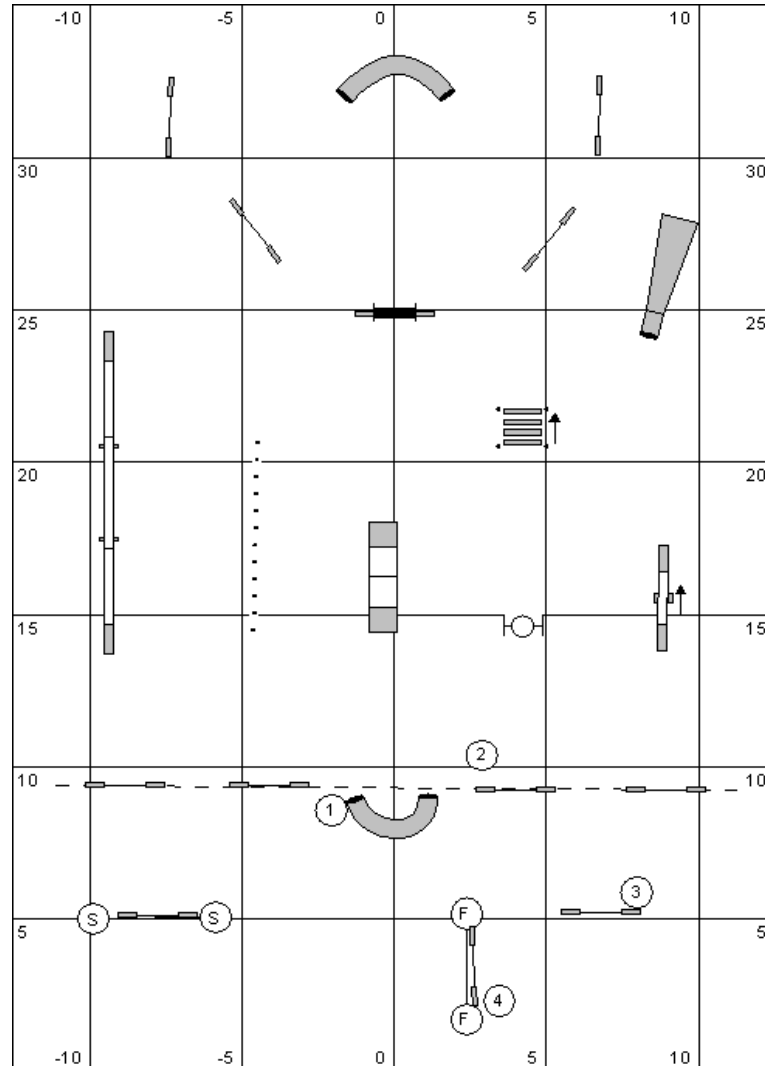


IFCS WAC2006 Gamblers Course Map & Briefing Notes

Course Map :



Briefing Notes :

Maxi & Midi Class

- 30 seconds for Opening Sequence and 10 sec for Gamble.

Mini & Toy Class

- 30 seconds for Opening Sequence and 11 sec for Gamble.

Opening Sequence

- Timing starts when the dog crosses the first Hurdle. One point for first/start obstacle (if bar is not knocked).
- Obstacle Values:
 - Hurdles, Long Jump & Wall Jump = 1 point
 - Tunnels & Tire = 2 points
 - Weave Poles = 3 points
 - A-frame, Dog-walk & See-Saw = 3 points
- Will only earn points for doing each obstacle successfully twice.
- No penalty for doing obstacle more than twice other than time wasted.
- Hurdles/Obstacles displaced (including bar down) during Opening Sequence will remain so until end of round.
- Judge will say “No” for an unsuccessful attempt of Contact obstacle or Weave Poles.
- Judge will announce points achieved for each successful obstacle.
- Contact obstacles and the Weave Poles may be done back to back if unsuccessful first attempt.

