

PREMIUM LIST

Sanctioned
Teacup Dogs Agility Association
Agility Trial



Saturday, March 20, 2010

Sunday, March 21, 2010

PRESENTED BY

Agility4u

LOCATION:

Brenda's Agility Training Center

8565 W. La Mancha

Las Vegas, NV 89149

Saturday: 2 Standard Classes and 2 Games...*Black Hole, Go for Broke*

Sunday: 2 Standard Classes and 2 Games...*Quidditch, Pinball Wizard*

Judges will be Judge Clinic Candidates

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

Entries close at 6:00 p.m. Friday, March 12, 2010.
After closing, entries may not be accepted, cancelled, altered or substituted.

No FEO entries will be taken. No Day of Show entries will be taken.

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
8565 La Mancha, Las Vegas, NV 89149
702.658.0085 brenda@agility4u.com
Trial Secretary.....Brenda Morris
Chief Score Keeper.....Chris Card
Chief Ring Steward.....Karin Fastow
Awards.....F. Goldsworthy & C. Chilcott
Judges.....Judging Seminar Participants
Hospitality.....Sandii May

Food will be provided for everyone participating in or working the trial.

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

Games Class: Black Hole
Standard: Superior, Intermediate, Beginners
Standard: Superior, Intermediate, Beginners
Games Class: Go for Broke

Sunday

Games Class: Quidditch
Standard: Superior, Intermediate, Beginners
Standard: Superior, Intermediate, Beginners
Games Class: Pinball Wizard

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.)

Black Hole

The handler will direct the dog on the numbered course, accumulating points for each obstacle performed successfully. The dog can continue to earn points unless it goes into a tunnel (the black hole). Scoring stops once the dog goes off-course into a tunnel. The handler must direct his/her dog to the table to stop time.

Scoring:

Black Hole is scored points plus bonus, then time. Time is a tiebreaker only. The schedule of points will be:

- Jumps – 1 point
- Tire or 6 weave poles – 3 points
- Contact obstacles and 12 weave poles – 5 points

Faulted obstacles will earn no points. Refusals are not faulted. A wrong course (except into a tunnel) is not faulted. Errors in weaving are not faulted. However, the handler must correct the dog's error or earn failure to perform.

The dog earns a bonus of 10 points for doing this course in 50 seconds or less. The bonus is added to the dog's score.

Qualifying: Scores will reflect the number of obstacles on the course for the Games II participants.

- Games I – A score of 20 or better
- Games II – A score of 30
- Games III – A score of 40

Note that the Games III qualifying reflects the 10 point bonus for blazing speed on the course and leaves little room for faults incurred on the course.

Go For Broke

Briefing

Go For Broke is played in a manner opposite to the traditional gamblers game. This game starts with a gamble, which, if successfully completed, allows the team to go on to point accumulation.

During point accumulation, the dog must earn exactly 16 points, using a 1-3-5 point system.

- Jumps, tunnels and tire – 1 point
- Contact obstacles a 6 weave poles – 3 points
- 12 weaves – 5 points

Once the team has earned 16 points, the handler must either direct the dog to perform the gamble again, this time from the second gamble line *or* send the dog to the table to stop the clock. If the dog is successful with the second gamble, he goes back to point accumulation.

If the team manages to get another 16 points, the handler must either direct the dog to perform the gamble again, this time from the third gamble line *or* send the dog to the table to stop the clock. If the dog is successful with the third gamble, he goes back to point accumulation.

After point accumulation for the third gamble, the handler must direct his dog to the table to stop time.

If the dog fails in any gamble attempt, the team may not proceed to the point-accumulation period. The handler must direct the dog to the table to stop time. If the dog faults the gamble then all points are lost.

Obstacles may not be performed back-to-back for points and may be taken no more than twice in any one point-accumulation period. If a dog knocks a jump bar during point accumulation, he must go to another jump to get the single point. If the dog faults a contact obstacle, he is required to perform that obstacle again until he completes it successfully.

There is no standard course time in Go For Broke. The handler may continue to work his dog until he has successfully completed the three nested gambles or has faulted out.

