



2018 CSJ Agility Open Gamblers Briefing

Saturday 16 June, Judge: Jorge Pires

All rules in Section 3.2a of the *UK Agility Rules and Regulations* apply to the Gamblers class. This briefing contains specific information for running the 2018 CSJ Agility Open Gamblers class.

Opening

- ❖ Time for the opening period will be 30 seconds at which time a buzzer will sound and one of the two gambles shown on the course may be attempted.
- ❖ Handlers have 10 seconds to complete either gamble 1 and 9 seconds to complete gamble 2.
- ❖ Handlers must begin by taking the Start jump in the correct direction, which is into the ring.
- ❖ The Start jump is worth 1 point and can be attempted again for points during the opening.
- ❖ Handlers must end by taking the Finish jump—the last jump in the gamble—to stop the clock—regardless of whether a successful gamble is achieved. If the Finish jump is taken during the opening period or prior to completion of a gamble attempt, the run is over and no more points may be scored. The Finish jump must be taken from the correct side to score gamble points. Failure to take the finish jump will result in 0 points being scored.
- ❖ There are no refusals judged during the opening period except for the bonus (see below), but refusals do apply in the gamble period.
- ❖ There will be no penalty if the dog takes additional obstacles, including running through the weave poles, en route to the Gamble. Any obstacles taken will not score.
- ❖ For any clarification on Gambler rules, section 3.2a of the UK Agility Rules & Regulations 2018 apply to the Gambler class. This briefing contains reminders as well as additional information specific to this class.

Opening Period

- ❖ If completed successfully, obstacles are worth the points shown in the table below. Points can only be awarded twice for each obstacle.

Points	Obstacle
<i>1 point</i>	Jumps
<i>2 points</i>	Tunnels Long jump Spreads Wall
<i>3 points</i>	Seesaw
<i>4 points</i>	A-frame
<i>5 points</i>	Dogwalk Weave poles (12 poles)

- ❖ Obstacles that are 1 directional, e.g. See Saw, Spreads and Long Jump will only score points when taken in the correct direction indicated with an arrow.
- ❖ You cannot do contact - contact or weave - weave. You can do contact - weave or weave - contact.
- ❖ Bonus 9 points. Completing the white circles 1-4, without fault or refusals will earn the bonus score. This can only be scored once.

Gamble

- ❖ Either gamble may be attempted after the buzzer/horn.
Gamble #1 = 10 Points – Obstacles with white Squares #1-#5 must be taken in order and completed correctly.
Gamble #2 = 20 Points – Obstacles with white Squares #A-#E must be taken in order and completed correctly.
- ❖ Refusals will be marked.
- ❖ Both Gambles must be attempted from behind the handler restriction line.
- ❖ Gamble Points will not be awarded if:
 - The judge deems the handler is loitering waiting for the gamble horn
 - The dog fails to complete the sequence within the allotted time and/ or incurs faults.
 - The handler steps on or over the line.
 - The dog knocks a gamble bar down in the opening period of the gamble they attempt.