

3.2a Gamblers

The goal of the game is to accumulate as many points as possible within the time allotted and then to make a decision to perform one of the two short closing sequences.

The Gamblers course is set up with the obstacles placed randomly throughout the ring without specific flow. The dog is awarded points for successfully completing obstacles. Points can only be awarded twice for each obstacle.

The game consists of two parts. The first is the opening period that has a designated time of 25, 30, 35 or 40 seconds. This is the time to gather as many points as possible by successfully completing obstacles before the period ends i.e., when the whistle blows or horn sounds. This is followed by the selected 10 or 15-point Gamble which is only awarded if the dog crosses the finish within the total course time without fault.

Points	Obstacle
1 point	Jumps
2 points	Tunnels Tyre Spread jumps Long jump Wall
3 points	Seesaw Weave poles (6 poles)
4 points	A-frame
5 points	Dogwalk Weave poles (12 poles)

Obstacles that are 1 directional, e.g. seesaw, spread, long jump, will only score points when taken in the correct direction.

At Senior and Champion Level, dogs may not take consecutive contacts (e.g., see-saw then dog walk, or A-frame and then A-frame) or contact to weaves or weaves to contact. They must take another piece of equipment in between. This must not be a piece of equipment that they have already negotiated correctly twice. If this is done then the dog will be deemed to have completed consecutive contact/contact, contact/weave or weave/weave, and the score for the second obstacle will not count. If the dog takes a jump between contact and contact or contact and weaves but knocks the pole, that will still count and the dog will not be deemed to have taken those pieces of equipment consecutively.

Negotiating a piece of equipment that has already been used twice will not count as an additional piece of equipment and the third obstacle will not score.

General Gamblers Rules

If an obstacle is attempted but not completed successfully (e.g., missed contact) a dog may attempt the obstacle again as many times as necessary until it is completed successfully. A judge should signify an obstacle has not been completed successfully by shouting "NO" or "FAULT".

The class should begin on a single jump. The judge can choose if this jump scores points or not. The jump must be taken in the direction indicated by the placement of timing equipment, (See rule 4.17) If a dog refuses the start jump and takes any other obstacle the Game is over and the dog will be eliminated.

The opening period ends when the whistle is blown. This also designates the beginning of the second half of the game where the time begins for the gambles. If the whistle is blown for time up

while negotiating an obstacle points will be awarded, as long as the obstacle is completed successfully.

The Gamble:

The judge will present two options (2 gambles), one of which will be more challenging and therefore earn more points. It is up to the handler to choose which option to attempt.

Option 1 Gamble (less difficult) = 10 points

Option 2 Gamble (more difficult) = 15 points

Numbers must be placed in sequential order at each of the obstacles in a gamble.

The time allotted for the gambles shall be determined by the judge's discretion and common sense, typically between 12 to 18 seconds and no more than 20 seconds maximum.

Refusals will not be marked during the gamble for Beginners and Novice but will be marked in Senior and Champion classes.

The gamble points will only be awarded if the dog completes the chosen sequence within the specified time. The timing gates must be positioned at the last obstacle of the gamble as per rule 4.17.

Once a dog has taken the first obstacle of a gamble it cannot change to the other gamble e.g. if it takes obstacle number 1 of gamble 1 you cannot then swap to gamble 2 if it has a different sequence. This applies from the time the whistle blows therefore if a dog takes the first jump of gamble 1 on the way to gamble 2, they must then continue with gamble 1. This does not apply to gambles where the only difference is a distance line in place.

If the judge chooses to restrict the handler's distance while directing the dog through a gamble, the sequence will be designated by a line on the ground. The dog must complete the gamble while the handler remains on the other side of the line.

The dog *will not* be given the gamble points if any of the following occur:

The dog fails to complete the sequence within the allotted course time and/or incurs faults.

The handler steps on or over the line when a distance restriction is in effect.

