

## Gamblers Info Sheet

The Gamblers class is a strategy game combined with a small distance test, referred to as the Gamble. Handlers will have a set amount of time to complete the course based on their dogs jumping height. All NADAC approved obstacles can be placed on course.

**Obstacle point values:** Points are earned by completing obstacles. Each obstacle can be taken a maximum number of times.

<b>Dog walk:</b> 7 Points ( If the course is designed in such a way that the judge cannot see both the dog walk and a frame from their position, then the judge gets to choose a specific direction that the dog walk must be taken to receive points )
<b>A-Frame:</b> 5 Points ( Limit of 2 performances )
<b>6 Weave Poles:</b> 6 Points ( Limit of 2 performances )
<b>Barrels:</b> 4 Points ( Limit of 3 Performances) ( At least two sides of the barrel must be completed to earn the points, Pass by performances do not count)
<b>Tunnels:</b> 3 Points ( Limit of 4 performances )
<b>Jumps and Hoops:</b> 1 Point ( Limit of 10 performances )

A Successfully completed Gamble will be worth 20 points. The obstacles completed within the gamble also count towards your score.

**Standard Course Time:** based on the dogs jumping height

20" = 34 Seconds
16" = 38 Seconds
12" = 42 Seconds
8" = 46 Seconds
4" = 50 Seconds

For every full second UNDER Standard Course Time (SCT), the team will earn an additional 2 points, with a maximum of 10 points earned via time.

For every full second OVER SCT, the team will have 2 points deducted from their score.

**Qualifying:** In order to earn a Qualifying score teams must complete the gamble, and must meet the minimum number of points required for their level.

<b>Elite:</b> 50 Points
<b>Open:</b> 40 Points
<b>Novice:</b> 30 Points
Intro not offered in Gamblers

### **Gamblers Specific Rules:**

1. Back to back performances are not allowed, If performed the second performance will not have a point value.
2. Flips into Tunnels, or out of Tunnels onto Contact Equipment is not allowed. If performed the second obstacle will have no point value
3. Skipping large portions of the course is not allowed. Your dog can not travel more than 42 feet without performing an obstacle. Doing so will be an Elimination for that round.
4. The finish obstacle MUST be completed. This is what will stop your time and it cannot be bypassed. If your dog runs past it, it's in your own best interest to get them back through it as fast as possible. Your dog completing it in the opposite direction is still acceptable.
5. All standard NADAC rules apply.
6. General rules of Chances lines will apply regards to four feet across the line negate the gamble attempt. Handler cannot cross Gamble line.
7. Faulted obstacles will receive no points. E.G missed contacts, knocked bars (which negate points for that jump for the remainder of the run), unsafe weave poles
8. Placements are based off highest number of points in your height and group
9. When the first two obstacles of the gamble are performed in sequence, the gamble attempt is started.
10. There is only a single attempt for the gamble.
11. You receive points for the obstacles within the gamble, while you're attempting it.