

4161 No. Rancho

Las Vegas, NV 89130

Saturday: 3 Standard Classes and 2 Games...*Jumpers CDS, Dare to Double*

Sunday: 2 Standard Classes and 2 Games...*Power and Speed, Group Choice*

This trial will be held indoors on matting.
Show hours are from 8:00 a.m. to 6:00 p.m.

Entries close at 6:00 p.m. Wednesday, August 12, 2009. After closing, entries may not be accepted, cancelled, altered or substituted.

Certification

Permission has been granted by the Teacup Dogs Agility Association for the holding of this event under Teacup Dogs Agility Association Rules and Regulations.

Brenda's Agility Training Center, Trial Committee

Trial Chairman.....Brenda Morris
Trial Secretary.....Brenda Morris
Chief Score Keeper.....Chris Card
Chief Ring Steward.....Karin Fastow
Awards..... Florance Goldsworthy
Hospitality.....Scooter Anderson
Judge.....Jeff Boyer

16" dogs will run first, followed by 12", 8", 4" dogs on Saturday.
That running order will be reversed on Sunday.

Awards: Ribbons will be awarded for 1st through 4th in each jump height in each class. Qualifying ribbons will be awarded to all dogs receiving a qualifying score. Dogs may receive placement ribbons without qualifying. Title Ribbons will be available to those dogs who earn titles at this trial.

Classes (All Unlimited):

Saturday

Standard: Superior, Intermediate, Beginners
Games Class: Jumpers CDS
Standard: Superior, Intermediate, Beginners
Games Class: Dare to Double
Standard: Superior, Intermediate, Beginners

Sunday

Games Class: Power and Speed
Standard: Superior, Intermediate, Beginners
Standard: Superior, Intermediate, Beginners
Games Class: Group Choice

WEEKEND VETERINARIAN (On Call)

CHEYENNE TONOPAH ANIMAL HOSPITAL
3348 N. Rancho Dr., Las Vegas, NV
(702) 645-3036

Games Classes

(The Judges Briefing supersedes any published briefing for the games.)

Jumpers CDS (call, direct, send)

In Jumpers CDS, a handler must call, direct, and send his dog to perform three series of obstacles. The three separate distant challenges in this game include: a call over one to three obstacles, a direct or mid-course distance challenge of two to five obstacles, and a send portion over two to three obstacles to close the game. The complexity of each distance challenge depends on the level at which the dog is competing.

In Jumpers CDS, boundaries are drawn to indicate an area into which the handler may not advance while the dog performs obstacles at a distance. If the handler steps on or over any containment line while the dog is performing the indicated obstacles, the dog will earn a failure to perform.

Call - The Call is a lead-out at the start line, requiring the handler to call the dog over the opening obstacles. During this portion of the course, the dog is placed on a wait at the beginning of the course while the handler leads out to a point on the course designated by the judge. The handler must then call the dog over the initial obstacles and continue on the course.

Direct - The Direct is a mid-course gamble sequence of two to four obstacles that the dog must perform at a distance, usually parallel to the handler. The handler must direct the dog over the sequence of obstacles without crossing a containment line indicated by the judge. Once the dog has finished the Direct portion of the course, the dog and handler can continue.

Send – The final sequence for the course is the Send. In this challenge, the objective is to see if the dog will go away or send over a series of obstacles at the end of the course. The handler must not cross the containment line indicated by the judge.

Scoring: Jumpers CDS is scored points then time. The team with the highest score wins. Scoring is based on a 100 point system.

Faults will be scored as follows:

- Each refusal is faulted 5 points.
- Each off-course is faulted 5 points.
- A knocked bar is elimination.
- Failure to perform an obstacle is elimination.
- Failure to perform any of the three distance elements is elimination.

Dare to Double

The game begins at the designated start-line, and ends at the table. The dog and handler have 50 seconds to accumulate as many points as possible. The team must get to the table before course time elapses. If the team gets to the table before time expires, they keep all points accumulated on course. If the team fails to do so, half the points are lost. There will be no warning whistle. Watches are not allowed on-course.

