

GO FOR BROKE

Second Game on Saturday

Invented by Deb Auer

This game is played opposite traditional gamblers. This game starts with a gamble which if completed successfully allows the team to go on to accumulate points.

During point accumulation the dog must earn EXACTLY 16 points, using the 1-3-5 system:

Jumps = 1 point

Tunnels & Tire = 3 points

Contacts & Weaves = 5 points

Game begins at “square jump 1” with the clock starting as any part of the dog is over that jump (this jump has no point value). The handler must direct the dog through the gamble 1-2-3 from behind the first (closest) containment line. No points are awarded for the gamble obstacles but upon completion of the gamble the team must go on the field and accumulate exactly 16 points. Once earning 16 points the handler has 2 choices, either go to the Table to stop the clock (being careful not to take anymore obstacles and earning additional points) or proceed to the gamble and this time send the dog to gamble from behind the middle containment line. “Start jump 1” shall remain a 0 point obstacle and may be used to propel the dog into the gamble or not. If successful with completing the second gamble the team must go on the field and accumulate another 16 points (for a total of 32). The team again chooses to go to the Table to stop the clock or attempt the 3rd gamble line and then go to the field and accumulate another 16 points (for a total of 48). The team must now go to the Table to stop the clock. NOTE: The table is “LIVE” as soon as clock starts.

Obstacles may not be performed back to back for points and may be taken no more than twice in any one point accumulation period. If the dog knocks a bar then the handler must direct the dog to a different jump to secure that 1 point. If a dog faults a contact, that same contact must be reattempted until completed successfully. Weave poles must be completed correctly and may be fixed at the point of error or restarted from the same direction. 3 attempts at correction will be allowed for faulted obstacles after which the judge will blow the whistle and the team should run to the table to stop time.

The judge will blow the whistle if the gamble is faulted at which time the team should run to the table to stop the clock. All dogs will receive a time even if they have 0 points. If the gamble is successful the judge will give a thumb up to the scribe who shall mark the scribe sheet with a “G” and then mark down the points called by the judge in order from left to right.

Score table will tally the points between the “G” s, the first set of 16 equals a score of 16, the second set of 16 equals a score of 32 and the third set of 16 equals a score of 48. If there is more or fewer than 16 points between the “G” s the score will be 0. Time is used for placements; qualifying scores will place before non qualifying scores.

SCORING:

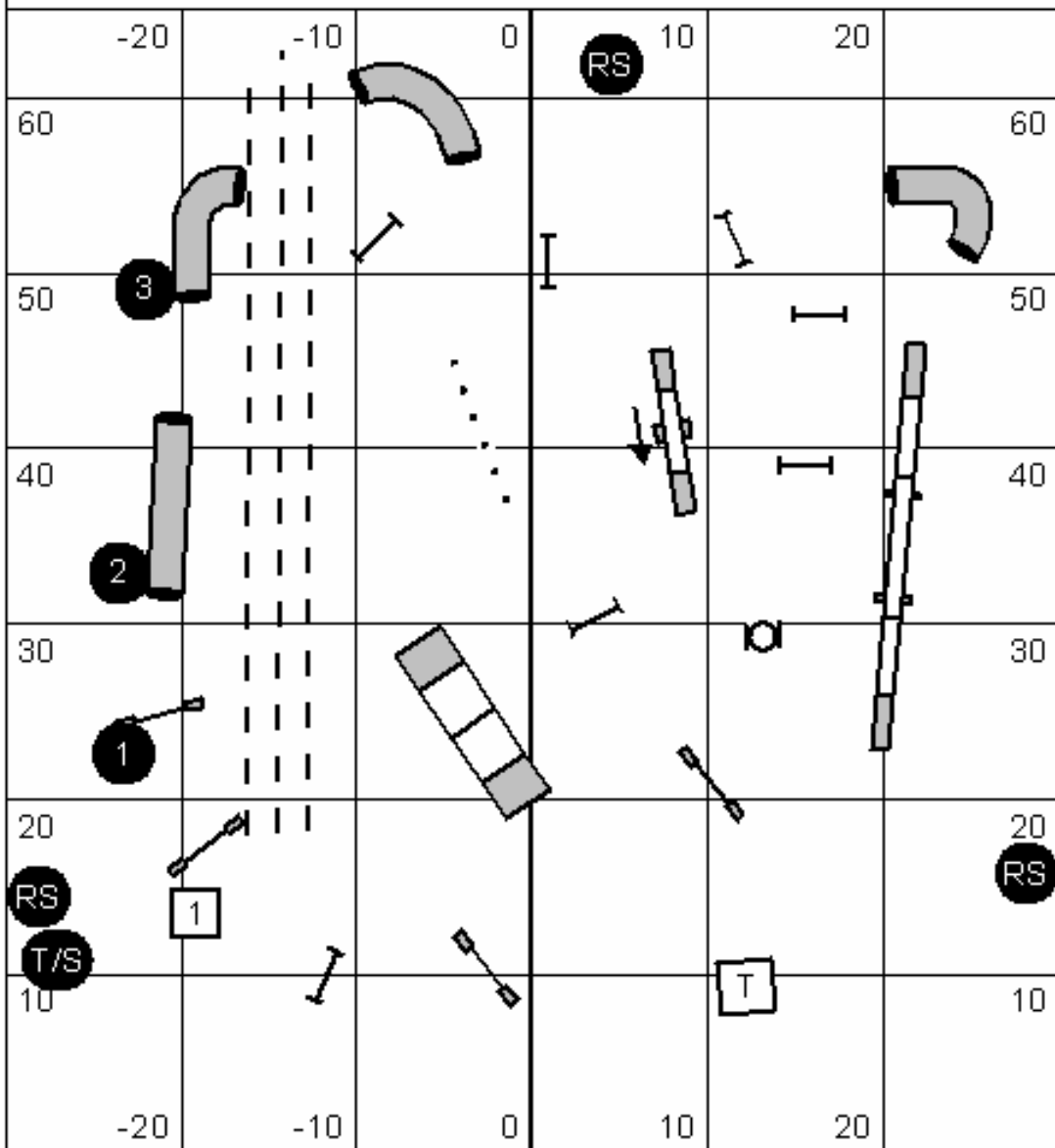
Scored points then time. All dogs should receive a time.

Points must be earned in blocks of 16, so the score will be one of: 16, 32, or 48. If a dog earns more than 16 points in a point accumulation, or attempts a gamble with less than 16 points or faults a gamble then ALL points are lost and the score is 0.

QUALIFYING CRITERIA-

GIII = 48 points GII = 32 points GI = 16 points

Greater St. Louis Agility Club
 Go for Broke Game #2 March 31, 2007 (Saturday)
 Judge: Laura A. English



Time starts with jump "square 1" & stops with table-
 table is "LIVE" as soon as clock starts.
 Pts. needed to Q: III-48pts. II-32pts. I-16pts.
 Scored points, then time
 Jumps-1pt. Tunnel & Tire-3pts. Contacts & Weaves-5pts.
 2 ft. between gamble lines.