

PVP Gamblers

1-2-3-5 Point System Dogwalk = 5 points

For Dog Agility Master Dogs:

25 Sec Opening / 17 Sec Gamble for large dogs (20"/22"/24"), 28 Sec Opening / 19 Sec Gamble for medium dogs (14"/16"),

30 Sec Opening / 21 Sec Gamble for small dogs (10")

For Performance Versatility Dogs:

25 Sec Opening / 17 Sec Gamble for large dogs (14"/16"/20"),

28 Sec Opening / 19 Sec Gamble for medium dogs (12"),

30 Sec Opening / 21 Sec Gamble for small dogs (8")

In opening period:

- no contact to contact:
- back-to-back obstacles are ok;
- contacts, weaves, tunnels, tire can only be taken twice in opening for points.
- any jump can be taken multiple times for one point each time (incl<u>udi</u>ng final jump)
- jump A is worth 1 point
- a knocked bar will not be reset and that jump is not available for additional points in opening
- if the final jump is knocked down during the opening it is not available for the bonus in the gamble
- broken tire will score 0 points even if it resets itself

In gamble period:

- contacts, weaves, tunnels, and tire are worth the same during the gamble period as the opening period
- no contact to contact;
- back-to-back obstacles are ok:
- There will be no refusals called in the gamble period.
- Contacts, weave poles, tunnels, and tire can only be taken successfully twice each for points
- Every jump taken during gamble period (except jump A and the final jump) will result in 1 point lost (set or not set)
- jump A is worth 2 points
- broken tire will score 0 points even if it resets itself

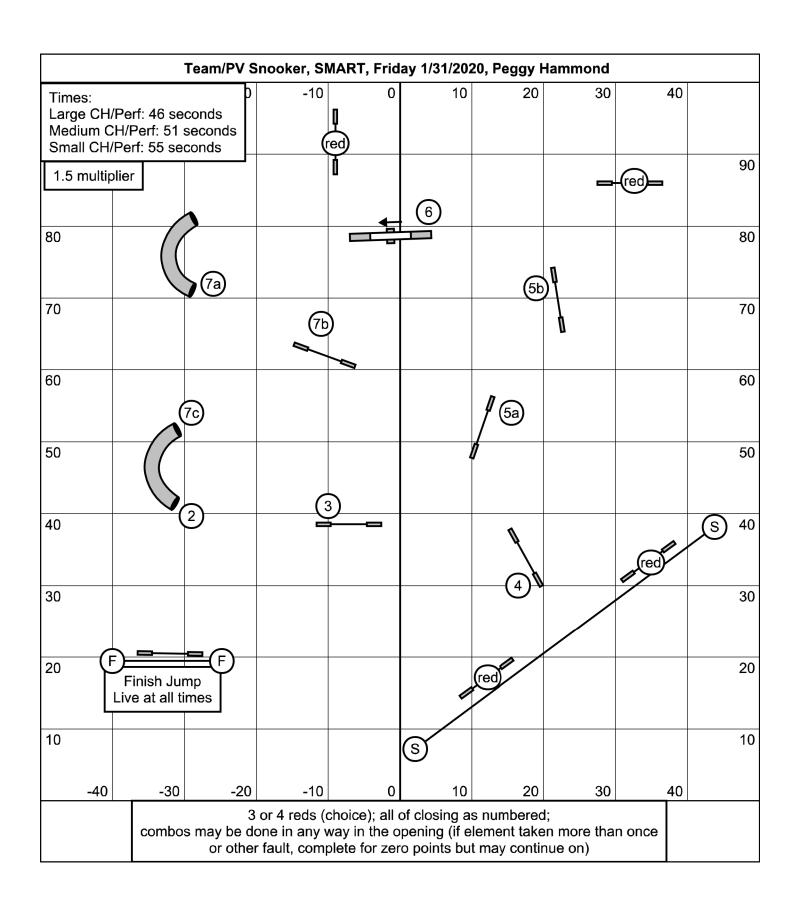
The finish jump is live after the first horn (opening period complete).