With the exception of the doubling obstacle (the A-frame), obstacles can be taken only twice during point accumulation. Back-to-back is permitted. Jumps that are knocked down will not be reset. Jumps = 1 point; tunnels & tire = 3 points; contact obstacles and the weave poles = 5 points.

During the run, all earned points can be doubled by performing the A-frame. A successful performance doubles all points. If, however, the dog faults the A-frame, half of the existing points are lost. The A-frame can be performed as often as the handler (or dog) desires. However, an obstacle must be completed for points between each performance of the doubling obstacle.

Dare to Double Qualifying Scores:

- Games I = > 40 points
- Games II = > 80 points
- Games III = > 160 points

Power and Speed

Each handler and dog runs a course that is split into two sections: Power and Speed.

- **Power** - The power course will contain no more than 7 obstacles, including 3 contact obstacles, weave poles, tunnels and jumps. In the power section, the obstacles should be laid out in a difficult sequence. The Power section must be performed without faults and within a maximum of 40 seconds. The dog must cross the line dividing the two parts of the course to stop the watch for the amount of time used on the course. A dog will earn a 5-second time fault for any mistake.
- **Speed** – The Speed section contains a straightforward sequence of jumps only. The goal is for the dog to run the course as fast as possible.

Scoring: Scoring for Power and Speed is time plus faults: faults from the Power section, plus time from the Speed section, plus faults from the Speed section. The dog with the lowest score wins.

Group Choice

The objective is to perform all obstacles on the course, as quickly and accurately as possible, according to the following groups:

- Jump, tire, and tunnels group.
- Contact obstacles group.
- Weave poles only group.

The handler must negotiate his dog through all the obstacles in a particular group before continuing to the next group. The order in which each group is performed is up to the handler, but all three groups must be completed.

The handler can start anywhere along the start line that runs from one side of the ring to the other. Obstacles may be taken in any direction with the obvious exceptions (teeter, collapsed tunnel). Each obstacle may be taken only once. After completing all the groups, the dog will finish on the table. Time will begin when the dog crosses the start line and will end when the dog's four paws land on the table.

Scoring: Scoring is on a 100 point basis. Time is used as a tiebreaker only. Faults will result in a reduction of points.

- Knocking bars, missing contacts, failing to do an individual obstacle...5 points.
- Performing an obstacle outside the group; repeating an obstacle...20 points.

Qualifying:

- Games I - 75 points
- Games II - 90 points
- Games III - 100 points

Further games information will be available at the show. *The judge has the right to alter the rules.* All games taken from: *The Clean Run Book of Games*, 2nd Edition by Bud Houston

ELIGIBILITY

This trial is open to all dogs measuring 17" or less and over the age of 12 months, except bitches in season, aggressive dogs, or dogs suffering from any deformity, injury, or illness which may affect a dog's physical or mental performance.

THE FOLLOWING IS A LIST OF ACCEPTABLE OBSTACLES:

A-frame (7')	Closed Tunnel (Chute)	Open (<i>Pipe</i>) Tunnel
Teeter (8')	Table (3'x3')	Tire Jump
Weave Poles (20" centers)	Single & Winged Jumps	Dogwalk (8'x9" planks)

CHECK-IN

Check in from 7 am to 8 am; judges briefing to follow, judging starts at 9 a.m.

WARM-UPS

A warm-up, consisting of a regulation agility jump, shall be provided for all exhibitors.

NOTICE to EXHIBITORS

The safety of the dogs is our primary concern. By entering this trial, exhibitors acknowledge that they are familiar with the rules and regulations of this sport, and that their dogs are familiar with and able to perform all obstacles safely. At the beginning of each trial day, there will be an obstacle familiarization under the supervision of the judge and assigned stewards. The judge will define the order of the obstacle familiarization. There will be no food allowed in the ring during this familiarization.

