

Gamblers Briefing
Keystone Agility Club
October 31, 2023

This information is to supplement the times and briefings on the course map.

- The dog must start the run with the START jump which is ONE direction and must be taken bottom up. If the jump is taken in the wrong direction, then this jump must be repeated in the correct direction before you can begin to accumulate points. If it is taken in the wrong direction the time will start and continue to run whilst the jump is taken in the correct direction. If it is not jumped in the correct direction before you take another obstacle, then this will be considered an off course and point accumulation will cease and the game is over. Start jump is worth one point and may be taken again in the opening period.
- Finish jump is not live in opening and is worth 1 point. Finish jump must be taken in correct direction after first buzzer or score is elimination/zero.
- No contact to contact, or back to back contacts.
- Back to back of all obstacles other than contacts is permitted.
- No refusals in opening or closing.
- No consecutive gamblers obstacles in opening. If you do consecutive obstacles in one of your two available gambles, you may still attempt the other gamble
- No loitering rule is in effect.
- 25 points including one of the gambles needed in total for qualifying score/level points. (i.e., 15 plus 10 point gamble or 10 plus 15 point gamble)