



Ribbon Trial

Saturday 16th May 2026

Mairehau High School
440 Hills Road, Mairehau, Christchurch

Running Order:

Ring 1

Judge: Candace Bobier / Elementary A, Elementary B, Elementary C

Judge: Robyn Sanders / Jumpers C, Jumpers B, Jumpers A, Starters

Ring 2

Judge: Karen de Wit / Senior, Intermediate, Novice

Judge: Candace Bobier / Novelty Gamblers

Entries from: 8.10 am **Judging commences:** 9.00 am

Entries: \$3.00

Online entry and payment is preferred

however, entries and payment will still be accepted on the day

Online entries close: 14th May 2025 - Account 03 0866 0289060 000

Non-Comp and Elementary C entries - please provide a comment when you enter online

Catering will be available along with free tea and coffee

Note:

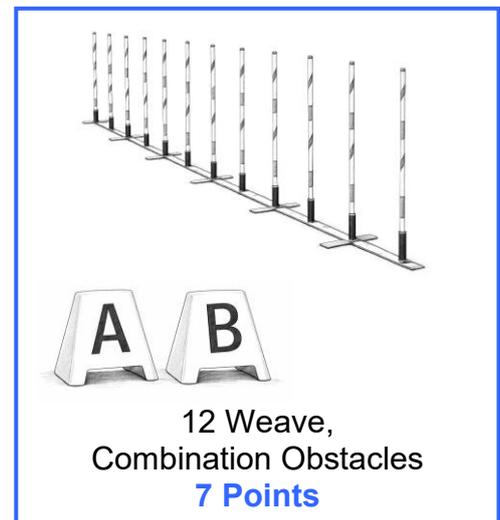
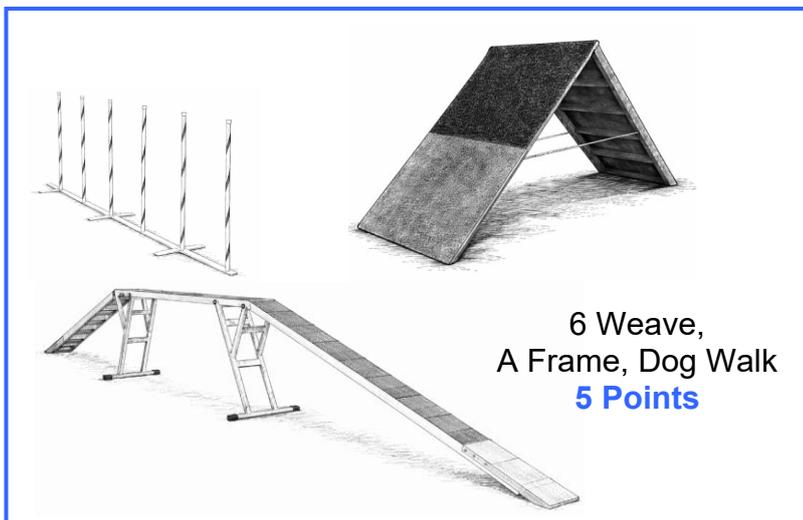
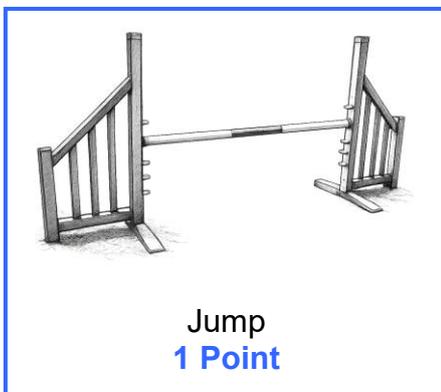
- DogsNZ membership is not required to compete at Ribbon Trials
- We would appreciate it if you can have your entry form completed before approaching the table to enter
- **Once a class has started course walk, no more entries will be taken**

How to play Gamblers

Step One: Collect as many points as possible in the opening sequence

- You have 30 seconds in the opening sequence
- You can be scored for an obstacle a maximum of twice
- You cannot do the same obstacle back-to-back, there must be another obstacle in between
- If there is a refusal, rail, or fault on an obstacle, you score no points and can redo immediately
- Rails are not replaced, so if a pole is knocked that jump can no longer be used for scoring
- You may do one obstacle from the gamble area at a time, from any direction
- If you do two obstacles from the gamble area back-to-back scoring stops
- The handler may go inside the gamble area during the opening sequence
- If a rail is knocked in the gamble area that obstacle cannot be scored in the closing sequence

Points per Obstacle



Step Two: When the buzzer sounds complete the closing sequence

- This is a distance challenge – you cannot cross the tape on the ground
- If the handler is in the gamble area they must exit before beginning the sequence
- Your dog must complete the sequence in the correct order
- If you make a mistake, scoring stops, continue to the finish