

Gamblers Class

~Please note this is a new class, and as such there will be adjustments that need to be made, possibly quicker than the normal once every 6 months' time frame that we normally follow. We welcome feedback and we look forward to making this a great class for everyone! Please bear with us as we accomplish that~

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.

Obstacle points values are as follows:

Dog walk : 7 Points (Limit of 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)

The amount of time the team can earn points is based on the dogs jumping height.

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.

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

In order to earn a Qualifying score teams must complete the gamble and must meet the minimum number of points required for their level.

Minimum points needed by level are:

Elite : 50 Points

Open : 40 Points

Novice : 30 Points

Intro is not offered in Gamblers.

Gamblers Specific Rules:

1. As of Jan 1, 2020, 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 at 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 be given 1 point, if they then turn right back around and do that jump again, you would be given 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. The finish obstacle **MUST** also 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 still acceptable to stop the clock.
8. All standard NADAC rules apply.
9. General rules of Chances lines will apply regards to four feet across the line negate the gamble attempt. Handler cannot cross or step on the Gamble line.
10. Faulted obstacles will receive no 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.

Certification in the Gamblers class requires 30-points. An Outstanding Performance title can be earned with 60-points in Novice, or Open and with 100-points in Elite. A Superior Performance title can be earned with 100-points in Novice, or Open and with 200-points in Elite. Outstanding Performance and Superior Performance titles are not required titles to move to the next level.