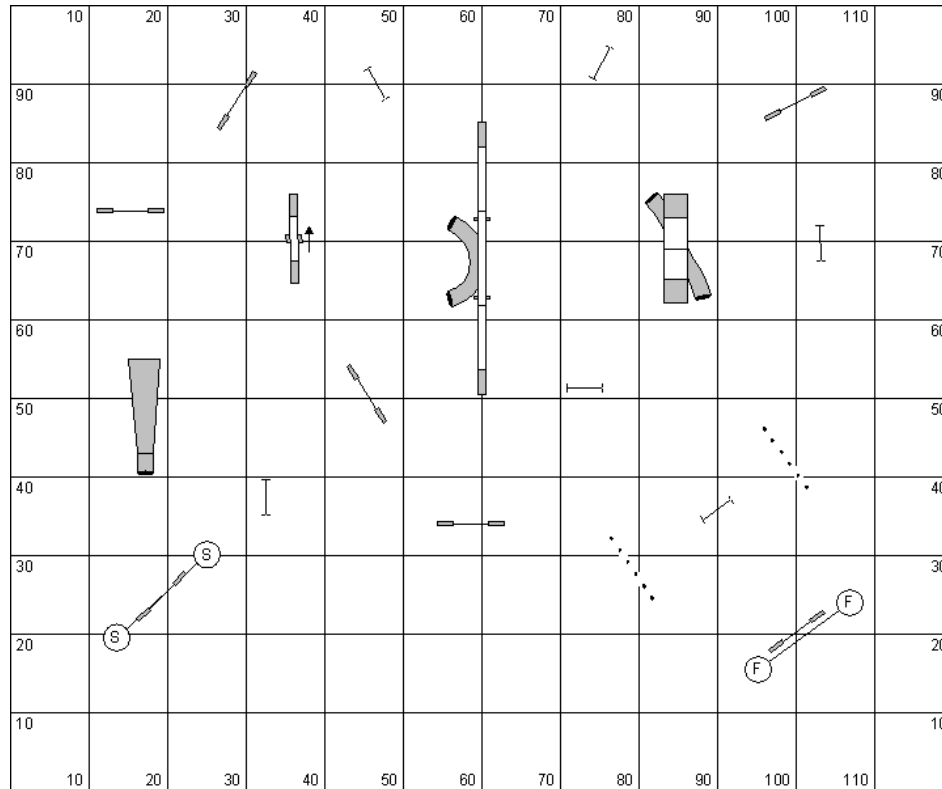


USDAA 2006 Team Gamblers Course Map & Briefing Notes

Course Map :



Briefing Notes :

General Rules:

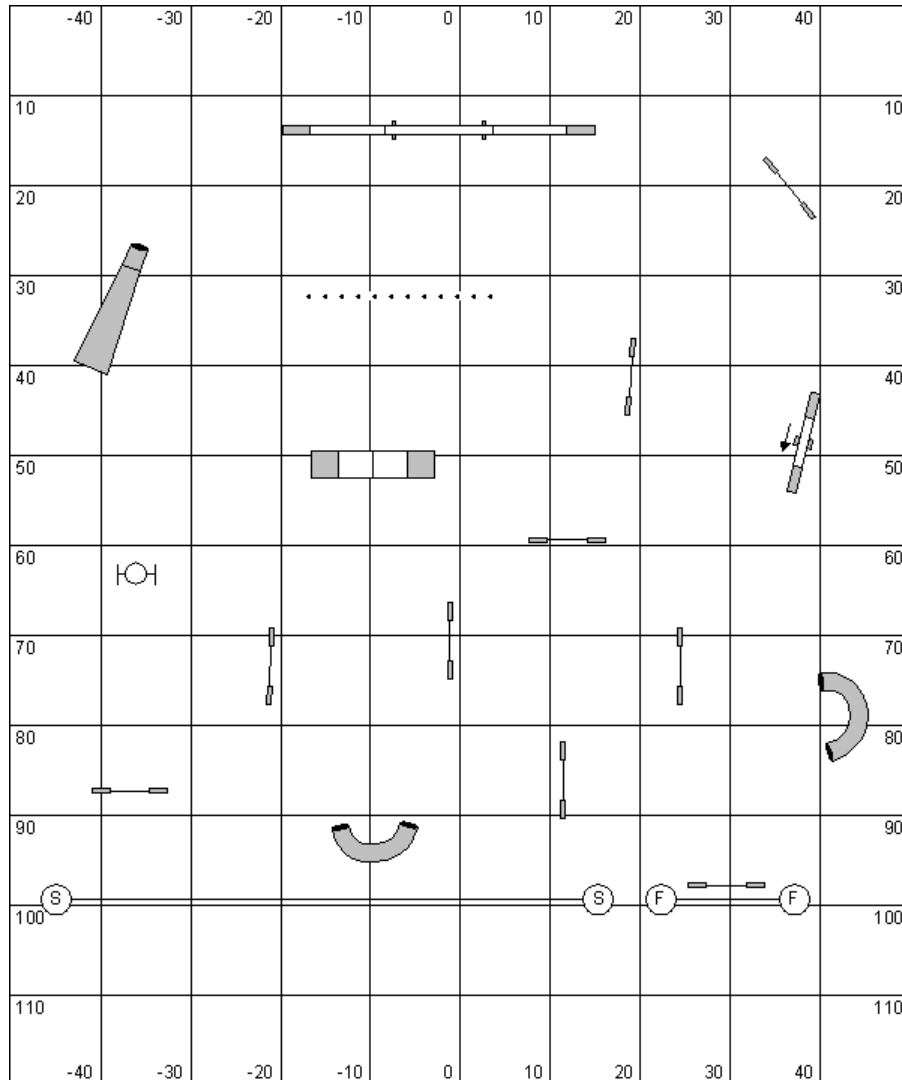
- In the opening, any obstacles may be taken twice for points.
- The teeter, dogwalk, and a-frame are worth 3 points.
- The tunnels and tire are worth 2 points
- The jumps and each set of 6 weaves are worth 1 point.
- No restrictions in the opening, the gamble obstacles may be used in the opening, in any sequence.
- However, keep in mind that a bar down in the opening will not be reset.
- Opening Time: 12" = 30s, 16" = 27s, 22"/26" = 25s

The "Joker" or "Gamble":

- The gambles is a jump and two sets of weaves; you may start with any of them, going in any direction, but once a direction has been established it must be continued in a figure-eight manner.
- The first gamble obstacles completed is worth 1 point, the second is worth 2 points, the third 3 points and so forth.
- Refusals shall not judged; however any obstacle faulted (missed pole, bar down, or obstacle taken in the wrong direction or out order) while performing the joker will end point accumulation.
- If the dog dose not stop the clock before time is up, all gamble points are lost.
- Joker Time: 12" = 17s, 16" = 15s, 22"/26" = 13s

USDAA 2007 Team Gamblers Course Map & Briefing Notes

Course Map :



Briefing Notes :

Opening:

- 1-3-5-7 point system, 7 – weaves, back-to-back is okay, no 2 contacts in sequence
- Opening Time: 12" = 30sec, 16" = 27sec, 22"/26" = 25sec

Gamble:

- When horn sounds you can only take single jumps for 3 point each, max of 2x per jump.
- You can complete obstacles already begun for opening points when horn sounds, lose gamble points if over time or take a non-jump.
- Gamble Time: 12" = 16sec, 16" = 14sec, 22"/26" = 12sec