All dogs must be on leash or crated at all times except when in the ring or when in the designated agility warm-up area. It is expressly understood that exhibitors alone are responsible for the behavior of their dogs and/or children. Any exhibitor whose dogs and/or children create unnecessary disturbances or repeatedly engage in unsafe or disruptive behavior may, at the discretion of the Trial Committee, be asked to leave the trial site. In such case, no refund of any fees paid will be made. Unsportsmanlike conduct, including rough handling or misconduct of any kind, will result in an excusal from the ring.

Bitches in season are not permitted in the trial. A refund of 50% will be given for withdrawals due to bitches in season. A letter from your veterinarian will be required. Otherwise, there will be no refunds for withdrawals.

Entries will not be accepted without fees. No entries will be accepted which require a signature for delivery. All entries must be submitted on Official TDAA Agility Entry Forms, one dog per entry form. Photocopied entries without the TDAA agreement are not acceptable. Unsigned, incomplete, or illegible entries will not be accepted. Returned checks do not constitute a valid entry. A \$35 service fee will be charged for any returned checks.

Food and toys are not permitted in the course area and handlers are not allowed to use whistles or other instruments or devices. Exhibitors are responsible for being at the ring gate when it is their turn to run.

TDAA rules now allow a dog to wear a collar with tags, clothing, or other adornment unless they pose a safety concern. Choke collars, pinch collars, electric and dummy electric collars are prohibited on the trial grounds. Exhibitors may wear clothing or insignia of their training group.

TDAA Registration of each entered dog is required. If your dog does not have a TDAA registration number yet, please complete the Registration form, and submit fee with trial entry.

Entries close at 6 p.m. Wednesday, March 19, 2008 after which time entries cannot be accepted, cancelled, altered, or substituted.

HEIGHT DIVISIONS

Owners are responsible for entering the proper height division. Judges reserve the right to measure dogs entered at any trial. At the handler's option, dogs may be entered in a higher height division, but not in a division lower than their proper height division. Dogs that run in a height division lower than their proper division will be eliminated. Special provisions for Jump Height Exemptions that are based on a dog's structure is explained in detail at <http://www.k9tdaa.com>. Click on rules and go to section 3.4 Jump Heights.

- 4" – restricted to dogs measuring 8" or less at the withers or dogs with a jump height exemption measuring 12" or less at the withers.
- 8" – restricted to dogs measuring 12" or less at the withers or dogs with a jump height exemption measuring 15" or less at the withers.
- 12" - restricted to dogs measuring 15" or less at the withers or dogs with a jump height exemption measuring 17" or less at the withers.
- 16" - restricted to dogs measuring 17" or less at the withers.

Class Information

Standard class

Beginning Agility – All dogs shall be eligible for participation in this class. There shall be no grandfathering of titles from other organizations.

Intermediate Agility - Only dogs that have earned the Teacup Beginning Agile Dog (TBAD) shall be eligible for participation in this class.

Superior Agility – Only dogs that have earned the Teacup Intermediate Agile Dog (TIAD) shall be eligible for participation in this class.

Game Class

Game I – All dogs shall be eligible for participation in this class. There shall be no grandfathering of titles from other organizations.

Game II – Only dogs that have earned the Games I (TGI) shall be eligible for participation in this class.

Game III – Only dogs that have earned the Games II (TG2) or Games III (TG3) shall be eligible for participation in this class.

A copy of your TDAA height card must accompany your trial application. If you do not have a TDAA height card your dog must be measured.

FEO (For Exhibition Only) will not be offered at this trial.

TDAA now offers FEO runs. They are open to any TDAA registered dog in any class. These are offered at the option of the local/host club. FEO dogs will run last in their jump heights. They may run on lead. FEO runs do not count toward TDAA titles. No treats or food allowed. FEO will have a maximum time of 1.5 of the SCT. FEO dogs can not repeat any obstacles and no training in the ring is allowed.

Official Teacup Dogs Agility Association Entry Form
SmartyPaws Indoor Training Facility, 4161 No. Rancho, Las Vegas, NV 89130

TRIAL DATE: August 15 & 16, 2009
ENTRIES CLOSE: August 12, 2009 at 6:00 p.m.

