



2017 World Agility Open Championships Gamblers Briefing

Saturday 20 May, Judge: Terry Smorch

All rules in Section 3.5 of the *WAO Rules & Regulations* apply to the Gamblers class. This briefing contains reminders as well as additional information specific to this course.

Course Times

- **Time for the opening point accumulation period will be 30 seconds** at which time a buzzer/horn will sound and **one** of the two gambles (White or Black) shown on the course may be attempted.
 - 300 handlers have 10 seconds to complete the White Gamble
 - 300 handlers have 14 seconds to complete the Black Gamble
 - 400 handlers have 9 seconds to complete the White Gamble
 - 400 handlers have 13 seconds to complete the Black Gamble
 - 525/600 handlers have 8 seconds to complete the White Gamble
 - 525/600 handlers have 12 seconds to complete the Black Gamble

General Briefing

- Handlers must begin by taking the Start jump in the correct direction. The Start jump has no point value. The 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 ends and the handler should go directly to the Finish jump.
- Handlers must end by taking the Finish jump in the gamble to stop the clock, regardless of whether or not a successful gamble is achieved. If the Finish jump is taken in either direction during the opening period, or prior to completion of a gamble attempt, the run is over and no more points may be scored. The Finish jump must be taken from the correct side to score gamble points.
- 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.
- There are no refusals judged during the opening period, but refusals do apply in the gamble period and will nullify the ability to earn gamble points.
- Stopwatches or other timing devices are allowed during the course walk-through, but may not be used during the actual competition.
- The handler touching the dog or an obstacle (whether intentional or accidental contact) in a manner that aids the dog’s performance will result in 0 (zero) points being awarded for the obstacle.

Opening Points

- Jumps: 1 point
- Tunnels, Wall, Long Jump, Spread Jump: 2 points (*Note: The long jump and spread jump must be taken in the correct direction as indicated by the arrow on the course map.*)
- Seesaw: 3 points
- A-frame: 4 points
- Dogwalk, Weave Poles: 5 points
- **Combination Bonus:** 8 points will be awarded if **all** four of the obstacles labeled A, B, C, D are completed successfully at any time (in any order) during the opening period. The bonus can only be earned once, but each of the individual obstacles can be scored twice. Note: Obstacles A and D must be taken in direction indicated by arrow on map to earn points.

Gamble Points

Either gamble may be attempted after the buzzer/horn. To earn points, the gamble obstacles must be done in the order specified by the judge and completed within the time specified at the beginning of the briefing.

- **Gamble #1 (White) = 10 Points:** Obstacles with white circles #1-#4 must be taken in order and completed correctly.
- **Gamble #2 (Black) = 20 Points:** Obstacles with black squares #1-#5 must be taken in order and completed correctly.
- **Note:** For both gambles the #1 tunnel is bi-directional.

30-Second Opening Period Notes

- Each obstacle (including a gamble obstacle) may be completed successfully for points 2 (two) times during the opening period. If an obstacle is completed successfully more than twice, no further points are awarded, but no penalty will be incurred unless you are deemed to be “loitering” at end of period.
- If an attempt at an obstacle is successful, the judge will call out the value or number of the obstacle. If an attempt is unsuccessful, the judge will call out “Zero” and the obstacle may be re-attempted immediately if the handler desires.
- No obstacle may be taken twice consecutively (one time immediately followed by another), unless the first attempt was unsuccessful for contacts or weaves. For example, if a dog does the A-frame successfully and then immediately re-attempts it, no points will be earned for the second attempt even if the dog performs the A-frame correctly—the dog must attempt a different obstacle before re-attempting the A-frame for points. An attempt is defined as completing another obstacle or passing through the wings of a jump or frame of the tire. If a dog misses a contact zone and judge calls “Zero,” then he may immediately re-attempt the obstacle.
- No (2) two contact obstacles may be taken consecutively; that is, a contact may not be followed by another contact. For example, if a dog takes the dogwalk and then the A-frame, no points will be earned for the A-frame. Contact to weaves will be allowed.
- **The dog may not take any 2 (two) gamble obstacles in the same gamble in succession (one after the other) during the opening period.** Doing so will result in 0 (zero) points being awarded for the gamble even if the gamble successfully completed.
- Jump bars will not be reset during a run; therefore, if a bar is knocked on the first attempt at a jump, that jump will be unavailable for scoring points.

- If a gamble jump is attempted during the opening period and the bar is knocked, it will not be replaced; therefore, no gamble using that jump will be awarded. The handler should continue to accumulate points on the course until the buzzer/horn sounds to end the opening period. At that time the handler should proceed to the Finish jump as quickly as possible. There will be no penalty if the dog takes additional obstacles, including running through the weave poles, en route to the Finish jump.
- If a dog is performing an obstacle when the buzzer/horn sounds to end the opening period, points will be awarded only **if** the obstacle has been **completed**. Completing an obstacle is the point at which it is no longer possible for the dog to fault the obstacle (e.g., landing jumps, front feet on the ground after having touched the contact zone with at least one foot, front feet out of a tunnel, head past the last weave pole).
- 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.

Gamble Notes

- There will be no penalty if a dog takes any obstacles on the way to the start of the gamble. However, once the judge deems that the dog is on approach to the first gamble obstacle, the gamble will begin and refusals, off-courses, and other faults will be judged according to the rules.
- Once the first gamble obstacle is attempted; taking any other obstacle will end the gamble attempt. The judge will blow a whistle and the handler should go as quickly as possible to the Finish jump.
- Any faults on any obstacle during the gamble attempt will result in no gamble points being awarded. As soon as a fault is incurred, the judge will blow a whistle and the handler should stop the gamble attempt and go as quickly as possible to the Finish jump. There will be no penalty if the dog takes additional obstacles en route to the Finish jump.
- A handler restriction may be in place for one or both gambles. This will be clarified on the course map. If this is the case, the handler may not step across or step on the handler restriction line (marked on the ground) until the dog has successfully taken the Finish jump. The handler may lean over the line and extend their arm over the line; they just can't step on or over it.

The dog will not be awarded the gamble points if any of the following situations occur:

- The dog fails to complete the gamble sequence within the allotted time and/or incurs faults.
- The dog knocks a bar while taking a gamble jump to earn points during the opening period.
- The handler violates the “No Loitering Rule.” Handlers must be actively attempting obstacles to earn points until the moment the horn sounds to end the opening period. If a handler stops a dog on a contact, repeats an obstacle that has already been completed twice successfully for points, or otherwise significantly hesitates waiting for the horn to blow, they will be called for loitering and cannot earn gamble points.
- The dog performs consecutive gamble obstacles during the opening period.
- The dog performs the Finish jump in either direction during the opening period or prior to the completion of a gamble attempt.
- The handler steps on or over the line *if* a distance restriction is in effect.