

# Gamblers

## 1. Question:

In Gamblers, dog and handler jumped across the collapsible tunnel chute and went through the middle of the weave poles to get to the Gamble. My take on this was that I would not have faulted the dog, but may have called an unsafe performance for the handler.

## Answer:

To maintain continuity with safety requirements and effective Risk Management - the handler should be required maintain the rule of 'Handler NOT jumping over or under any equipment'.

This should apply to going through an obstacle as well. The problem exists where the possibility exists of the handler trips on the chute or injures themselves in the weave poles. If this has been allowed as a safe performance by the judge, then a level of responsibility for the injury can be attributed to the judge decision to permit the behaviour.

The handler should not be permitted to jump over, duck under or run through any obstacle. However, the dog would not be penalized for negotiating obstacles when moving from the end of the opening sequence to the start of the closing sequence.

## 2. Question:

**How many times may a dog enter the Gamble area during the Opening sequence?**

## Answer:

**As many times as is necessary to gain adequate points. HOWEVER: The dog may perform only one obstacle in the Gamble, then must perform an obstacle outside the Gamble area. It can then return to the Gamble area and perform one obstacle. This procedure can continue until the end of the Opening sequence.**

**There are some risks (not comprehensive):**

**Destroying an obstacle in the Gamble will prevent the Gamble being completed.**

**Back to Back performance is regarded as two Gamble obstacles which results in No Gamble!**

# Strategic Pairs

## 1. Question:

Rules say that to qualify there must be a minimum of 2 strategic exchanges. Does this include the exchanges made because of faults, or it is just the exchanges made when one dog finishes a sequence and the other dog starts the next sequence?

## Answer

The intent is to ensure that both teams are active on the course. The teams determine the sequence, not the judge or the spectators, therefore if the teams exchange after each jump this is permissible. It is highly unlikely that the team will qualify due to the amount of movement and transition required.

Masters dogs competing in Novice may be an anomaly for the short period.

The strategic part of the competition is the interaction and performance of the course by both teams. In short - providing they exchange and one team does not sit back and allow the other team to perform all parts of the course.

## 2. Question:

Both teams must run at least one sequence. Does ONE sequence means ONE COMPLETE sequence eg obstacles numbered say 1-5 or 6-9 and so on?

## Answer:

The strategy is decided by the teams; therefore the sequence is whatever they decide to perform, providing both teams actively participate (with errors etc)

What is the appropriate ruling on the following scenarios? 3/04/2007

3. Dog 1 correctly negotiates obstacle 1 2 3 7 4 in that order. The appropriate action is:

- a) Whistle is blown due to wrong course and dogs exchange and dog 2 negotiates obstacle 4
- b) No action is taken about the wrong course and obstacle 4 is considered completed.

Answer = b : dog is wasting time.

4. Dog 1 jumps obstacle 1 2 3 and then knocks bar jump 4. The whistle is blown. Dog 2 then jumps obstacle 9 while heading for obstacle 4.

- a) The whistle is blown again and Dog 1 reattempts obstacle 4.
- b) Dog 2 is allowed to negotiate obstacle 4 and the course continues.

Answer = b: dog 2 is required to perform obstacle 4

5. Dog 1 negotiates obstacle 1 2 3 and then jump 4 in the incorrect direction. (Assumes judge has not allowed it to be taken in either direction).

- a) The whistle is blown and Dog 2 must attempt obstacle 4.
- b) Dog 1 may reattempt Obstacle 4, no exchange needed.

Answer = a: Dog negotiates the correct obstacle in the wrong direction – obstacle is faulted.

# Snooker

1. Question: If a dog has acquired sufficient points in the opening sequence to qualify after only doing two Red/Colour combinations (ie. let's say it is in Novice Class and it has scored say 12 points when the requirement for Novice is only 10) does it have to do the third Red and, if successful, follow it with an attempt at a third Colour?

Answer:

YES, the requirement is to perform no more and no less than 3 reds

2. Question:

Can a dog start the closing sequence if they have achieved sufficient points after only two Reds/Colours.

Answer:

NO – the dog must perform 3 Red/Colour combinations.

3. Question:

2.9 Refusals are not faulted at all in the game of Snooker. However, if the dog commits to an obstacle, it must perform that obstacle, not another before continuing.

Answer:

If a dog 'starts' an obstacle and that start is a refusal – the start is not penalized as it is a refusal. Example: the dog starts the weave poles and enters from the wrong side. The dog must re-enter the weave poles correctly before continuing (refusal – not scored). If the dog pops a pole after starting correctly, then the obstacle is faulted, it is not scored and another red must be attempted.

