

# **2016 WAO Team Japan Selection Gamblers Briefing**

**Judge: Marquand Cheek**

All rules in Section 3.5 of the *WAO Rules and Regulations* apply to the Gamblers class.

<http://worldagilityopen.com/rules.html>

This briefing contains specific information for running the 2016 Team Japan Gamblers class.

## **General Briefing**

- 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 shown on the course may be attempted.
- Stopwatches or other timing devices are allowed during the course walk-through, but may not be used as aid during the actual competition.
- 300/400 Handlers have 14 seconds to complete either the White or Black Gamble.
- 525/650 Handlers have 12 seconds to complete either the White or Black Gamble.
- 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.

## **Opening 30 Second Period**

- Each obstacle (including a gamble obstacle) may be completed successfully for points two (2) times during the opening period. If an obstacle is completed successfully more than twice, no further points will be awarded, but no penalty will be incurred.
- If an attempt at an obstacle is successful, the judge will call out the value of the obstacle. If an attempt is unsuccessful, the judge will call out “No Score” 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 example, if a dog does the A-frame successfully and then immediately re-attempts the A-frame, no points will be earned for the second attempt even if the dog performs A-frame correctly—the dog must take a different obstacle before re-attempting the A-frame for points. If, however, the dog misses the A-frame contact, he may immediately re-attempt the obstacle.
- 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 it’s successfully completed. Handlers may, however, do the same gamble obstacle two (2) times successfully for points during the opening.

- No two (2) contact obstacles may be taken consecutively; that is, a contact may not be followed by another contact. For example, if a dog takes the dog-walk and then the A-frame, no points will be earned for the A-frame.
- 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 bar 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 horn sounds to end the opening period, points will be awarded only IF the obstacle has been **completed**, which is the point at which it is no longer possible for the dog to fault the obstacle (that is, landing for jumps, front feet on the ground after having touched the contact zone with at least one foot, front feet have exited a tunnel, head past last weave pole).

### **Opening Points**

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

### **Closing Period - Gamble Notes**

- Either gamble may be attempted after the buzzer/horn.
- Gamble #1 = 10 Points** – Obstacles with white circles #1-#4 must be taken in order and completed correctly.
- Gamble #2 = 20 Points** – Obstacles with black circles #1-#5 must be taken in order and completed correctly.
- 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 will be judged as stated above.
  - 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.
  - Once the first gamble obstacle is attempted; taking any other obstacles will end the gamble attempt. The judge will blow a whistle and the handler should go as quickly as possible to the Finish jump.

- The gamble must be done in the order specified by the judge within the time allocated.
- 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 will be in place for one or both gambles. This will be clarified on the course plan. If this is the case, the handler may not cross or step on the handler restriction line (marked on the ground) until the dog has successfully taken the Finish jump. If a handler steps on or over the line, no points will be awarded for the gamble. The dog will not be faulted if he crosses back over the line during the gamble unless this action is deemed a refusal of the next obstacle in the gamble sequence. If the handler is inside the restricted area when the gamble horn sounds they must leave the area before the dog negotiates the first gamble obstacle.
- 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.

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

- The dog fails to complete the sequence within the allotted time and/or incurs faults.
- The handler steps on or over the line when a distance restriction is in effect. (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 knocks a bar while taking a gamble jump to earn points in 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, will be called for loitering.
- The dog performs consecutive gamble obstacles within the 'White' or 'Black' gamble during the opening period.
- The dog performs the Finish jump in either direction in opening period or prior to the completion of a gamble attempt.