

Gamblers:

This game is performed under the ANKC rules for the conduct of Agility and Jumping Trials.

1. Introduction:

- 1.1. The gamblers game specifically showcases a dog's willingness and skills to work at an appreciable distance from the handler.
- 1.2. Gamblers is a two (2) part game consisting of two (2) periods: A 'Point Accumulation Period' and a 'Gamble Period'.
- 1.3. The objective of Gamblers is for the dog and handler team to accumulate as many points as possible in the 'Point Accumulation Period', then to perform a designated Gamble, within the 'Gamble Period'. The Gamble consists of sequence of obstacles that requires the dog to work at a distance apart from the handler.
- 1.4. **'Point Accumulation Period':** The length of the 'Point Accumulation Period' is determined from the scoring table. The time begins when the dog performs the start as designated by the Judge. The handler is allowed to lead out. The dog earns points for each obstacle successfully performed. An obstacle can be negotiated any number of times but will only score points for two (2) correct negotiations.
 - 1.4.1. The judge will call out the point value for each obstacle after it has been successfully completed. Scoring for the 'Point Accumulation Period' ends when the timekeeper signals. This signal announces the beginning of the 'Gamble Period'.
- 1.5. **'Gamble Period':** The 'Gamble Period' begins on the signal which indicates the completion of the 'Point Accumulation Period'. During the 'Gamble Period' the dog is required to perform a series of obstacles, 'The Gamble', in a certain amount of time and in the direction and sequence indicated by the judge. The handler is required to remain behind the Gamble line. A further signal from the timekeeper indicates the end of the 'Gamble Period'. The time is stopped when the dog crosses the finish line or performs the finish obstacle.
- 1.6. **Starting:** The Judge may nominate a line, or an obstacle in the course, where the Handler will position the dog to start. i.e. The start may be when the dog crosses a line, leaves the table or crosses the plane of an obstacle.
- 1.7. **Finishing:** The Judge may define the finish as a line across which a dog must pass or an obstacle which a dog must negotiate to finish. If a Table is used, there is no requirement for a dog to have all four feet or for any length of time on the Table.

2. Qualifications:

2.1. To achieve a Gamblers qualification, the dog must achieve the minimum appropriate score within the 'Point Accumulation Period' and perform the Gamble without fault and within the 'Gamble Period'.

Qualifications Level	No of qualifications required	Number different judges	Title
Novice	3	2	Gamblers Dog (GD)
Excellent	5	2	Gamblers Dog Excellent (GDX)
Masters	7	3	Gamblers Dog Master (GDM)

3. Scoring:

- 3.1. The dog must cross the finish line or negotiate the finish obstacle to receive a time and complete the course.
- 3.2. On the judge's signal that a Gamble fault has been committed, or other fault as described causing scoring to cease. The dog should be directed to the finishing line/obstacle as quickly as possible to complete the course and record a time. The dog will retain all points scored up to that time.
- 3.3. Placings will be determined ranking qualifying scores above non-qualifying scores.
- 3.4. The dog with the highest points will be ranked first
- 3.5. The dog with the next highest score will be ranked second etc.
- 3.6. The dog with the faster time will be ranked higher where dogs achieve equal points scores.
- 3.7. The judge will call the point value of each obstacle correctly performed during the 'Point Accumulation Period' and the 'Gamble Period'.
- 3.8. Point values for obstacles are listed in the 'Obstacle Point Values' table.

Obstacle Point Values Active during the 'Point Accumulation Period'.	
Obstacles	Points
Hurdles/jumps – single	1
Tunnels – Flexible and Collapsible	2
Hoop, broad jump, 4 weave poles, spread hurdle	3
Contact obstacle – dog walk, A-Frame, See Saw, 8 weave poles.	4
12 weave poles	4

4. The Gamble:

4.1 Obstacle Points:

4.1.1. Obstacle points during 'Gamble Period' begins with the first obstacle valued at two (2) points. Each subsequent obstacle increases in value by two (2) points. I.E. The first obstacle is valued at two (2) points, the second obstacle at four (4) points, the third obstacle at six (6) points etc. to the end of the Gamble sequence. A Gamble with 4 obstacles will be worth $2 + 4 + 6 + 8 = 20$ Points.