Return this completed form with entry fees to: **Brenda Morris, 8565 La Mancha, Las Vegas, NV 89149**
Make Checks Payable to: Brenda Morris

*Express mail must include signature permitting it to be left
at the Trial Secretary's address without recipient signature.*

SATURDAY August 15, 2009			SUNDAY August 16, 2009		
Standard		<input type="checkbox"/>	Game	Power and Speed	<input type="checkbox"/>
Game	Jumpers CDS	<input type="checkbox"/>	Standard		<input type="checkbox"/>
Standard		<input type="checkbox"/>	Standard		<input type="checkbox"/>
Game	Dare to Double	<input type="checkbox"/>	Game	Group Choice	<input type="checkbox"/>
Standard		<input type="checkbox"/>			

STANDARD CLASS: **BEGINNER** **INTERMEDIATE** **SUPERIOR**
GAMES CLASS: **GAMES I** **GAMES II** **GAMES III**

Height at Withers:	Height Division:	4"	8"	12"	16"
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Provisional Jump Height: Veteran (7 years or older)
 Long Backed Dog
 Dog's Leg to Shoulder Height ratio is 50% or less

TDAA #:	Date of Birth:		
Breed:	Call Name:	Sex:	

TDAA Registered Name: _____

Actual Owner(s) (Please Print) _____

Owner's Address _____

City/State/Zip _____

Phone Number	e-mail
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Each Standard class entered per day.....\$12.00
Each Game class entered per day.....\$8.00
Package (all Standard & Games).....\$85.00
Fast Track Move-up.....\$8.00

Fee Enclosed:

I certify that I am the actual owner of the dog, or that I am the duly authorized agent of the actual owner whose name I have entered above in consideration of the acceptance of this entry. I, (We) agree to abide by the rules and regulations of the Teacup Dogs Agility Association in the premium list for this agility trial, or both, and further agree to be bound by the "Agreement" printed on the reverse side of this entry form. I (We) certify and represent that the dog entered is not a hazard to persons or other dogs. This entry is submitted for acceptance on the foregoing representation and agreement.

Signature of Owner	Parent or Guardian if under 18
Handler	Date

FAST TRACK

A dog having earned a title in another agility organization must qualify in Beginners or Games I once to fast track to the next level. (You must also show proof of the Title earned from another agility organization.) The fast track dog will not be placed. If the dog qualifies in Beginners or Games I, it may enter intermediate or Games II in the next round. If the dog is to fast track through Intermediate or Games II, again it would not be eligible for placements, but would have to qualify to enter Superior or Games III the next round.

Please mark each of the following that apply:

Move up from Beginners to: *Intermediate* *Superior*

Move up from Games I to: *Games II* *Games III*

Teacup Dogs Agility Association Rules can be obtained online in the form of a PDF file at <http://www.k9tdaa.com>.

Agreement

I (We) acknowledge that the “Teacup Dogs Agility Association Rules & Regulations” have been made available to me (us), and that I am (we are) familiar with their contents. I(We) agree to hold the TDAA and any TDAA approved judge harmless from any legal claim resulting from said judge’s action under the TDAA Rules, Regulations and Guidelines. I (We) agree that the club holding the Agility Trial has the right to refuse entry for cause which the club shall deem to be sufficient. In consideration of the acceptance of this entry and of the holding of the Agility Trial and of the opportunity to have the dog judged, I (we) agree to hold harmless the directors, governors, officers, agents, superintendents or show secretary and the owner or lessor of the premises and any employees of the aforementioned parties from any claim for loss or injury which may be alleged to have been caused directly or indirectly to any person or things by the act of this dog while in or upon the show/trial premises or grounds or near any entrance thereto, and I(we) personally assume all responsibility and liability for any such claim, and I(we) further agree to hold the aforementioned parties harmless from any claim for loss of this dog by disappearance, theft, death or otherwise, and from any claim for damage or injury to the dog, whether such loss, disappearance, theft, damage or injury, be caused or alleged to be caused by the negligence of the club or any of the parties aforementioned, or by the negligence of any other person, or any other cause or causes.

