Game: Gamblers Choice

Time: Small Dogs – 50 sec.
Big Dogs – 45 Sec.
After whistle sounds, 5 seconds will be allotted to get to the table to stop the clock. If your dog takes longer than 5 seconds to touch the table (1 paw is enough) 1 point will be deducted for every second over 5. Point accumulation stops when whistle sounds. There will not be a second whistle for the end of the 5 seconds. If your dog is in process of performing a gamble obstacle but has not completed it (completion criteria is at least 1 foot on the floor after a jump/tire, 1 paw on floor exiting a tunnel, 1 foot in contact zone, shoulders in exit of weaves), you will be given individual points for the previously completed gamble obstacles (if any) but not the incomplete obstacle.

Object: Accumulate as many points as possible in the time allotted (50 Sec. or 45 Sec.). There is no requirement for the number of points to earn – just as many as you can.
Dog must touch the table to stop the clock and retain your points. If your dog doesn't touch the table, the score will reflect No Time (NT).

Point Values:
• Jumps – 1 point
• Tunnels, Tire & 6 Weaves – 3 points
• Contacts – 5 points
• Each obstacle may be taken twice successfully for points
• Gamble A/B/C – 15 points
Handler must be inside square before dog takes A to earn the 15 points; to earn gamble points, obstacles must be done in order and direction shown (A-B-C counter clockwise); if dog takes one of the gamble obstacles out of order or in the wrong direction, they will earn the points for that obstacle (1 point) but cannot earn gamble points unless a non- A/B/C gamble obstacle is performed before reattempting the gamble (e.g., Handler is not inside the box when dog takes A in correct direction, handler may direct dog to a non-gamble obstacle such as a tunnel, then come back and reattempt the gamble, starting with A). The non-A/B/C gamble obstacle is any obstacle not in this gamble, it may be a 1/2/3 or X/Y/Z gamble obstacle. If a bar is dropped in this gamble, the handler may choose to reset the bar then start the gamble again from A, after performing a non-A/B/C gamble obstacle. Individual obstacle points will be given for gamble obstacles taken correctly prior to the faulted jump.
• Gamble 1/2/3 – 20 points
Handler must stay on the side of the gamble line away from the obstacles; all obstacles must be performed correctly and in order, to earn the gamble points, otherwise, the individual obstacle point values will be awarded for correctly performed obstacles (e.g., dog drops jump bar, handler will earn 3 pts. for the tunnel and obstacles performed correctly after the dropped bar). Handler may re-attempt the gamble by 1) resetting the incorrectly performed obstacle (e.g. Jump bar), and 2) performing a non-gamble obstacle before re-attempting the gamble (non-gamble obstacle may be from Gamble A/B/C). If the teeter was faulted on the first attempt, take a non-gamble obstacle then you may reattempt the gamble. If two (2) gamble obstacles are taken together before attempting the gamble, you must take a non-gamble obstacle then you may attempt the gamble (e.g., gamble jump 2/Y to gamble tunnel 1/X were taken together, take a non-gamble obstacle then you may re-attempt the gamble). If handler steps over the line, individual obstacle point values will be given but not the gamble points. If your dog starts to take the tunnel and backs out, you may re-attempt the gamble using either end of the tunnel. Once the dog has correctly exited the tunnel, either complete the gamble, take the tunnel points and go on to another obstacle or re-attempt the gamble by taking a non-gamble obstacle.
• Gamble 11/12/13 – 25 points
Similar to Gamble 1/2/3 except that the gamble starts with the far end of the tunnel

You may do different gambles back to back (not the same as a re-attempt) – just make sure you are on the correct side of the gamble line before your dog takes the first gamble obstacle. Judge will determine when you have started a gamble if you are on the correct side of the line and your dog is either going over jump A or one (1) paw touches tunnel 1/X.

Start line is in line with the table – crossing the start line starts time. You do not need to take the jump or tire as your first obstacle.

This game is designed to give you an opportunity to practice distance work. The only ways to earn NT's are 1) to train in the ring (toys, treats, touching your dog), and 2) to miss the table to stop the clock. If you go over the allotted 5 seconds, after the whistle sounds, and the deduction wipes out all points earned, you will receive a score of zero (0) but not an NT. Q's are not awarded in this game, just have fun accumulating as many points as you can – it is your choice if you want to practice distance work and take advantage of the bonus (gamble) points to enhance your score.

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T2TQ @ AOC
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