The dog, in the opening period, has already knocked down a gamble bar in the gamble they attempt.

A judge may choose to have a "No Loitering" rule at Champion Level only. A handler will be called for loitering if they do not attempt any equipment that has not already been successfully taken twice whilst waiting for the whistle to blow. In this case "no gamble" will be scored.

The dog must be awarded enough opening points to qualify in the Game. In order to calculate the minimum required opening points, multiply the opening time by 6 and drop the zero.

(e.g., opening time: 30 seconds x 6 = 180. 18 points needed to qualify in the opening.)

There are two ways to qualify:

1. Minimum opening points must be earned in the opening and one of the gambles must be completed successfully within the allotted course time. For example, a minimum of 18 points must be accumulated in the opening period of a 30 second opening time; however, the dog must then at least obtain the 10-point Option A gamble, thus giving a total of 28 points.

2. If a dog isn't able to accumulate the required opening points and needs 5 points or less, they can make up the missing points by successfully completing the 15-point gamble.

For example, a minimum of 21 points must be accumulated in the opening of a 35 second

opening time. If a dog only accumulates 16 points in the opening but completes the Option 2 gamble receiving an additional 15 points, the dog will receive a qualifying round.

If a dog acquires more points than a dog that has qualified by either of the methods detailed above, but does not make the gamble, the dog still does not qualify and therefore is not placed higher than the qualifying dog with lesser points.

If a handler were to obtain 28 points or more from the opening period of 30 seconds but fails to complete one of the two gamble options within the gamble time, the dog will not qualify.

Time is a tiebreaker only. Time ends as the dog crosses the finish line. Points will determine the placement of dogs. If a dog does not stop the clock (barring timing failure) then elimination will be scored. If the dog stops the clock at any point during the run the Game is over.

If there are no qualifying rounds, the places of the dogs will be determined by points, with time being the tiebreaker.

3.2b Snooker

The object of Snooker is to score as many points as possible within the maximum course time as set by the judge. The scoring is similar to the game snooker. The judge may place the obstacles in the ring in any way.

The judge will design a course consisting of 3 or 4 red jumps and one of each of the other snooker colours. These will be scored the following way:

Red jumps 1 point each

Coloured obstacles:

Yellow	2 points
Green	3 points
Brown	4 points
Blue	5 points
Pink	6 points
Black	7 points

Snooker consists of two sections. In the opening section the dog collects as many points as possible by completing each red jump followed by any coloured obstacle.

The second part, the closing sequence, requires the dog to complete the coloured obstacles from 2 to 7 in sequential order, before the course time has elapsed. Once the dog has completed the last obstacle, the handler must direct the dog to the finish line to stop the clock. If a dog does not stop the clock (barring timing failure) then an elimination will be scored.

A snooker course should be run as follows:

- Red jump, any coloured obstacle
- Red jump (different from first red), any coloured obstacle
- Red jump (different from first and second red), any coloured obstacle
- Yellow 2, green 3, brown 4, blue 5, pink 6, black 7
- Finish line

General Snooker Rules

The class should begin on a single jump that is used for time only and finish on a single jump that is used for time only. These jumps must be taken in the direction indicated by the placement of the timing equipment (see rule 4.17). If a dog refuses the start jump and takes any other obstacle the Game is over and the dog will be eliminated.

Course time is set at the judge's discretion and will usually range between 40 and 55 seconds. (The judge may add the specified percentage travel rate increase. (Refer to the Travel Rates for Toy and Midi Dogs table.)

A red jump must be successfully taken in either direction in order to be able to attempt a coloured obstacle (2 – 7). Points are then awarded for successful completion of each obstacle.

The judge may choose to design a course with 4 red jumps. Only 3 of the 4 red jumps may be taken before moving onto the second part of the game.

Each of the three red jumps may only be completed once whether successful or not (knocked bar). Obstacles that are one directional, e.g., seesaw, spread, long jump, will only score points when taken in the correct direction.

