



2007 TDA A Petit Prix Judges Briefing



Gamblers Anonymous

Gamblers Anonymous is a point accumulation game consisting of 6 mini gambles. Each gamble has a containment line. If all parts of the gamble are successfully performed with the handler behind the containment line, the team will receive the following points:

- Gamble 1: 10 points
- Gamble 2: 20 points
- Gamble 3: 30 points
- Gamble 4: 40 points
- Gamble 5: 50 points
- Gamble 6: 60 points

Before entering the ring, each handler will roll two dice, one white and one orange. The white die indicates the “zero gamble” for that team. The orange die indicates the “double gamble” for that team. If the team successfully completes its double gamble, it will receive double the regular points for that gamble. The team will receive NO points for its zero gamble, even if completed successfully. If the team rolls doubles (the same number on each die) that gamble will be doubled. The team will not have zero gamble.

Gambles may be completed in any order. Each gamble may be repeated twice for points. Gambles may not be repeated back-to-back (including in reverse flow). If the team faults an obstacle, it must attempt a different gamble before reattempting the faulted gamble. No points will be awarded for a faulted gamble even if some obstacles were completed successfully. With the exception of gambles involving the chute or teeter, gambles may be completed forward or backward **in flow** (a-b-c or c-b-a or a-b or b-a). Gamble 5 must be completed either in the order of the circles or the order of the squares (may be attempted from either side of the line).

The team will receive a Super Bonus of 200 points if ALL 6 gambles are successfully completed (including the team’s zero gamble).

Any of the following will result in a gamble being faulted:

- Knocked bar (gamble out of play for remainder of run)
- Missed contact
- 4 paw safety rule (dog mounts contact with all four paws and bails)
- Off course within a gamble (including a back jump or taking an obstacle out of flow)
- Stepping on or over the containment line
- Repeating a gamble back-to-back

Weave poles will not be faulted except as a failure to perform. If the dog pops out, the handler may restart or correct at the point of error.

Mini teams (4/8) will have 60 seconds to gather points. Open teams (12/16) will have 55 seconds. Point accumulation will stop at the whistle. The team must cross the finish line to stop time. Scored points then time.

Qualifying:

- Games 1: 40 points
- Games 2: 80 points
- Games 3: 160 points