

## 1-TDC North American Invitational

### Gamblers Briefing

Judges: Shane Miller & Martin Cavill

Designer: Shane Miller

All rules in Section 3.2a of the UK Agility International Rules & Regulations apply to the Gamblers class. This briefing contains reminders as well as additional information specific to this course.

#### Opening:

The opening time is 25 seconds for all heights.

The start is worth 1 point in the opening if taken in the proper direction as indicated by the timing.

If the start jump is not taken in the correct direction, then this jump must be repeated in the correct direction before you can begin to accumulate points. If it is not jumped in the correct direction before you take another obstacle, then the game is over and you must proceed to the finish jump.

The finish jump is live and if taken in any direction, will end your run. This jump has a 0 point value. Taking the finish jump the wrong direction or failing to stop the time at the end of the run will result in an E with all points deducted resulting in no score.

Every obstacle can be taken twice for points in the opening. Contact to contact is not allowed and if done, the 2<sup>nd</sup> contact will not score if you gained points on the first attempt.

If you fault an obstacle, the judge will call "zero".

There is a bonus during the opening. A, B, C D, if completed successfully, consecutively and in order and direction indicated with no refusals and behind the distance line will gain 8 bonus points, in addition to the individual points. The Bonus can only be scored once in the game. If a dog is on/in/in midst of completing the last obstacle within the combination bonus while the buzzer sounds, single points will be awarded if the obstacle is finished without fault. However, bonus points will only be awarded if the dog successfully completed the combination without faults, and has exited the last obstacle (all 4 paws on the ground beyond the last obstacle) before the buzzer sounds.

At the end of the opening, if you have started an obstacle (1 paw in a tunnel or on contact, or lifted for a jump), before the horn sounds, you will get credit for opening points if completed correctly, and I will call those points accordingly.

Handlers going through, under, or over any obstacle in a manner that aids performance will result in elimination and 0 (zero) points will be awarded for the run.

There is no restriction on gamble obstacles being taken during the opening period.

Knocked bars will not be reset therefore any gamble jumps knocked down will nullify the gamble.

If the judge deems that handler is "loitering," waiting for the gamble horn to sound and not actively attempting to do another obstacle that has not already been scored twice, the judge will blow a whistle and the handler should go as quickly as possible to the finish jump. No gamble points will be awarded.

Stopwatches or other timing devices are allowed during the course walk-through, but may not be used as aid during the actual competition.

#### The Gamble:

**Gamble 1** - 10 point gamble – Complete white Square numbers 1-6 in order (no handler restriction)

**Gamble 2** - 20 point gamble - Complete white Circle numbers 1-7 in order with handler above restriction line.

**Gamble times:**

24", 22", 20" - 14 seconds.

16" - 15 seconds

12" & 8" - 16 seconds.

Select:

20" & 16" - 16 seconds.

12" & 8" - 17 seconds.

4" - 18 seconds.

A verbal briefing will not be held. However, there will be a Facebook post on the 1-TDC North American Invitational Facebook, where you can ask the judges questions. This post will open on Sunday at 06.45 am and close at 07.15 am. The judge will post answers to any questions that are not covered in the UKI rule book and/or the above briefing. If they are covered in the rules or briefing the question will not be answered. Please ensure you have read this briefing and the Gamblers rules in the UKI rule book before you post your question.