The judge may choose to set up a combination of obstacles to make up one coloured obstacle. The judge will designate the order of the combination but may allow the combination to be taken in any direction or flow during the first part. However, the combination must be taken in the designated direction in the second section.

A judge may set a course where three 7's could be deemed difficult to achieve. This is to be encouraged in the higher Levels of the Game.

Opening Scenarios

Taking another obstacle before start jump	Game over, go to finish line
Red jump followed by another red jump	Game over, go to finish line
Red jump faulted	Go directly to another red
3 rd red jump faulted when there are 4 red jumps	Go directly to 4 th red
3 rd red jump faulted when there are 3 red jumps	Begin closing (2-7)
All red jumps faulted	Begin closing (2-7)
Third red jump followed by yellow 2 point	Repeat yellow 2 to begin closing 2-7
Faulting a coloured obstacle in the opening	No points awarded, go to next red
Correctly completed coloured obstacle followed by coloured obstacle (in the opening)	Game over, go to finish line
Taking a combination obstacle out of judge's order	No points awarded, go to next red
Refusal of any red in opening	Not faulted. Attempt obstacle again and if completed correctly points will be awarded
If a dog runs past or spins in front of an obstacle	This type of refusal is not judged in the opening of Snooker
Refusal of any coloured obstacle where the dog has got on to or gone in to a piece of equipment	No points awarded, go to next red
Refusal where the dog has got on to or gone in to a piece of equipment in the middle of a combination once the first obstacle has been completed.	No points awarded, go to next red
Faulting/Refusing (in or on) a colour or in a combination but completing or reattempting the obstacles	No fault, just wasting time

If a jump pole is knocked on a colour obstacle on the opening but ring party cannot replace	Provided the dog goes through the uprights on the next attempt to do the coloured obstacle, points will be awarded
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Closing Scenarios

Red jump taken during closing (2-7)	Game over, go to finish line
Any obstacle taken after black 7 on way to finish	Not faulted, no additional points received
Coloured obstacle taken out of order in closing	Game over, go to finish line
Refusal of obstacles in the closing	Game over, go to finish line
Any fault of an obstacle in the closing	Game over, go to finish line
Taking a combination obstacle out of judge's order	Game over, go to finish line

Opening and Closing Scenarios

Whistle blown for time up while negotiating obstacle (individual or combination)	Points awarded if completed correctly
Game over and the dog does not cross the finish line	Elimination. 0 points awarded
Attempting (running through uprights) a jump from a coloured obstacle (2-7) that had been previously displaced and had not been reset	Points awarded
Any obstacle taken after whistle blown on way to finish	Not faulted but no additional points awarded
Taking the start jump during the course	No fault, just wasting time

See Appendix A-4

Scoring:

The winner will have collected the highest points with the fastest time.

To receive a qualifying/clear round, the dog must have collected a minimum of 37 points and must have then crossed the finish line/jump to stop the clock.

The maximum amount of points that can be earned in the game is 51 points as shown below.

In the first section, a maximum of 24 points can be earned as follows:

red jump (1 point), black obstacle (7 points)
red jump (1 point), black obstacle (7 points)
red jump (1 point), black obstacle (7 points) = 24 points.

In the second half, 27 points are earned if coloured obstacles are successfully completed sequentially before maximum course time is up, as follows:

2 (yellow) + 3 (green) + 4 (brown) + 5 (blue) + 6 (pink) + 7 (black) = 27 points

See Figure 1 for an example of a Snooker course. This is an example of a plan a competitor may choose to execute on this course:

Red jump at bottom left to line of 3 jumps (6a, 6b,6c)

Then red jump at top of page to weave poles (7)
 Then red jump at bottom right, back to weave poles (7)
 Start the closing running directly to tunnel No. 2 and then to 3 to 4 to 5 to 6 to weave poles (7),
 and run to the finish line.