I(We) hereby assume the sole responsibility for and agree to indemnify and save the aforementioned parties harmless from any and all loss and expenses (including legal fees) by reason of the liability imposed by law upon any of the aforementioned parties for damage because of bodily injuries, including death at any time arising out of or in consequence of my(our) participation in this Agility Trial, howsoever such injuries, death or damage to property may be caused, and whether or not the same may have been caused or may have been alleged to have been caused by negligence of the aforementioned parties or any of their employees or agents, or any other persons.

Signature of Owner

Instructions

A dog must be entered in the name of the person who actually owned it at the time entries for a show closed. If a registered dog has been acquired by a new owner, it must be entered in the name of the new owner in any show for which entries closed after the date of acquirement, regardless of whether the new owner has received the registration certificate indicating that the dog is recorded in his name. State on entry form whether transfer application has been made to TDAA.



Official Teacup Dogs Agility Association

DOG REGISTRATION FORM

Return this completed form
with \$12.00 registration fee to:
Teacup Dogs Agility Association
Post Office Box 158
Maroa, IL. 61756

PLEASE PRINT CLEARLY

Dog's Full Name _____

Dog's Call Name _____

Breed _____

Date of Birth _____ Sex _____ Height at
Withers _____

Provisional jump height information:

E-1 Long Back Dogs E-2 Weight to height provision (by structure, not obesity)

E-3 Dogs with dwarfish legs / deep chest dogs

Actual Owner(s) _____

Owner's Address _____

City / State / Zip _____

Phone Number _____

E-mail Address _____

Owner's Signature _____

(For Office Use Only) **Dog Registration Number**

Review your information before submitting the registration form. *Incomplete forms will be returned.*

Motel Accommodations

Owners are responsible for any damage and cleaning up after their dogs. Dogs must not be left unattended in motel rooms.

»» *Make Reservations Early* ««

Comfort Inn North (\$5 pet fee)..... (702) 399-1500
910 E. Cheyenne, North Las Vegas, NV
Holiday Inn Express... (702) 649-3000 or email: HIEVEGASGM@ prodigy.net
4540 Donovan Way, North Las Vegas, NV 89031
2 dogs max limit (20 lb. limit), \$25 non-refundable pet fee
*La Quinta.....1-800-531-5900 or (702) 360-1200
7101 Cascade Valley Ct., Las Vegas, NV 89128-0455
Motel 6..... (800) 4MOTEL6 or (702) 798-0728
195 E. Tropicana, Las Vegas, NV
Motel 6..... (800) 4MOTEL6 or (702) 457-8051
4125 Boulder Hwy., Las Vegas, NV

*Highly recommend as it's close to the trial.

Routes to the Trial

FROM ARIZONA: Hwy. 95 North to the northwest end of Las Vegas and take the Craig Rd. exit, right off exit, go east on Craig Rd. to Rancho Rd. Right on Rancho (heading south) and look for UMC Quick Care (on right) and PEP Boys (also on right). Turn into the driveway that is between UMC QC and PEP Boys.

FROM UTAH: Hwy. I-15 to Hwy. 215, go west (right) on 215 to Hwy. 95, turn left (south) onto Hwy. 95, drive south to Craig Rd. exit and turn left onto Craig Rd. Go east on Craig Rd. to Rancho Rd. Left on Rancho (heading south) and look for UMC Quick Care (on right) and PEP Boys (also on right). Turn into the driveway that is between UMC QC and PEP Boys.

FROM CALIFORNIA: Stay on I-15 North to Hwy. 95 North. Take Hwy. 95 North to the northwest end of Las Vegas and take the Craig Rd. exit. Go right off the exit and go east on Craig Rd. to Rancho Rd. Right on Rancho (heading south) and look for UMC Quick Care (on right) and PEP Boys (also on right). Turn into the driveway that is between UMC QC and PEP Boys.