

## USDAA Rules / Scoring

### General Info

Your dog CANNOT have a collar on while running the course.

Table position is a Down.

Four Paw Rule only applies in Starters/PI.

USDAA awards placements even if you have not qualified. Only dogs that have been eliminated are not eligible to place. Getting a placement ribbon does not necessarily mean you qualified.

USDAA has its own height card process. Once the dog has 3 valid measurements, you mail your blue registration card to the USDAA and they will send you a permanent card.

- Dogs must be at least 18 months old to get an official measurement.
- The dog must be measured by 3 judges, at least one of whom is a Certified Measuring Judge (CMJ).
- All 3 measurements must put the dog in the same jump height, unless the 2 measurements that agree are both by CMJs.
- If there is one CMJ measurement and it differs from the other 2, an additional measurement by a different CMJ is required.
- If the dog is less than 3 years old and any of the measurements are within 1" of a height cutoff, the dog must be re-measured after age 3 to get a permanent registration card.

### Faults

#### Time Faults

USDAA does not round down your time to whole seconds. If your time is 0.01 sec over SCT, you have time faults and cannot qualify.

#### Course Faults

R	Refusal/run out	Same as AKC, except refusals in the weave poles are only called for missing the entrance (missing a pole while in the weaves is a Standard fault, see below). NOTE: In <b>Starters/PI</b> there are no refusals/run outs called in (judged like AKC Time 2 Beat). However, if your dog has 3 Rs on one obstacle, you must go on to the next obstacle. In <b>Advanced/PII</b> refusals/run outs are called only for contacts. In these situations, your dog can still qualify if you take your dog back and do the obstacle.
S	Standard fault	This is used for different errors, including knocked bars, missed contacts (up and down), leaving the table early, skipping a weave pole (having already entered correctly), and at the Starters/PI level, a wrong course.
F	Failure	At the Advanced/PII level, wrong courses are called as F's. At Starters/PI, missed obstacles are called as F's.
E	Elimination	At the Master/PIII level, wrong courses are called as E's. The judge will blow his whistle to call the wrong course and will stop judging the dog. HOWEVER, you are NOT required to leave the course - you can continue to run if you wish. A whistle in this situation does not mean you have to leave. At the Master/PIII level, 3 R's on a course is scored as an E. At the Advanced/PII level, 3 R's on one obstacle is scored as an E.

Other common reasons for excusal - dog eliminating in ring, poor sportsmanship, dog wearing a collar. In these cases, you DO need to leave the ring.

If your dog gets an E, it cannot receive a placement.

## Titling Classes

Standard Same as AKC.

Jumpers Same as AKC (but no weaves).

Gamblers This game is divided into 2 parts: opening (point accumulation) and gamble (also called the joker).  
Each part has a time limit determined by the judge.

During the opening, you can do any of the obstacles in any order (see restrictions below) to accumulate points. Each obstacle is assigned a point value, using either a 1-2-3-5 system or a 1-3-5-7 system, picked by the judge in advance:

<u>Obstacle type</u>	<u>1-2-3-5</u>	<u>1-3-5-7</u>
Jumps	1	1
Tunnels, tire (round obstacles)	2	3
Contacts, weaves	3	5
Dog walk or weaves	5	7

The judge sets the minimum number of points that has to be accumulated during the opening to qualify, based on the opening time allowed and the point system he chooses.

There are restrictions in the way obstacles can be performed in the opening:

- 2 obstacles in the gamble (joker) cannot be performed in sequence
- obstacles can be performed multiple times, but will only count up to 2 times for point accumulation
- the judge may restrict back-to-back obstacles or contact-to-contact; if so, he will announce it in the briefing

Any bar knocked during the opening will not be reset and will no longer be available, including bars in the gamble.

You CANNOT attempt the gamble during the point accumulation period (differs from AKC FAST).

At the end of the opening time period the timer will sound. At this point, you can attempt to complete the gamble (joker). If your dog completes the gamble correctly, without faults and within the gamble time allowed, you will be awarded the gamble.

Standard rules for refusals apply during the gamble attempt - no refusals for Starters/PI; refusals only on contacts for Advanced/PII.

To qualify, you must accumulate at least as many points in the opening as required by the judge's setup and get the gamble.

Snooker This game is divided into 2 parts: the opening and the closing.

Each obstacle on the course is assigned a point value from 1 to 7.

- One point obstacles are specific jumps, called "Reds" as they are often color coded to make them stand out on the course.
- All other obstacles are assigned a point value from 2 to 7, arranged in a sequence. They may also be given a color name, but are usually designated by their point value. A point value may be assigned to a combination of obstacles -- for example, #4 may

be 2 jumps in sequence, labeled 4A-4B, that must be performed in that order in the closing for points to be earned.

In order to qualify, you must earn at least 37 points within the time allowed (all levels).

You must first complete the opening sequence, which requires that your dog successfully complete a designated Red jump, then another obstacle that is not a designated Red jump. This sequence must be done 3 times:

Red - obstacle - Red - obstacle - Red - obstacle.

You will get 1 point for each Red obstacle plus the point value of each non-Red obstacle completed.

You can choose any obstacles you want to do in the opening and you can do the same non-Red obstacle all 3 times. You design the sequence that will work best for your dog.