Scoring

Go For Broke is scored points then time. Time is a tiebreaker only.

Points must be earned in blocks of 16. The dog's score will be one of: 16, 32, or 48. If the dog earns more than 16 points in point-accumulation, or attempts a gamble with fewer than 16 points, or faults a gamble, then all points are lost.

Qualifying

- Games I – 16 points
- Games II – 32 points
- Games III – 48 points

Quidditch

Each team will have 60 seconds to complete three numbered sequences. When time expires, the dog should be directed to the table to stop time. The point values for each of these sequences are 10, 15, and 25 points, respectively. Each sequence can be successfully completed only once. The sequences can be taken in any order. Each obstacle has individual point values that are earned by a team if a sequence is only partially completed prior to time expiring.

- 1 point for jumps
- 3 points for tunnels
- 5 points for contact obstacles and weave poles

Upon the successful completion of a sequence, the team will have the opportunity to earn bonus points for a successful performance of a tire – the 'Beater' bonus – for which the team will earn an additional 25 points. For Games II and III teams to earn the Beater bonus, the handler must send the dog to the tire from outside of the containment lines indicated on the course-map. For Games I teams, the handler has no restriction. Refusals will be faulted on the tire, but no where else on the course, and the four-paw safety rule does not apply. The initial direction of the dog's approach to the tire will define the run-out plane of the obstacle for the purpose of judging refusals. If the dog commits a refusal on the tire, the Beater bonus is lost.

After attempting the Beater bonus, the team should attempt another three-obstacle sequence. If the team completes each of the different three-obstacle sequences, they will earn a 'Keeper' bonus of 50 points in addition to the points of the individual sequences. Note: the bonus points earned or missed by the completion of the tire do not affect ability for a team to earn the Keeper bonus.

A dropped bar, fly-off, some off-courses (see wrong course rule, below), or missed contact will be considered a sequence fault. The team can immediately reattempt the same sequence from the beginning or move to another three-obstacle sequences. If a team completes or attempts more than three three-obstacle sequences, or completes one sequence more than once, the final score for the team will be zero. When time expires, no new points can be earned.

The Bludgers Rule - A Bludger (wrong course obstacle) performed during the performance of an individual sequence shall result in a sequence fault. No points are earned for the performance of any individual obstacle unless the sequence is not completed due to expiration of time.

- Performance of a Bludger after the successful completion of a three-obstacle sequence on the way to the Beater (tire) shall be considered a fault of the Beater. The ability for the team to earn the Beater bonus is lost. The team should proceed to the next three-obstacle sequence, or to the table if appropriate.
- Bludgers (wrong courses) shall not be faulted between the starting line and the first obstacle of a numbered sequence; between the Beater and the first obstacle of a numbered sequence; between the Beater and the table (to stop time).
- No points shall be earned for the performance of any Bludger.

Expiration of Time – If the whistle sounds prior to the completion of three three-obstacle sequences, the dog should be directed to the table. The team will earn individual points for obstacles completed prior to the sounding of the whistle. When the dog touches the table, time will stop. No table performance is required.

The Golden Snitch – If a team successfully completes three three-obstacle sequences, earns all three 25 bonuses for completing the tire, and touches the table prior to 60-second whistle sounding, the team will earn the ‘Golden Snitch’ award of 75 bonus points.

Scoring – Quidditch is scored points then time. The dog with the most points wins. In case of a tie, the dog with the shortest time will be the winner.

Qualifying –

- Games I – 125 points
- Games II – 125 points
- Games III – 150 points

Pinball Wizard

The goal is to accumulate as many points as possible within the course time of 50 seconds.

The start obstacle is the Dogwalk. After successfully completing the start obstacle, continue to accumulate points. Once 9 points have been accumulated, the trigger obstacle becomes active. In this case, the tire is the trigger obstacle. To complete the bonus, the trigger obstacle must be taken first, then the bonus. The successful completion of the bonus triples all points accumulated. The bonus: two open tunnels and the chute in the order designated by the judge.

To activate the trigger after completing the bonus, at least one obstacle must be completed successfully. Once the trigger is active, it may be taken at any time to go to the bonus section. A whistle sounds at the end of 50 seconds, Go directly to the table to stop time.

