

What is Gamblers?

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.

Points are earned by completing obstacles. Each obstacle can be taken a maximum number of times.

What are the obstacle points?

Dog walk: 7 Points (Limit 1 performance) 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.

A-Frame: 5 Points (Limit of 2 performances)

6 Weave Poles: 6 Points (Limit of 2 performances)

Tunnels: 3 Points (Limit of 4 performances)

Jumps and Hoops: 1 Point (Limit of 10 performances)

Barrels: 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.

How much time do I have?

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.

What is the gamble worth?

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

How many points do I need?

As of June 1, 2021 the minimum points needed by level are:

Elite: 50-64 points to earn 10 Q pts, 65-74 pts to earn 15 Q pts, 75+ points to earn 20 Q pts.

Open: 40-54 Points to earn 10 Q pts, 55-64 pts to earn 15 Q pts, 65+ points to earn 20 Q pts.

Novice: 30-44 Points to earn 10 Q pts, 45-54 pts to earn 15 Q pts, 55+ points to earn 20 Q pts.

Intro is not offered in Gamblers.

Any other rules I should know?

1. The gamble will be considered attempted when the first obstacle is taken, in the correct direction of the gamble.
2. There is only a single attempt for the gamble.
3. Back to back performances are not allowed. If performed the second performance will not have a point value.
4. Flips into Tunnels, or out of Tunnels onto Contact Equipment is not allowed. If performed the second obstacle will have no point value.
5. The back to back rule, and the flip rule, when being used on the first obstacle of a gamble, both negate the gamble attempt. So essentially if you have a dog who does the #1 gamble jump in the wrong direction, you would give them 1 point, if they then turn right back around and do that jump again you would be giving a zero for the back to back, and if they then attempted the gamble it would also negate the gamble.
6. 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.
7. The start obstacle must be taken to start the clock and 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 acceptable.
8. All standard NADAC rules apply.
9. General rules of Chances lines will apply in regard to four feet across the line negate the gamble attempt. Handler cannot step on or cross the Gamble line.
10. Faulted obstacles will receive not points, e.g., missed contacts, knocked bars (which negate points for that jump for the remainder of the run), unsafe weave poles.
11. Placements are based off highest number of points in your height and group.
12. You receive points for the obstacles within the gamble, while you're attempting it.

Any other tips or tricks?

- 1) The finish obstacle is always live, and this will end your run if your dog takes it.
- 2) Your goal is to get as many points as possible, while staying at least 5 seconds under SCT, so that you receive the maximum number of bonus points from your time. If you only care about Qualifying and not the placement, you can just get your minimum amount of points and exit the ring.
- 3) Start paying attention to how long it takes your dog to run different course lengths, this will help you greatly in having an awareness of time in Gamblers.
- 4) There is no whistle, and no visible clock allowed. Part of the challenge is having that awareness of time.
- 5) Remember when taking a jump that is part of the gamble that if you knock it, that jump is now dead. So, if you use that jump early in your run to earn points, you are taking a risk of losing your gamble if you knock it.
- 6) Once you've taken the first obstacle of the gamble in the correct direction, you are now attempting it, whether you intended to or not.
- 7) Your dog can't travel more than 42 feet without taking an obstacle. Wandering around doesn't count for dogs that are just distracted, but if they are intentionally skipping large portions of the course you will be eliminated. If you question whether a sequence you're trying to do is 42 feet or not, just ask the judge. A general rule is that in a three jump sequence, you can skip the middle jump and still be okay. Skipping the dogwalk, a-frame, weave poles or tunnels will most likely put you over 42 feet, in a straight line scenario.
- 8) Have fun! Strategize your course, ask what others are doing, get a conversation going about why different options are better or worse for your dog. The way to win this class is to honestly know your dog and what they can do in the time allotted. Enjoy!