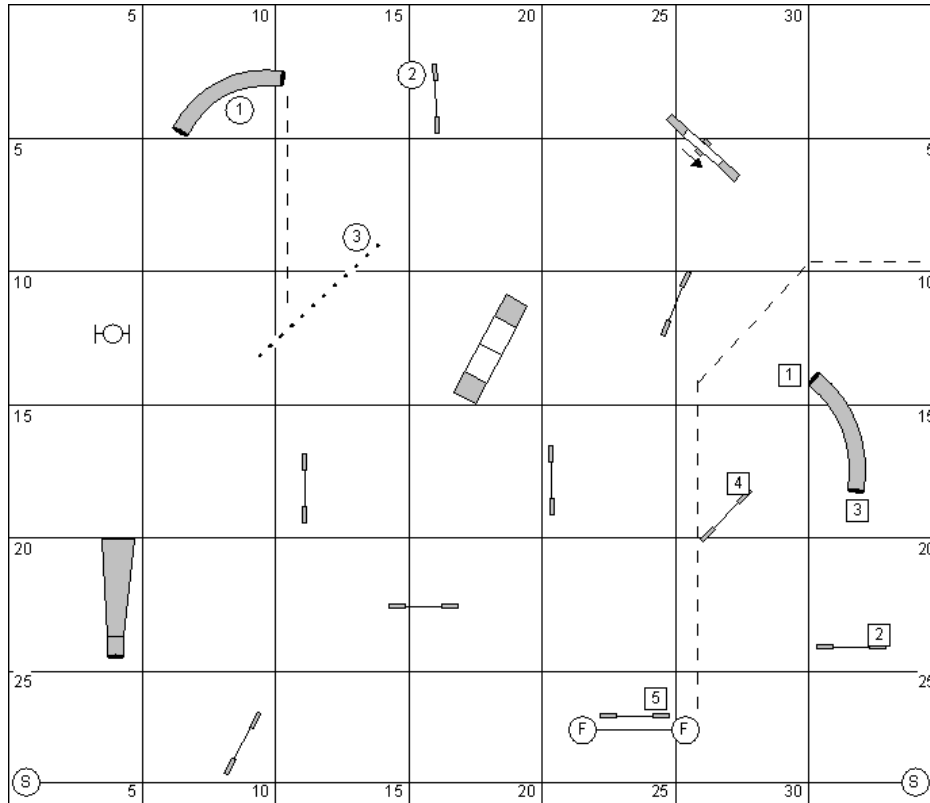
- Points will not be awarded for successful back to back performance of the same Contact obstacle or Weave Poles.
- Points will not be awarded for successful back to back performance of 1 and 2 point obstacles.
- Points will be awarded for the successful performance of a Contact obstacle or the Weave Poles if the previous obstacle was a Contact obstacle or the Weaver Poles. i.e., you can go Dog-walk then Weave Poles or A-frame then Weaver Poles, etc.
- No more points will be awarded after the first horn and the handler is to direct the dog to the start of the Gamble/Closing sequence.
- If a dog is on a obstacle when the first horn sounds, points are awarded if it is certain that no fault can occur while completing it (for example, dog is already on the second contact zone).
- Gamble bonus will be lost if handler loiters during the Opening Sequence.
- Gamble bonus will be lost if dog performs any 2 or more Gamble obstacles one after the other (including same obstacle back to back) in either the forward or reverse direction during the Opening Sequence (a dog may perform a single Gamble obstacle followed by a non-Gamble obstacle and then re-attempt the same or another Gamble obstacle).
- Gamble bonus will be lost if dog performs obstacles repeatedly without accumulating points in the Opening Sequence for the purpose of waiting for the horn and the start of the Gamble.

Closing Sequence/Gamble

- There must be no Fault (including Refusals) and only one attempt during the Gamble (Closing sequence) to achieve the bonus.
- Wrong Course during the Gamble will loose the chance to receive the bonus.
- Gamble bonus will be lost if handler steps on or over the containment line while attempting the Gamble. Hands and arms over the line is acceptable.

IFCS WAC2008 Gamblers Course Map & Briefing Notes

Course Map :



Briefing Notes :

Period – Time for opening period is 12" & 16" = 35 seconds/ 22" & 26" = 30 seconds

- System point utilized is 1-3-5-7, Hurdles(1 point), Tire Jump & tunnels(3 points), Contact obstacles(5 points) and Weave poles(7 points).
- Any obstacles not completed shall not be counted for point accumulation.
- No points shall be awarded if the obstacle is faulted. No refusals/ runouts in opening period.
- Any hurdle or other obstacle that shall be displaced or retired by the dog or handler during the performance shall not be replaced until conclusion of the round.
- All obstacles and hurdles may be performed any number of times but: points can only be earned twice in weave poles and contact obstacles. In hurdles, tire jump and tunnels points can be counted all number of times.
- Sequence 1-2-3 (tunnel - hurdle - weave) from limit line = +3 extra points.
- In this opening period: two consecutive contact obstacles not allowed, back to back and front to back not allowed.
- Two consecutive obstacles of Joker zone in this period are eliminated, but shall not prohibit that the dog perform

individual obstacle in Joker for purposes of accumulating points.

- In opening period handler's can pass the Joker limit line of Joker area.
- The handler's shall not be permitted to stand next to the area of Joker or perform obstacles repeatedly with no points accumulation for purposes of awaiting the conclusion of the opening period time. This handler shall be disqualified.

Joker - Time for Joker: 12" = 20 seconds / 16" = 18 seconds / 22" & 26" = 16 seconds

This directional control joker consist of five obstacles which the dog must perform without any fault or refusal in working his way to the finish line.

- Correct Joker is 9 points (all joker obstacles counted) + 6 extra points = 15 points.
- Any fault, refusal or runout in Joker obstacles in this period will stop the point accumulation. If this happens, handler must go to finish line for stop the clock.
- If the handler passes the Joker limit line any obstacle of Joker zone shall be not counted.
- The timekeeper shall stop the clock when the dog crosses the finish line. If the timekeeper shall sound the whistle before the dog across the finish line any Joker obstacle shall be not counted.