4.1.2.

Scoring Table						
Accumulation Period			Gamble			
Level	Time allowed for 'Point Accumulation Period' (sec)	Points to be gained in 'Point Accumulation Period'	Gamble distance (metres)	Number of obstacles required	Obstacle permitted in gamble.	'Gamble Period' (sec)
Novice	45	20	3	4	Single Hurdles, Flexi Tunnel (1), Collapsible Tunnel (1), 4 weave poles (1), Broad Jump (1), Table (1).	20
Excellent	45	25	5	4 to 5	Single Hurdles, Flexi Tunnel (1), Collapsible Tunnel (1), 8 weave poles (1), Hoop (1), Spread Hurdle (1), Contact Obstacle (1) selected from A-Frame or Dog Walk, Broad Jump (1), Table (1).	18
Masters	45	30	7	5 to 7	Single Hurdles, Flexi Tunnel (1), Collapsible Tunnel (1), 12 weave poles (1), Hoop (1), Spread Hurdle (1), Contact Obstacle (1) selected from A-Frame, Dog Walk or See Saw, Broad Jump (1), Table (1).	15

4.2 Gamble Faults:

4.2.1 There are no refusal faults in Gamblers

4.2.2 A Gamble fault will be incurred if:

- 4.2.2.1 The dog exceeds the 'Gamble Period'.
- 4.2.2.2 The dog faults an obstacle in the Gamble sequence.
- 4.2.2.3 The dog negotiates an obstacle out of order.
- 4.2.2.4 The dog negotiates an obstacle in the wrong direction.
- 4.2.2.5 The handler steps on or over the Gamble line.

Note: When a fault occurs in the Gamble Sequence, scoring will cease however the dog will retain all points scored up to that point.

4.2.3 No points for the Gamble will be awarded if:

- 4.2.3.1 The handler loiters near the start of the gamble whilst time remains in the 'Point Accumulation Period'.
- 4.2.3.2 The dog performs any two (2) obstacles of the gamble sequence in any order during the 'Point Accumulation Period'.
- 4.2.3.3 The dog or handler dislodges or interferes with an obstacle in the Gamble sequence during the 'Point Accumulation Period', making the correct performance of the obstacle during the 'Gamble Period' impossible.

5. General rules:

- 5.1. The dog and handler will be disqualified if the judge considers any performance during the game is unsafe.
- 5.2. Back-to-back performance of obstacles is permitted during the 'Point Accumulation Period'.
- 5.3. The Seesaw must only be negotiated in the correct direction.
- 5.4. The dog must have reached the contact zone of a contact obstacle when the 'Point Accumulation Period' expires to gain points for that obstacle.

6. Timing:

- 6.1. Time starts when the dog performs the start as designated by the Judge.
- 6.2. The timekeeper will signal when the 'Point Accumulation Period' expires.
- 6.3. The signal indicating the expiration of the 'Point Accumulation Period' starts the beginning of the 'Gamble Period'.
- 6.4. The timekeeper will signal the expiry of the 'Gamble Period' unless the gamble has been successfully completed prior to this time.
- 6.5. The timekeeper will stop the time when the dog finishes the course as designated by the Judge.

7. Equipment:

- 7.1. Equipment for the event will include the following as indicated;
 - 7.1.1. Single hurdles
 - 7.1.2. A Frame
 - 7.1.3. Dog walk
 - 7.1.4. Seesaw (not to be used in Novice)
 - 7.1.5. Spread Hurdle
 - 7.1.6. Broad Jump
 - 7.1.7. Flexible tunnel
 - 7.1.8. Collapsible tunnel – Optional
 - 7.1.9. Table – Optional (Only to be used as starting/finishing obstacle).
 - 7.1.10. Weave poles
 - 7.1.11. Hoop

8. The Course:

- 8.1. The judge may specify that an obstacle can be taken in either direction.
- 8.2. The course should not be flowing in design.
- 8.3. High scoring obstacles should be well separated to remove the opportunity to perform them sequentially.
- 8.4. The order of the obstacles in the gamble is decided by the judge.