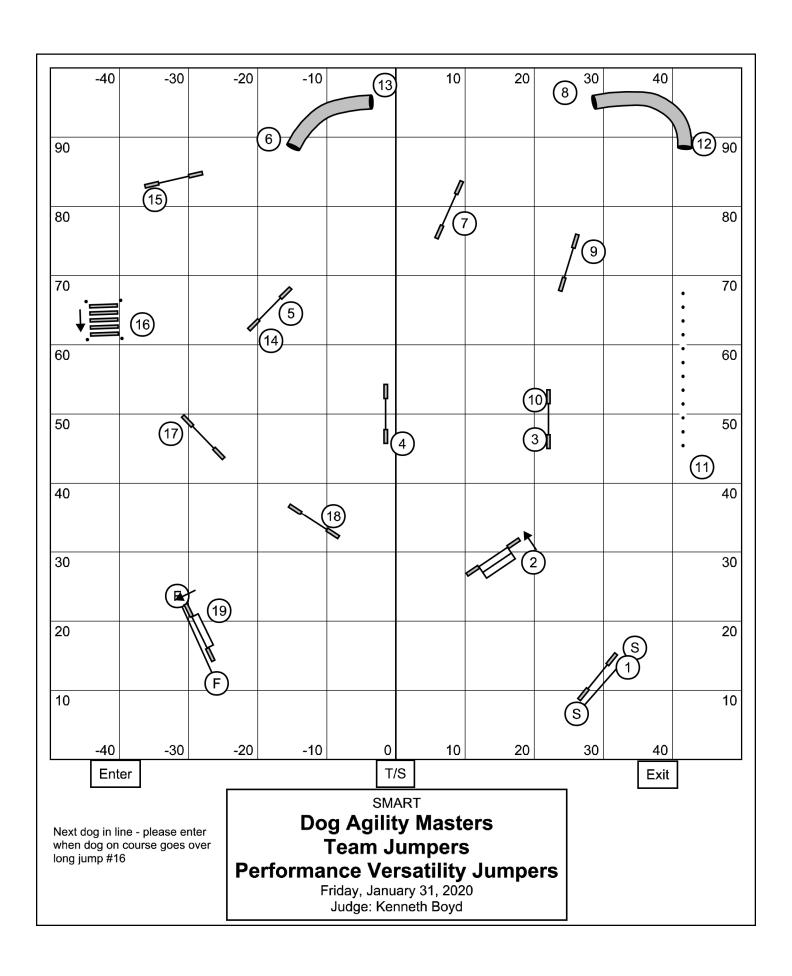
The finish jump will be worth a 12 point bonus if sucessfully completed before the second horn (gamble period complete)

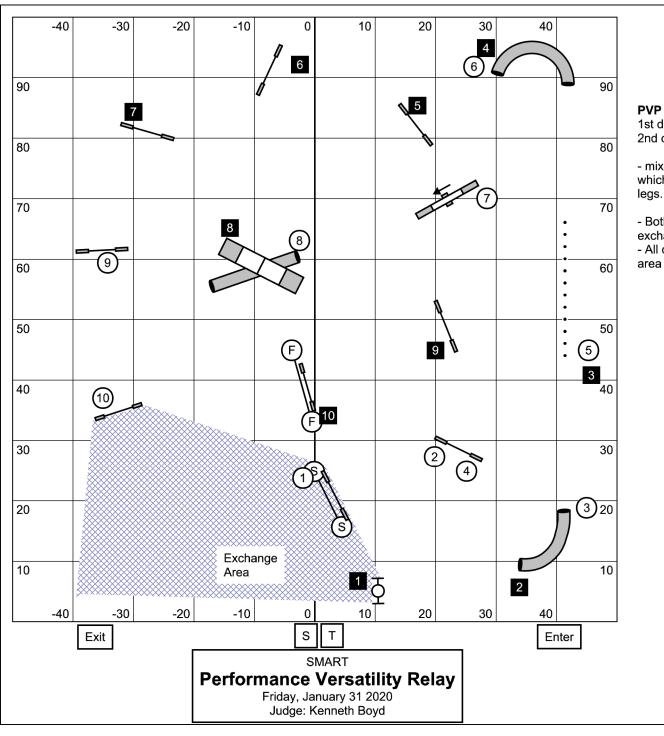
The finish jump can only be taken once in closing for points since the time will stop.

Every second over the gamble period (rounding up) will result in full points deducted from score until the time is stopped by going through the finish jump (e.g. +0.01 sec over = -1 point, +1.00 sec over = -1 point, +1.01 sec over = -2 points, etc... Up to the loss of all gamble period points (i.e. stop the clock).

Multiplier = 1.5







Do Not Forget Baton!

PVP Relay

1st dog - obstacles 1 - 10 (light circles), 2nd dog - obstacles 1-10 (dark squares)

- mixed jump heights tell gate steward which dog is running the first and second legs.
- Both dogs can be on leash or held in the exchange area.
- All dogs and handlers must be in exchange area during the exchange

Do Not Forget Baton!

