

## **Gamblers Choice (the “Card Table” version)**

JR Boyer

The following variation of Gambler’s Choice was first played at a November 2007 TDAA trial hosted by Medina Swarm in Ohio. It was modified slightly for use in an agility league in the Capital District of New York State, primarily allowing more time and greater spacing between obstacles. The following is a further refinement for a TDAA titling game as part of the TDAA judge’s recertification exam. The problem with qualifying is generally NOT the table – it is handler greed. Share and enjoy.

This version of Gambler’s Choice is based on the (in)famous “Dogs Playing Poker” posters. This is a two-part point accumulation game with a time gamble and an optional obstacle performance gamble. The objective is to accumulate the required points without exceeding the allotted total game time.

In the opening period, the dog earns points for each obstacle successfully performed. The opening period is 30 seconds for all heights and levels. During this period, obstacle point values are:

Table – 0 points  
Finish line jump – 0 points  
Jumps – 1 point  
Weaves, tunnels, chute, tire – 3 points  
A-frame, teeter, jump combo – 5 points

An obstacle may be performed only twice for points. Back-to-back performances are allowed; if the approach to contact obstacles is not safe, the obstacle will be faulted. Faulted obstacles and the finish line jump will earn zero (0) points. Dropped bars will not be reset. The four paw safety rule is NOT in effect. Refusals will not be faulted. Weaves must be completed to earn points. During the opening period, there are no consequences or requirements for the dog going on or leaving the table. The team may begin anywhere along the start line. Time starts when the dog first crosses the start line. The team may not loiter at any point on the course during the opening period, or they will be eliminated. At 30 seconds, the timer will blow the whistle, signifying the beginning of the closing, or gamble, period. The gamble period is 20 seconds for all heights and levels. In the gamble period, the dog again earns points for each obstacle successfully performed. The dog may perform any obstacle for points. Each obstacle may be performed only twice for points and may be performed back-to-back. During this period, obstacle point values are double what they were in the opening period. The fault rules in the opening apply during the gamble period.

During the gamble period, the table is live. The table is not a required obstacle; however, the first time the dog gets on the table with all four paws, whether by the dog’s choice or the handler’s choice, the handler must make a decision. The team (or the dog himself)

may choose to perform a SIT on the table for a cumulative 5-second count. If done successfully, all points earned during the closing period will be doubled (the judge will call “Double” upon completion Games Briefings 2 TDAA Judge Recertification Exam of the count). If the dog gets on the table, then gets off the table before the 5-second count is started or completed, the dog may return to the table for the remainder of the count; however, if the dog performs another obstacle before returning to the table for completion of the count, this will count as an incompleteness of the count and the dog’s gamble period score will be halved (the judge will call “Half”). The dog only has one opportunity to perform the SIT on the table for doubling points, and that is the first time the dog gets on the table. The team may only earn one double or be penalized only one halving of points; after the dog’s first time on the table, regardless of outcome, the dog may get on and off the table without penalty or additional reward.