4. Question:

Now, to me that means that if the dog goes to an obstacle (be it jump, weaves, contact, tunnel) in an a manner which makes it obvious that it WAS going to do it, and either stops, turns away or runs past, then it MUST be brought back to do that obstacle properly before it does another red, but that obstacle stays in play if it is negotiated successfully at the second attempt. In other words it can be used again (as one of the colours).

Answer:

The confusion is in the interpretation of 'commits' in this case the dog must actually start the obstacle. i.e. place a paw on the ramp, jump a jump enter the weavers or tunnel etc. Ignore anything to do with 'the intention of the dog etc'

5. Question:

If, however, it faults the obstacle, i.e. brings down a jump, misses the contact, pops out of the weaves (can't see how it would fault the tunnel though) that obstacle is immediately taken out of play. In other words it cannot redo it then or at any time after that.

Answer:

If the dog faults a Red (jump) then that jump is taken out of play and not re-used.

If the dog faults a coloured obstacle, it fails to score for that attempt, however the obstacle remains in play for additional scoring in the opening sequence and for the closing sequence..

**6. Question:**

Unlike Agility, when the dog pops out at any time in the weaves, it does not go back to start again, or try to continue, it must immediately go to another red.

**Answer:**

It must not re-attempt – however in the cases of combination obstacles and long obstacles – the dog SHOULD continue to perform the remaining parts of the obstacle. This is primarily to ensure that a dog is not called off an obstacle at the risk of injury/safety in any attempt to gain time as an advantage. Example: the dog mounts the dog walk and misses the up colour, In this case the dog has not refused but it has faulted the obstacle and cannot score it. Handlers will be penalized if they call the dog off the dog walk in order to attempt to continue scoring another obstacle the game – regardless of their apparent purpose, if the performance is considered unsafe, the handler will be penalized for this action. So basically if a dog is performing an obstacle, the risky practice of removing the dog from that obstacle is prevented.

**7. Question:**

And a dog MUST and CAN do only three reds for the opening sequence, even if four are available. However, if four are available and it faults one red, it can still do the other three successfully for the opening sequence.

**Answer:**

The dog MUST only do Three (3) reds regardless of how many are faulted.

The fourth red MAY be included in the course design simply to enable the competitor to choose a varieties of strategies. They MUST only do Three reds.

**8. Question:**

Closing sequence. If a dog runs past an obstacle (say it was a bar jump) and then back jumped it before going on to the rest of the obstacles, would that be classed as a fault?

**Answer:**

In the closing sequence, all obstacles are to be performed in the direction and sequence designated by the judge.

Yes! - There is no fault for the dog running past the bar jump, but the back jumping is 'off course', therefore that obstacle does not score, the closing sequence ends at that point and the dog goes directly to the finish to gain a time.

**9. Question:**

Snooker - Opening Sequence. In Novice, the coloured obstacles would not be bar jumps. However if one of the coloured obstacles was for argument sake, a bar jump and it was knocked down during the Opening Sequence, in order for it to properly remain in play would the bar be replaced? If not why not?

**Answer:**

Understanding that each level of competition increases in difficulty, the challenges and the course design becomes more difficult in order to challenge the teams. This is supported by the inclusion

of combination obstacles in the higher classes and not in the Novice classes. Combination obstacles should vary in their design and complexity to match the level of the competition.

The strategy for gaining points and the understanding of the capabilities of the dog lies solely with the handler; they make the decision as to which obstacles they attempt to enhance (maximize) their point score. The choice of which obstacle to choose and the associated risks of faulting those obstacles remains a part of the choice. Therefore if they choose to attempt an obstacle that - if faulted - could impede their scoring capability or their ability to perform the remainder of the course, then that remains their choice.

If the team, during the opening sequence destroys a part of the closing sequence, this obstacle cannot be scored during further attempts either in the opening or the closing sequence.

The effect is that the handler is required to make choices based on the capabilities of dog and handler to achieve a qualifying score. If an error renders an obstacle un-scorable, they cannot complete the closing sequence and therefore cannot qualify.

They can score until the end of the opening sequence and during the closing sequence up to the obstacle which has been rendered un-scorable. But they cannot qualify.