If a fault is called before you accumulate all 9 points, go back to the Dogwalk and continue point accumulation. If a fault is called after you have accumulated 9 points, do the Dogwalk again to activate the trigger (tire).

Faults include: knocked bar, missed contact, taking bonus out of order, taking an obstacle between the trigger obstacle and the bonus obstacle, and taking the trigger obstacle before it becomes active.

Scoring:

- 1 point – jumps
- 3 points – Tunnels and weaves
- 5 points – Contacts

The table is live throughout play. If the dog touches the top of the table, it is a tilt and play ends.

Qualifying

- Games I – 1 Bonus completed
- Games II – 2 Bonuses completed
- Games III – 3 Bonuses completed

Further games information will be available at the show. *The judge has the right to alter the rules.*
Some games were 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 OBSTACLES TO BE USED:

Slatless A-frame (7')	Closed Tunnel (Chute) (8'x16")	Open (<i>Pipe</i>) Tunnel (16" wide)
Slatless Teeter (8')	Table (3'x3')	Tire Jump
Weave Poles (20" centers)	Single & Winged Jumps	Slatless Dogwalk (8'x9" planks)

CHECK-IN

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

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. There will be NO obstacle 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 by March 15, 2010. 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 10, 2010 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 are 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

Beginner 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 Beginner 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

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

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

Games 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 or be presented at check-in. If you do not have a TDAA height card your dog must be measured.

If this is your first time entering a TDAA trial and you have not received a TDAA number, please write “pending” on the entry form in place of the TDAA number.

Volunteers

Signups for volunteers will be done at the time of the trial.

Official Teacup Dogs Agility Association Entry Form
Brenda's Agility Training Center, 8565 W. La Mancha Ave., Las Vegas, NV 89149

TRIAL DATE: March 20 & 21, 2010
ENTRIES CLOSE: March 12, 2010 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 March 20, 2010			SUNDAY March 21, 2010		
Game	Black Hole	<input type="checkbox"/>	Game	Quidditch	<input type="checkbox"/>
Standard		<input type="checkbox"/>	Standard		<input type="checkbox"/>
Standard		<input type="checkbox"/>	Standard		<input type="checkbox"/>
Game	Go for Broke	<input type="checkbox"/>	Game	Pinball Wizard	<input type="checkbox"/>

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

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

TDAA #:	Date of Birth:	
If you recently registered this dog with TDAA or are including registration with this entry, please enter "Pending" for the TDAA number.		
Breed:	Call Name:	Sex:

TDAA Registered Name:

Actual Owner(s) (Please Print)

Owner's Address

City/State/Zip

Phone Number

e-mail

A copy of your dog's TDAA height card must accompany your trial entry or be presented at check-in. If you do not have or present a TDAA height card, this dog must be measured prior to running.

Each Standard class entered per day.....\$12.00
Each Game class entered per day.....\$8.00
Package (all Standard & Games).....\$75.00
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 Beginner 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 Beginner 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 Ann Rd. exit, left off exit, go west on Ann Rd. to Riley (2 blocks), right on Riley, right on La Mancha. Go to gravel driveway on right (8565 La Mancha).

FROM UTAH: Hwy. I-15 to Hwy. 215, go west (right) on 215 to Durango, turn left (south) onto Durango, drive south to Ann Rd. and turn right, go west on Ann Rd. to Riley (2 blocks), right on Riley, right on La Mancha. Go to gravel driveway on right (8565 La Mancha).

FROM CALIFORNIA: Stay on I-15 North to Hwy. 95 North. Hwy. 95 North to the northwest end of Las Vegas and take Ann Rd. exit, left off exit, go west on Ann Rd. to Riley (2 blocks), right on Riley, right on La Mancha. Go to gravel driveway on right (8565 La Mancha).

7th Annual TDAA Petit Prix **National Agility Tournament** **October 8, 9, & 10, 2010** **Argus Ranch for Dogs** **35612 212th Way S.E.** **Auburn, WA 98092**

For more information, go to www.k9tdaa.com.