

The Agility Challenge Games Challenge

Gamblers Briefing

West Coast Open 2022

Judge: Bill Pinder

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.

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. Start jump is "live" at all times during the run. Therefore, if the start jump is taken again at any time during the run it will be judged as an off-course. Point accumulation will end and the handler should go directly 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 2nd contact will not score.

If you fault an obstacle, I'll call "no".

There is a bonus during the opening. A-C if completed successfully, in order and direction indicated with no refusals and with the handler behind the restriction line, is worth 10 bonus points, in addition to the individual points. This can only be scored once.

At the end of the opening, if you've 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'll 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 ANY 2 (two) gamble obstacles consecutively (one after the other) during the opening period even if only attempting Gamble 1. Doing so will result in 0 (zero) points being awarded for the gamble even if it's successfully completed. Knocked bars won't be reset therefore any gamble jumps knocked down will nullify the gamble.

Handlers may do the same gamble obstacle 2 (two) times successfully for points during the opening and can do a gamble obstacle back to back. For example you cannot do #1 followed by #2 but you could do #2 followed by #2.

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:

There are no handler restrictions in either gamble. Numbers 3A, 3B, 3C and 4 are all bi directional in the gamble.

Gamble 1 - 10 point gamble – Complete number 1 & 2 in order, followed by TWO of either 3A, 3B or 3C in any order, followed by number 4 and number 5.

Gamble 2 - 20 point gamble - Complete number 1 & 2 in order, followed by 3A, 3B and 3C in any order, followed by number 4 and number 5.

Gamble times:

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

16", 12" & 8" - 15 seconds.

Select:

20" & 16" - 15 seconds.

12", 8" & 4" - 17 seconds.

A verbal briefing will occur at Ring 1 just before course walking. Please ensure you have read this briefing and 3.2a of the UKI rule book.



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