

The Agility Challenge Games Challenge

Gamblers Briefing

West Coast Open 2024

Judge: Ashley Deacon

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 30 seconds for all heights.

The start is worth 1 point in the opening if taken in the proper direction as indicated by the timing (the start jump cannot be taken twice).

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 start jump cannot be taken a second time, if it is taken a second time 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. If you take the finish jump during the Opening the dogs time will be scored as 30 seconds.

Every obstacle can be taken twice for points in the opening (except the start and finish jump).. Contact to contact is not allowed and if done, the 2nd contact will not score if you gained points on the first attempt.

If you fault an obstacle, I'll call "zero".

There is a bonus during the opening. White circles number 1-6, completed successfully, in order and direction indicated is worth 10 bonus points, in addition to the individual points. A bonus can only be scored once.

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.

The dog may NOT take 2 (two) consecutive gamble obstacles in the *same* gamble in succession (one after the other) during the opening period, they will receive points for those obstacles, but will be ineligible to earn points for the gamble, even if they complete it successfully.

For example, on a gamble numbered 1-4, if you take:

#1 you cannot take #2 in any direction but you can take any other gamble obstacle.

#2 you cannot take #3 in any direction but you can take any other gamble obstacle

#3 you cannot take #4 in any direction but you can take any other gamble obstacle and so on

If the dog takes 2 (two) consecutive obstacles from one gamble in the opening, they may still attempt the other gamble in closing and be awarded the points if they complete it successfully. Handlers may, however, do the *same* gamble obstacle 2 (two) times successfully for points during the opening without negating their opportunity to earn points for a successful gamble. They may also do 1 (one) obstacle in gamble #1 followed by 1 (one) obstacle in gamble #2, or vice versa.

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 tunnel labeled X plus any 3 gamble obstacles labeled G and then the finish jump.

Gamble 2 - 20 point gamble - Complete tunnel labeled X plus any 4 gamble obstacles labeled G and then the finish jump.

ANY extra obstacles taken before Tunnel X are just wasting time and will not be penalized.

ANY obstacle taken after Tunnel X not labeled G, will negate the gamble. Each gamble obstacle can only be taken once in the gamble, if you repeat an obstacle this will negate the gamble.

Gamble times:

24", 22", 20" - 13 seconds.

16" - 14 seconds

12" & 8" - 15 seconds.

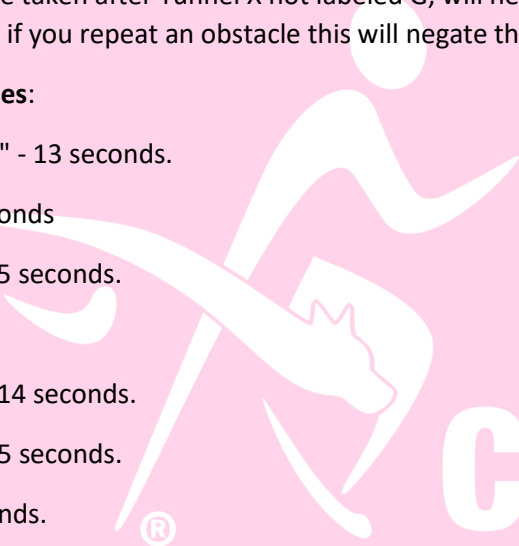
Select:

20" & 16" - 14 seconds.

12" & 8" - 15 seconds.

4" - 16 seconds.

A verbal briefing will not be held. However, there will be a Facebook post on the West Coast Open Group where you can ask the judge questions. This post will open at 15.30 and close at 16.15. 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.



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