Total points collected = 50 points

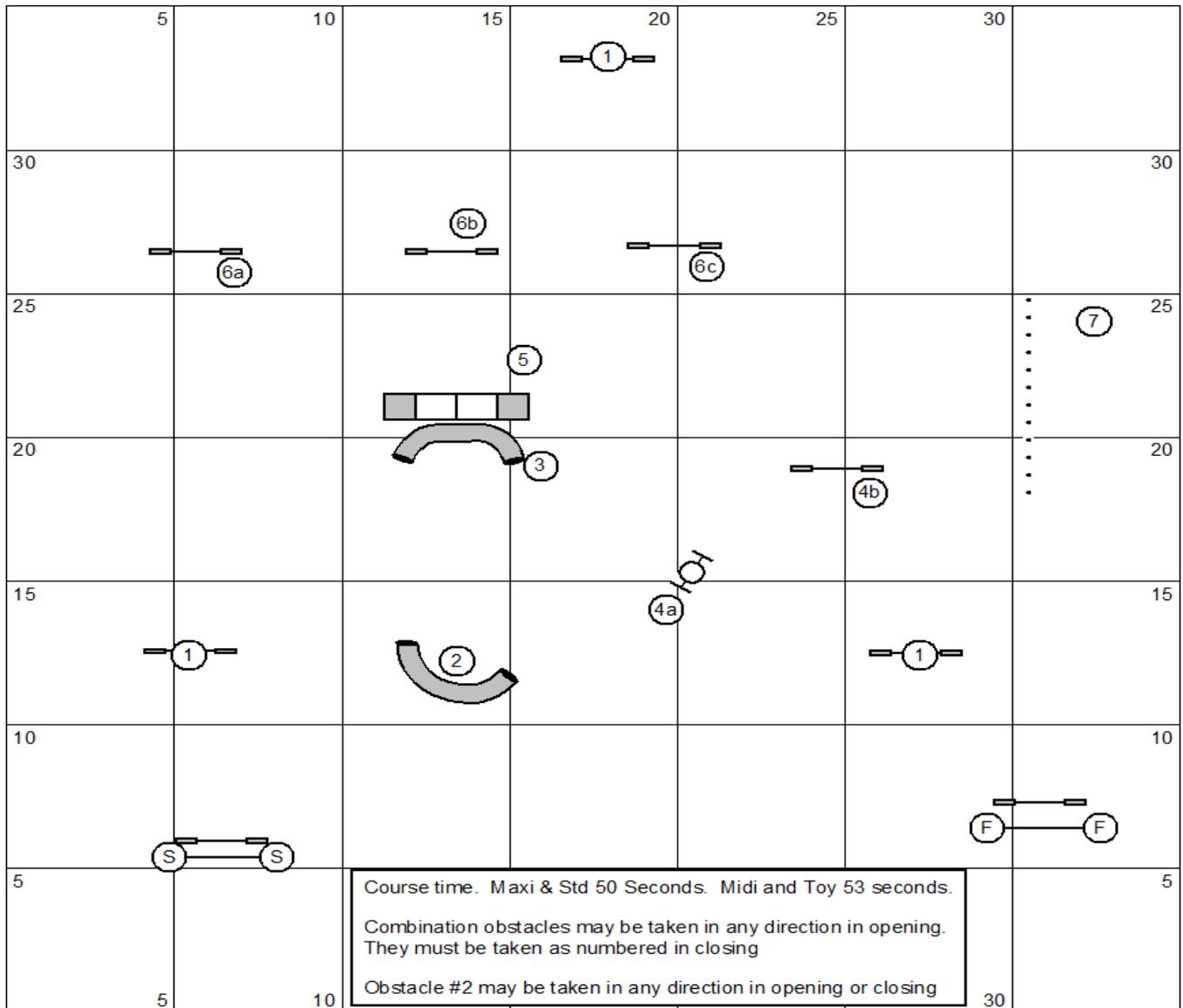


Figure 1