

SADAA

Gamblers Rules – July 2011



1. Introduction

This game is performed under the SAWDA constitution pertaining to registration of dogs and the SADAA rules for the conduct of club and regional trials

- 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 a 'Point Accumulation Period' and a 'Gamble'.
- 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' and then perform a designated 'Gamble'.

2. Point Accumulation Period

- 2.1. The Judge arranges obstacles on the course and the handler chooses their own line/sequence.
- 2.2. The dog earns points for each obstacle successfully performed.
- 2.3. Each obstacle has a points value (determined by the points system) and can be negotiated any number of times but will only score points for two (2) correct negotiations.
- 2.4. The dog is not penalized for failing to negotiate, refusing or faulting an obstacle, it simply fails to score.
- 2.5. The time allowed for the 'Point Accumulation Period' is determined from the scoring table (see section 6).
- 2.6. The time begins when the dog performs the start as designated by the Judge.
- 2.7. The Judge will call, loudly, the point value of each obstacle correctly performed.
- 2.8. The dog **may not** perform any two (2) obstacles of the gamble in any order. If the dog should do this the judge will signal end of game and the dog must run to the finish line to stop the clock.
- 2.9. The dog **may not** perform any one obstacle immediately a second time, i.e. back to back (the second attempt will not be scored).
- 2.10. When the whistle blows for end of Point Accumulation Period the dog **MUST** have finished an obstacle to gain points for that obstacle. eg. must be out the tunnel, finished the weaves or reached the down contact of a contact obstacle

3. The Gamble

- 3.1. The 'Gamble' begins on a timekeeper's signal, which also indicates the end of the 'Point Accumulation Period'.
- 3.2. During the 'Gamble' the dog is required to perform a series of obstacles known as the 'Gamble', in a time limit, direction and sequence indicated by the Judge.
- 3.3. The handler is required to remain behind the 'Gamble Line', also indicated by the Judge, requiring the dog to work at a distance away from the handler.
- 3.4. A further signal from the timekeeper indicates the end of the 'Gamble' and end of the game.
- 3.5. If a dog dislodges a 'Gamble' obstacle during the point accumulation period then the dog cannot attempt the 'Gamble' and must go straight to the finish line.
- 3.6. If the 'Gamble' is negotiated successfully, then the points accumulated from the 'Point Accumulation Period' will be doubled to obtain a final score.
- 3.7. The dog must cross the finish line or negotiate the finish obstacle to obtain a score.
- 3.8. If the 'Gamble' is not successful the dog will retain all points from the 'Point Accumulation Period'.

- 3.9. **NO points for the Gamble will be awarded if;**
- 3.9.1. the dog exceeds the time allowed for the ‘Gamble’
- 3.9.2. the dog faults an obstacle in the Gamble sequence, eg. knocked bar, missed weave
- 3.9.3. the dog negotiates an obstacle out of order or in the wrong direction
- 3.9.4. the handler steps on or over the ‘Gamble Line’ (the dog is permitted to cross the gamble line)
- 3.9.5. the handler loiters near the start of the ‘Gamble’ whilst time remains in the ‘Point Accumulation Period’

4. Points Systems

The judge shall assign points to the obstacles on the basis of difficulty. A: 1-3-5-7 point system or B: 1-2-3-5 point system shall be utilized, with points allocated as shown in the following table:

	A the 1-3-5-7 System	B the 1-2-3-5 System
Hurdles and Jumps	1 Point	1 Point
Tunnels, Tyre Jump, Long Jump	3 Points	2 Points
Contact Obstacles	5 Point	3 Points
12 Weave Poles or Dog Walk	7 Points	5 Points

5. Qualifying

- 5.1. 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’.
- 5.2. The dog with the highest points will be ranked first and the dog with the next highest score will be ranked second etc.
- 5.3. The dog with the faster time will be ranked higher where dogs achieve equal point scores.

6. Timing

- 6.1. The timekeeper will signal the end of the ‘Gamble’ unless the gamble has been successfully completed prior to this time.
- 6.2. The timekeeper will stop the time when the dog finishes the course/completes the last obstacle as designated by the Judge.
- 6.3. The ‘Gamble’ time shall be no less than ten (10) seconds and no more than twenty (20) seconds. The time set for the ‘Gamble’ shall be a continuance of the normal course time, with little additional time being permitted for positioning for performance of the ‘Gamble’.
- 6.4. Gamble time is set by the judge depending on difficulty and within parameters set out in scoring table.

