

High Octane UKI Trial

General Gamblers Briefing

The goal of this game is to accumulate as many points as possible in the opening period and then complete one of two gamble options in the timed closing period.

The opening period is 25 seconds obstacles are worth the following points:

Jumps= 1 point

Tunnels/ Tire (if available)= 2 points

Teeter (taken in the correct direction) = 3 points

A-Frame= 4 points

Weaves (12) and Dogwalk = 5 points each

The dog must take the start and finish obstacles in the direction indicated. In the opening, each obstacle may be taken twice for points. Back-to-back or consecutive contacts are not allowed. Back-to-back weaves are OK. Please be kind to your dogs on contact approaches! The start jump is worth one point and may not be taken again. The finish jump will end your run any time it is taken.

When the first horn sounds, signifying the start of the closing period, proceed to the gamble. **The gamble times are posted on the course map for your class.** 16s, 20s, 20, 22 and 24" dogs are considered large dogs. Everybody else is considered small dogs.

You have two choices for the gamble. Complete the white numbered sequence for 10 points. Complete the black numbers for 15 points.

You must cross the finish jump without faulting the gamble and within the allotted time to receive the gamble points. Add the points earned in the opening and closing to get your total. You need 25 points total to qualify. Good Luck!!!