



# GAMES RULES

## GAMBLERS

The object of Gamblers is to score as many points as possible, split between 2 course elements, in an overall course time. See course plan example at end.

**Opening:** the competitor decides which obstacles the dog completes to earn the most points within the first time period set by the Judge.

**Gamble:** the Judge decides on a sequence of obstacles to be successfully completed from behind a distance line within the second time period set by judge.

Placings will be determined by the maximum number of points collected. Dogs with the same number of points will then be placed in order of the fastest time.

### General Rules:

There will be a 'start' and 'finish' jump which must be taken to record a time. If no time is recorded the dog will be eliminated.

The start jump may be bidirectional and included within the course to score points - at Judge's discretion.

The finish jump will be used to complete the Gamble sequence and must be jumped in correct direction. It is always 'live', whenever it is taken the game will be over.

Course time will be set at the Judge's discretion, time will continue to run for Opening and Gamble sequence. It will differ slightly for 250/300/400 height dogs and 500/600 height dogs.

### Opening:

Order of obstacles taken is decided by the competitor and need to be completed successfully to earn nominated points.

### Obstacle Point Values:

Jumps	1 point
Wall	1 point
Tunnels	3 points
Weave Poles (6)	5 points
Seesaw	5 points
A Frame	5 points
Dog Walk	7 points
Weave Poles (12)	7 points

*No Tyre, Spread, Long Jump, will be used*

Each obstacle on the course will be randomly numbered. The Judge will shout out the obstacle number as each is successfully taken. Points will be allocated and a total calculated at end.

If there is a fault on an obstacle, (pole knocked, contact missed, weaves not completed), Judge won't called out the respective number for that obstacle. If obstacle is still 'live' (e.g. not a knocked pole), it can be attempted again to earn points.

Refusals are not marked. Obstacle can be attempted again (e.g. missed weave entry, restart weaves).

No jump poles will be reset. (**Note:** if a jump is included in Gamble sequence and displaced in Opening you would not be able to successfully complete the Gamble).

Points will only be awarded twice for each obstacle but may be taken more times.

The Judge may decide in his briefing that certain obstacles cannot be taken in sequence, another obstacle must be taken in between. E.g. no contact to contact or weaves to contact.

Elements in Gamble sequence may be used in Opening but no two elements can be taken in sequential order, in either direction. E.g. Gamble numbered as A-B-C-D, you cannot complete, A-B, B-C, C-D or D-C, C-B, B-A.

**Joker:** the Judge may set one or more bonus - 'Joker' - challenges to earn additional points in Opening. This will be advised in their briefing and the points value for completing. It may be a particular sequence or inclusion of certain obstacles. It is not mandatory to attempt Joker(s), but no additional points will be earned if not completed.

A buzzer or whistle will sound to mark the end of the Opening time. Dog should proceed straight to the start of the Gamble sequence. **Course time continues to run.** Any obstacles taken on route to the Gamble will not earn points but are not faulted.

If course time expires while dog is on an obstacle:

- Points will be earned, (if successfully completed), if no fault could occur (e.g. dog already on down contact, in last weave pole, exiting tunnel).
- No points will be earned (even if successfully completed) if a fault could occur (e.g. dog only on up contact, at start of weaves, just entering tunnel).

Handlers are not permitted to 'waste time' near start of gamble sequence. E.g. stop their dogs, deliberately take obstacles that don't count for further points.

### **Gamble:**

Judge will set a sequence of obstacles that need to be completed in a designated order from behind a distance line and within the complete course time set by Judge.

The Gamble must be attempted by all competitors.

The value of the Gamble will be set by the Judge. Points may be given for each successfully completed element or only for full completion of the Gamble within the allocated course time.

Faults will be marked, game over.

Refusals may or may not be marked – Judge to advise in briefing.

**End of Game:** *Proceed directly to finish jump*

**Judge will call 'No Gamble' if:** .

Competitor crosses the Gamble line. (Dogs may be permitted to cross line).

Dog is faulted on any part of the Gamble sequence.

**Judge will call 'Game Over' if:**

Dog takes 2 consecutive elements of the Gamble (in either direction) during Opening

**A buzzer or whistle will sound to indicate final course time reached.**

**Any Questions please ask the Judge!**

## Example of Gamblers Course from IFCS 2016

### Course time:

Opening: 30 seconds

Closing: 15 seconds

### Opening:

This course had 2 bonus 'Jokers':

1. Triangle area – dog to complete tunnel A and then tunnel B, handler to stay behind the distance line. Dogs could enter tunnels from either direction.
2. Circle area – dog to complete 4 jumps and 6 weaves, handler to stay outside of circle. Obstacles could be taken in any order or direction but each could only to be completed once

*A tyre was included on this course, but will be excluded from our courses.*

### Closing Gamble:

Complete obstacles 1,2,3 in order and direction of number, handler to stay behind the distance line

