

Team Gamblers - Cynosport 2022

Large: C20/22/24, P14/16/20 = 25 seconds open/14 seconds close

Medium: C14/16, P12 = 28 seconds open/16 seconds close

Small: C10/12, P8 = 30 seconds open/18 seconds close

1.25 multiplier

In the opening:

1-2-3-5. Dogwalk is 5 points, teeter and weaves are 3, tunnels / tire are 2, bar jumps are 1.

Everything can be done twice successfully for points.

Start jump is bidirectional and worth a point. You can take it twice for points.

Do not sequence two unique contacts in a row. You will get a 0 for second contact if you go contact to contact.

Same contact back-to-back is OK.

Any other type of obstacles back-to-back is OK.

Weaves to contact or contact to weaves - OK.

Do not sequence *any two unique numbered obstacles* for the close in the opening. Doing so negates your closing gamble. Exception: Repeating the straight tunnel back-to-back, though it's got two numbers on it, is OK in the opening.

No refusals will be faulted in the opening.

Optional opening distance bonus:

The key word here is *optional*!

If handler stays below the line and does A-B-C successfully in the opening, points for the obstacles will double. That means the jumps are 2 points each and the teeter is 6 points if completed correctly.

If bonus is attempted and faulted, regular points will be given for obstacles completed correctly. Fault = faulted obstacle or handler passing the line once dog has taken off for A.

This may be attempted twice, per the "everything twice for points" rule above.

No refusals will be faulted on the opening distance bonus.

In the closing:

If you take the #1 circle jump first after the horn, you're committed to that gamble.

If you take the #1 square jump first after the horn, you're committed to that gamble.

If you take either jump in the opposite direction from what's correctly numbered after the horn, you've faulted that gamble and are done. Choose your gamble approaches carefully, please.

1-3 circles are 5 points if done in allotted time.

1-3 circles are 10 points if done in allotted time AND with handler outside the line.

1-4 squares are 15 points if done in allotted time.

1-4 squares are 20 points if done in allotted time AND with handler outside the line.

If handler attempts distance, then steps over the line, that's fine and points are still available as long as the sequence you've chosen has been completed correctly.

Cross the finish jump under time to keep your closing points.

No refusals will be faulted in the closing