NOTE:

- If the dog knocks a bar on a red jump, you must perform a different Red jump successfully before doing the non-Red obstacle.
- You can only attempt/perform each Red jump one time.
- If there are no more Red jumps to attempt, you are done with the opening sequence and have to move to the closing sequence.
- If the dog does not complete the non-Red obstacle correctly, you will not be given points for it and should go on to the next available Red.

Once you are done with the opening (either by completing the sequence above or no longer having available Reds to use), you have to go to the closing sequence.

The closing sequence is simply the remaining obstacles run in order from 2 - 7. You will get credit for all obstacles done correctly and in sequence before the allotted time runs out -- the timer will sound at that point. Once the timer sounds, you can no longer accumulate points.

If any of the above rules is broken, either the opening sequence of red - obstacle - red - obstacle - red - obstacle is not followed, you do not go on to another Red or to the closing when required, or the closing sequence is not performed correctly, the judge will blow his whistle. If the judge blows the whistle, you can no longer accumulate points and should leave the course as quickly as possible. Only in Snooker does a whistle mean leave the course now.

To qualify you must earn at least 37 points combined between the opening and closing sequence. You can knock a Red jump or not perform the non-Red obstacle correctly in the opening, but still qualify as long as you followed the sequence required and earned enough points overall.

## Relay

Relay is a course similar to Standard, with the first half run by one dog/handler team and the second half run by another dog/handler team. Each handler must carry a baton while running the course. The first handler hands the baton to the second handler during the switch. Standard rules apply to scoring except that the combined time plus faults must be less than the SCT for the course.

In addition to the usual faults for Standard, the team will also be faulted for not having a baton, dropping the baton or throwing the baton.

Both dog/handler teams are in the ring during the run. However, dogs may be kept on lead while their teammates are running, if the handler chooses.

If a dog does not have another dog to run with, one of the dogs already in a pair can run again as an "accommodating" dog. The accommodating dog cannot run the same half of the course that he ran in his official run. If the pair qualifies, the accommodating dog does not get credit for a Q; he can only earn a Q in his official run.

### **What you need to qualify**

Standard	Score = 0. No time or course faults. Refusals not called at all in Starters/PI and only called on contacts in Advanced/PII. Placements are awarded based on faults, then time.
Jumpers	Score = 0. No time or course faults. Refusals not called at all in Starters/PI and Advanced/PII. Placements are awarded based on faults, then time.
Gamblers	Accumulate at least the minimum required points and complete the Gamble (Joker) within the allotted time. No faults are called during opening, but points will not be earned for incorrectly performed obstacles. During gamble (joker), refusals called same as Standard rules. Placements are awarded based on total points, then time.
Snooker	Accumulate at least 37 points within the allotted time and following the opening and closing sequence rules. During closing, refusals called same as Standard rules. Placements are awarded based on total points, then time.
Pairs	Combined score (time plus faults) equal or less than the SCT. Placements are awarded based on lowest score, then time.

### **Tournaments**

Grand Prix	Grand Prix is basically run under Master level rules. Qualifying requires a clean run. The 1 <sup>st</sup> place dog in each jump receives a first-round bye for Grand Prix at the Regional championship.
STP/PSJ	Steeplechase/Performance Speed Jumping has 2 rounds: Round 1 is the run that earns qualifying scores Round 2 is for a limited number of dogs (often but not always just the qualifiers from Round 1) to compete for cash prizes. STP/PSJ is similar to AKC Time 2 Beat -- no refusals are called and one obstacle (weaves or contacts) is performed twice. Scoring is based on time plus faults. If your scores is within 25% of the average of the top 3 scores in your jump group, you qualify.
Team/PVP	This is a tournament which includes all 5 titling classes, with modified Master level rules. A DAM Team has 3 members, 2 of which must jump the same height; a PVP team has 2 members. Each dog runs each of the 5 classes and their scores are combined for a cumulative team score.

A cut-off for qualifying is set at 75% of the average the top 3 team scores. Any team at or above that cut-off qualifies.

A wrong course, which is an E, or an absent dog counts as the maximum penalty for that dog's run.

### **Titles**

USDAA has 2 different ways of titling. Both can be done either through the Championship program or the Performance program.

Individual class titles      Titles can be earned in each titling class -- Standard, Gamblers, Jumpers, Snooker and Pairs Relay.  
For Starters/PI and Advanced/PII, 3 qualifying scores are required in an individual class to earn the title, with at least 2 different judges.  
For Masters/PIII, 5 qualifying scores are required in an individual class to earn the title, with at least 2 different judges.  
For Pairs Relay, each qualifying score must be with a different partner.  
For Masters/PIII Snooker, 3 of the scores must be Super Q's (top 15% of class).  
Once you have earned an individual class title, you can move up in that class to the next level.

Versatility titles              Versatility titles are earned at each level (Starters/PI, Advanced/PII, Masters/PIII)  
Versatility titles require, at the same level,  
    3 Standard qualifying scores, under at least 2 different judges  
    1 qualifying score in each of the other 4 classes, under at least 2 different judges combined  
    3 different judges overall  
Once you have earned a versatility title, you can move up to the next level in ALL classes. You do not need the individual class titles if you have earned your versatility title.

An ADCH/PDCH is a versatility title requiring:  
    Master/PIII titles in each class (5 Qs in each including 3 Snooker SQs)  
    5 Tournament qualifying scores, with at least 1 each in Grand Prix, Steeplechase and Team