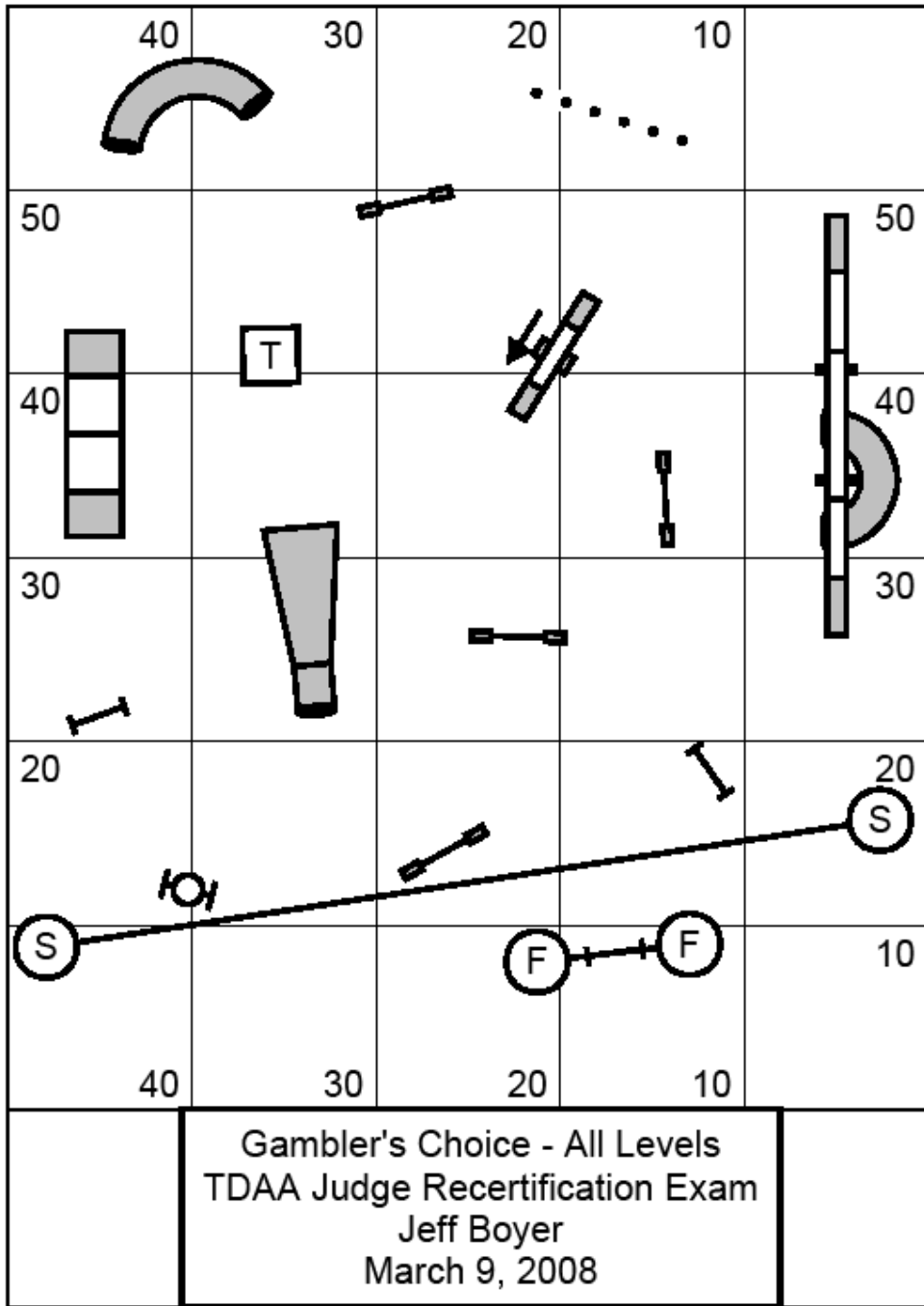
Remember: These rules apply even if the handler did not direct the dog onto the table!

Once the team has accumulated all the points they wish in the gamble period, they must head to the finish line. Time ends when the dog crosses the finish line jump, in either direction. The finish line becomes live when the gamble period begins. If the dog is still on the course, the timer will blow the whistle at 50 seconds. At that time, the team must head for the finish line and point accumulation ends.

Gambler’s Choice is scored points, then time. Highest points wins; time is a tie-breaker. However, if the dog’s total time exceeds 50.00 seconds, the team will lose all closing period points.

To qualify, the team must earn at least the following number of points in each period of play and not have a run time in excess of 50.00 seconds:

	Opening points	Gamble points	Total points
Games 1	14	18	32
Games 2	18	23	41
Games 3	22	28	50



Gambler's Choice - All Levels  
 TDAA Judge Recertification Exam  
 Jeff Boyer  
 March 9, 2008