

2009 Tournament Rules

TDAA Petit Prix October 10-11, 2009 RACINE, WISCONSIN

The TDAA's 2009 *Petit Prix* is designed to provide a championship format suitable for performance by dogs of small stature.

General Rules

The TDAA Rules and Regulations currently in effect on the date of competition shall be the recognized standard for rules for games and standard rounds. The TDAA waives the requirement for use of the table in the standard rounds. However, use of the table is not precluded.

All dogs must be registered with the TDAA in order to compete. The following rules shall be observed:

Placement, Scoring Format, and Tie-breaking

A dog shall earn points for placement in his jump height throughout the tournament, in this manner: First place receives 10 points; one fewer points are awarded for each placement through Tenth Place (which would earn 1-point).

Additionally a *placement within the field* scoring format shall be used in which points shall be accorded to the dog against the over-all field for the purpose of seeding into the Semi-Final rounds and the Championship round. The background scoring shall use a 40-point table to ensure that top performing dogs are equitably recognized. The *placement-within-the-field* ranking shall be used for tie-breaking determination throughout the tournament.

Dogs running with a jump height exemption shall be scored against dogs of the measured height and not the exemption height.

Semi-Final and Quarter-Final Competition and Qualification Notes

All dogs, without regard to competition level, or titles earned, shall compete on the same courses. All games and courses are eligible for dogs to earn qualifying legs towards TDAA titles. Standard courses will be judged under the TDAA Superior rules. Games will be judged under TDAA Games III rules. However, the dog shall earn a qualifying score only at the level for which he is eligible.

Points shall be accorded by jump height for the purpose of placement within the jump height. Additionally *placement within the field* points shall be accorded to the dog against the over-all field.

Quarter-Final Format

The Quarter-Finals shall include two standard courses and four games. A dog shall be deemed eligible if he has competed at a TDAA trial since October 13, 2008 or if the handler is a member of the TDAA in good standing.

Scoring

Points shall be accorded by jump height for the purpose of placement within the measured jump height. Additionally *placement within the field points* shall be accorded to the dog against the over-all field.

Games

The Quarter-Final rounds will consist of four games and two standard rounds. The games we'll play are described below. For additional information and sample courses refer to the TDAA website at www.k9tdaa.com.

Nested Gamblers

Nested Gamblers is very much like the traditional game of gamblers; having a point accumulation period followed by a period during which a distance challenge may be attempted. However, rather than having a single distance challenge there will be three or more distance challenges (gambles) available on course with bonus values accorded based on technical difficulty. One or more of the gambles may be attempted so long as the dog can be directed to complete the gamble in the given amount of time. Nested Gamblers is scored Points, Then Time.

Dare to Double

An old TDAA favorite, Dare to Double is a dog's choice game of strategy in which the dog may double all of his points by performance of an obstacle (usually the A-frame) any number of times so long as points are scored between attempts at the doubling obstacle. Typically the dog must be directed to the finish line or obstacle before the expiration of scoring time or may lose half of his points! Dare to Double is scored Points, Then Time.

The Weakest Link

The Weakest Link is a game of strategy and guts in which the dog may earn points but is not assured of keeping them until they are "banked". As the dog earns points each obstacle performed must be worth as much as, or more than the value of the last obstacle performed; and this condition is reset when the points are banked. The Weakest Link might also include one or more distances challenges in which obstacles are given an extraordinary value if the dog performs them successfully with the handler at a distance. The Weakest Link is scored Points, Then Time.

Jumpers

Jumpers is a simple sequencing game built for speed: a numbered course consisting of hurdles only and possibly the occasional pipe tunnel. Jumpers shall be scored Faults Then Time. A performance without faults under standard course time will be a qualifying score.

Semi-Final Format

The Semi-Finals shall consist of *two* games. 84 dogs shall advance into the Semi-Finals. Advancement into the Semi-Finals shall be based upon weighted percentage of entry for each jump height (2 x the slots allocated in the Championship Round); with the

stipulation that a participation slot may not be taken from a jump height by a dog who has scored lower in the background scoring system (rounded up for each jump height).

Scoring

During this round placement points shall be accorded to each dog using the same format as used in the Quarter-Final rounds; and all points that each dog owns shall be brought forward into the Semi-Final rounds such that the Quarter-Finals and Semi-Finals yield a cumulative score.

Points shall be accorded by jump height for the purpose of placement within the jump height. Additionally *placement within the field* points shall be accorded to the dog against the over-all field for the purpose of seeding into the Championship round.

Semi Final Games

The following two games will be played in the Semi-Final round.

Steeplechase

The Steeplechase is a simple sequencing game built for speed. It usually features only the A-frame as a contact obstacle, and the weave poles, one of which will be performed twice. The Steeplechase is scored Time, Plus Faults. Time and faults combined into a score under standard course time will be a qualifying score.

Quidditch

Quidditch is based on a game for witches and wizards from the literary work of J.K. Rowling the author of the popular Harry Potter series. In Quidditch the dog is required to attempt three or four sequences of obstacles arranged in a technical fashion; and after successful completion of each sequence the dog may attempt a *Beater* bonus (send to the tire). Other bonuses are awarded based on the dog's performance. Quidditch is scored Points, then Time.

The Championship Round

The Championship round shall be a sequencing-game. The order shall be jump height and then reverse seed. Dogs running with a jump height exemption shall be run at the end of that jump height.

Forty dogs shall advance into the Championship Round.

Advancement from the Semifinal rounds to the Championship round shall be based in part on a weighted entry formula so that each jump height is represented with a number of finalist slots proportionate to entry numbers. At the same time, a background scoring system will be used to compare dogs' performance scores (handicapped for jump height), ensuring that the dogs that performed best advance to the Championship round.

Championship Round Scoring

Each dog shall start with a clean slate. Performance in the Championship Round shall solely determine placement without respect to early round scoring.

The dog with the highest score in each jump height shall be deemed the winner and Agility Champion Teacup Dog. The top 10 placements in each jump height will be recognized so long as each dog has not earned a score of *elimination* in the Championship round. The dog shall be eligible for a qualifying score for titling purposes in the Championship round.

Championship Round Game

The Championship round will consist of a single sequencing game, described below:

Who Dares Wins

The object of Who Dares Wins is to accurately estimate how many points your dog can score in the standard course time. After walking the course all handlers must estimate, using a 3-2-1 scoring system, how many points they can score in the standard course time. The handler and dog can complete a numbered more than one circuit of the course and may start anywhere on the course providing they run the course in the correct order. Who Dares Wins is scored points only. The dog with the most points earned wins. In a tie in points the dog with the highest estimate wins. The tertiary tie-breaker shall be overall trial placement score.