7. Course Design

- 7.1. A course shall be designed by the Judge without any overall pattern to create risk/reward alternatives for a handler.
- 7.2. The course should not be flowing in design.
- 7.3. The judge may specify that an obstacle can be taken in either direction.
- 7.4. High scoring obstacles should be well separated to remove the opportunity to perform them sequentially.
- 7.5. The Judge may nominate a line, or an obstacle in the course, where the handler will position the dog to start.
- 7.6. 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.
- 7.7. The Judge decides the order of the obstacles of the 'Gamble' and should be no less than 3 obstacles.
- 7.8. A judge may at his discretion have a bonus point 'Gamble' within the course..
- 7.9. The judge may also set additional performance or handling restrictions.

8. Equipment

Equipment for the event can include any, but not all of the following:

Single jump	A Frame
Dog walk	See-saw (Not to be used in Gr.1 GAMBLE C/S)
Spread Jump	Long Jump
Rigid tunnel	Floppy Tunnel - optional
Weave poles (12)	Tyre

9. Titles

Qualifications Level	Number of Qualifying Scores	Titles
Grade 1	3 at CT's or RT's	Grade 1 Gamblers Dog
Grade 2	3 at CT's or RT's	Grade 2 Gamblers Dog
Grade 3	10 at CT's or RT's	Grade 3 Gamblers Dog
Champion	5 Wins at at least 2 different RT's	Champion Gamblers Dog
Champion 2	10 Wins at at least 2 different RT's	Champion Gamblers Dog 2
Champion 3	15 Wins at at least 2 different RT's	Champion Gamblers Dog 3
Grand Champion	20 Wins at at least 2 different RT's	Grand Champion Gamblers Dog

10. General Rules

- 10.1. The dog and handler will be disqualified if the judge considers any performance during the game is unsafe.
- 10.2. The handler is not permitted to jump over, duck under or run through any obstacle. The penalty is disqualification and the handler must leave the course.
- 10.3. The dog is not permitted to run under contacts, through weave poles or over tunnels. The penalty is disqualification and the handler must leave the course.

Scoring Table

SCORING TABLE GRADE 1						
Point Accumulation Period			Gamble			
Level	Time Allowed (sec)	Points Required	Gamble Distance (metres)	No. of obstacles	Gamble obstacles allowed	Time allowed
Grade 1	25 Seconds	1-3-5-7 1-2-3-5 A B	2	3 to 4	Single Jump Rigid Tunnel (1) Floppy Tunnel (1) Long Jump (1) Table (1)	>= 10 sec ≤ 20 sec
	30 Seconds	13 Points 11				
	35 Seconds	16 Points 13				
	40 Seconds	18 Points 16				
	45 Seconds	21 Points 18				
	50 Seconds	23 Points 21 25 Points 23				
SCORING TABLE GRADE 2						
Point Accumulation Period			Gamble			
Level	Time Allowed (sec)	Points Required	Gamble Distance (metres)	No. of obstacles	Gamble obstacles allowed	Time allowed
Grade 2	25 Seconds	1-3-5-7 1-2-3-5 A B	4	4 to 5	Single Jump Rigid Tunnel (1) Floppy Tunnel (1) Tyre (1) Spread Jump (1) Long Jump (1) Table (1) A-Frame (1) OR Dog Walk (1)	>= 10 sec ≤ 20 sec
	30 Seconds	15 Points 13				
	35 Seconds	18 Points 15				
	40 Seconds	22 Points 18				
	45 Seconds	25 Points 20				
	50 Seconds	29 Points 23 32 Points 25				
SCORING TABLE GRADE 3 AND CHAMPIONS						
Point Accumulation Period			Gamble			
Level	Time Allowed (sec)	Points Required	Gamble Distance (metres)	No. of obstacles	Gamble obstacles allowed	Time allowed
Grade 3 & Champion	25 Seconds	1-3-5-7 1-2-3-5 A B	6	5 to 7	Single Jump Rigid Tunnel (1) Floppy Tunnel (1) Tyre (1) Spread Jump (1) Long Jump (1) Table (1) Weave Poles (12) A-Frame (1) OR Dog Walk (1) OR See Saw (1)	>= 10 sec ≤ 20 sec
	30 Seconds	18 Points 15				
	35 Seconds	21 Points 18				
	40 Seconds	25 Points 20				
	45 Seconds	28 Points 23				
	50 Seconds	32 Points 25 35 Points 28				