Fallen bars should not be replaced during the competition, combination obstacles are set/designed to form a challenge, allowing them to be performed by allowing the dog to run through the uprights of a fallen bar jump, without fault, destroys the challenge of the combination obstacle and unbalances the equality of competition between teams competing at the same level. Combination Obstacles are used in the higher levels of competition where the more experienced teams compete.

**10. Question:**

If the dog faults a coloured obstacle it remains in play. So, if it is a jump and the bar is knocked down, is the bar replaced so that it can remain properly in play? Or it is just left on the ground and the dog just going between the two uprights enough to score that jump?

**Answer:**

In Novice single jumps are only used as reds, therefore if it is faulted it remains 'out of play' the bar is NOT reset and the jump must not be performed again. This considerably reduces any confusion as to which are reds and which are colours.

A red bar is a simple performance and as the performance (generally) increases in difficulty then the points attributed to this obstacle is increased. As an example - to perform a single bar jump is quick and easy - however to perform the dogwalk requires considerably more skill and time to perform correctly. Therefore the points awarded to a dogwalk should logically be more than that of a single bar jump.

The coloured obstacles which consist of Broad Jump, spread hurdle, A frame, Dogwalk, weave poles, hoop, see saw (not Novice) are sufficient to make MOST of the scoring articles for the closing sequence.

When we consider the higher classes (Excellent and Masters), then the option is provided to create 'Combination Obstacles' These combinations consist of a number of obstacles combined as Part A, Part B and say Part C of one obstacle. Parts of a combination may consist of single bars but That's for later.

In Novice stick to the simple process as Single hurdles are Red, other obstacles are colours.

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## Snooker Scenarios

### Scenario 1:

Dog is starting the game and successfully performs the first RED jump - this enables the attempt at a chosen coloured obstacle - in this case let's assume it is the weavers as mentioned in the question - in attempting the weavers, the dog fails to gain the correct entry on its first attempt - there are no refusals in games - therefore there is no penalty for the attempt and the dog MUST re-attempt the entry until it has achieved a correct entry. Once a correct entry is achieved the dog continues to weave without fault to the end of the weavers. In this case the dog has used one RED and has accumulated the points for the weavers plus the RED.

### Scenario 2:

Following on from above, after the dog has completed the scenario 1 (above), it is required to attempt another (different) RED, if this is performed successfully, the dog can then attempt a coloured obstacle - in this case as well, the coloured obstacle selected is the weave poles. Assuming the dog successfully gains correct entry to the weavers and starts to weave, however during the attempt the dog fails to weave a pole/pops a pole/whatever. This now is a failed obstacle with no score for the coloured obstacle.

The dog should NOT re-attempt the obstacle (by returning to the start and re-entering) but it should now attempt the third and final RED for the final attempt at a scoring colour in the OPENING sequence.

### Scenario 3:

Following further from above, after the above two attempts, the dog successfully performs the third and last RED, and then attempts to perform the dogwalk. On approach to the dogwalk, the dog fails to contact the colour on the up ramp. As this obstacle cannot be scored as it has been failed, a handler may be tempted to call the dog off the dogwalk to save time and continue the game thereby maximizing their opportunities. The dog must complete the obstacle and dismount safely. The dog, if it jumps off the obstacle (dogwalk) it would be disqualified for unsafe performance. i.e. the obstacle must be completed (not necessarily successfully) before continuing.

### Scenario 4:

In the classes (Excellent and Masters) where a combination obstacle is used, i.e. an obstacle which is comprised of say 3 different parts -example: Combination obstacle #7 consists of a Bar jump leading to a Flexi then to an A Frame, if a dog fails the attempt to perform the obstacle by dropping the bar jump, the dog must still be taken through all parts of the obstacle [i.e. the obstacle must be completed (not necessarily successfully)], before continuing the sequence.

### Scenario 5:

As a separate scenario, a dog performs the first RED jump successfully and then attempts the weavers, it gains correct entry and begins to weave. During the attempt the dog fails to weave by missing a pole, the handler mistakenly takes the dog back to the start of the weavers and re-attempts the weavers (a coloured obstacle). This forms an attempt to perform a Colour/Colour, whereas the requirement is to perform a RED/COLOUR. The OPENING sequence is failed, the judge indicates the failure (whistle etc) and the dog should then go immediately to start the CLOSING sequence. This also applies to any other coloured obstacle.

If the dog has achieved sufficient points in the OPENING sequence and successfully completes the CLOSING sequence, it may qualify. However it is highly unlikely if the dog has faulted the first coloured obstacle.