

## **GAMBLERS**

Gamblers is a game with two parts – The points accumulation period (PAP), and the Gamble.

The aim is to collect as many points as possible in the opening sequence and then to complete the gamble successfully within the time given.

During the PAP the handler creates their own course accumulating as many points as possible in 30 seconds. The “Gamble” is a distance challenge, during which the handler stays behind the line while the dog negotiates obstacles.

### **Points Accumulation Period**

What you have to do:

- you will start at the designated start.
- complete obstacles as desired until the horn sounds at 30 seconds

Other rules for the PAP

- Every obstacle correctly negotiated earns points.  
Jumps - 1pt, Tunnels, Spread Jumps, Long jump & hoop, - 3pts, Contact Obstacles or 6 weave poles - 5 pts, Weave (12 poles) and combination obstacles -7pts
- Obstacles can be performed from any direction, with the exception of the seesaw and collapsible tunnel.
- Obstacles are only scored twice.
- Obstacles may not be taken back to back except in the event of a missed contact. If the dog misses a contact the dog may be directed to redo the obstacle immediately to score it.
- Refusals are not judged.
- You may perform gamble obstacles during the PAP
- Poles are not replaced during the round so that when a pole is knocked that jump is not worth any points should it be negotiated later in the run

## Gamble

There will be a gamble line over which the handler must not step. If the Handler puts a foot into the handler restriction area no points will be received for the gamble.

- Grade C gamble.
  - up to 3 obstacles
  - obstacles can be up to 3m from the gamble line
  - no weaves or contacts allowed
  - scoring: first obstacle: 2pts, Second obstacle:4pts, Third obstacle: 6pts. Total 12pts.
- Grade B gamble.
  - up to 4 obstacles
  - obstacles can be up to 5m from the gamble line
  - maxm 12 pole weave and one contact allowed
  - scoring: first obstacle: 2pts, second obstacle:4pts, third obstacle: 6pts, fourth obstacle: 8pts. Total 20pts.
- Grade A gamble.
  - up to 5 obstacles
  - obstacles can be up to 7m from the gamble line
  - maxm 12 pole weave and one contact allowed
  - scoring: first obstacle: 2pts, Second obstacle:4pts, Third obstacle: 6pts, fourth obstacle: 8pts, fifth obstacle: 10pts. Total 30pts.
- The time for the gambler is provided by the judge.

What you have to do:

- When the horn sounds to end the PAP, the handler must direct the dog to attempt the gamble without crossing the gamble line.

If things go wrong during the gamble:

- If you get a fault, scoring stops, go to the finish obstacle.
- If your dogs does the wrong course, scoring stops, go to the finish obstacle.
- You take longer than the course time and the horn sounds, scoring stops, go to the finish obstacle.

Other rules for the gamble

- The dog will not be penalised for negotiating (non gamble) obstacles when proceeding to the start of the gamble; however none of those obstacles negotiated will be scored.
- The timer is set on the last obstacle of the gamble
- Refusals are not judged.

## Defining the class winner

The winner of a Gamblers Class is the dog which has the highest total points. In the event of a tie, the dog with the fastest time is declared the winner.

## Qualification Certificates

To gain a qualification certificate the following minimum points must be gained

- Grade C.
  - 20 points in the points accumulation period
  - All the gamble points
  
- Grade B.
  - 25 points in the points accumulation period
  - All the gamble points
  
- Grade A.
  - 30 points in the points accumulation period
  - All the gamble points