



This is a point accumulation game with elements of Snooker and Jackpot/Gamblers. There is an opening followed by a prescribed closing sequence. There are sequences on the course that require the dog to work away from the handler.

In the opening, the team must successfully complete a short gamble sequence in order to earn the right to attempt a closing (or colored) obstacle (the obstacles numbered 2 through 7). The team must successfully complete 3 gamble sequences and attempt 3 closing obstacles before attempting the closing sequence in its entirety.

The team may do any gamble sequences in any order (e.g., the 5-point, then the 20-point, then the 10-point), and may repeat gamble sequences. Once a gamble sequence is attempted, it must be completed successfully before the team may attempt a closing obstacle. Successful completion includes the handler remaining outside the containment box at all times until the dog completes the sequence, and no faults by the dog. The only exception is in the event of a knocked bar. If a bar is knocked down, the team must immediately move on to and successfully complete another gamble before continuing to a closing obstacle. Knocked bars will not be reset. In the event of an off-course while performing the gamble, the gamble must be restarted in order to earn points and move on.

Only those obstacles in the closing sequence (#2 to #7) may be attempted between gamble sequences. During the opening, taking more than 1 obstacle between gambles or taking a non-closing obstacle will result in the end of point accumulation, the judge will blow the whistle, and the team must head to the table to stop time.

Faulted obstacles earn no points. Jumps with dropped bars in the gamble sequences will not count for points in the opening, but will count for points IN THE CLOSING if and only if the dog runs between the stanchions in the correct order and in the correct direction of flow. In the closing, faulting an obstacle or taking an off-course ends point accumulation, the judge will blow the whistle, and the team must head to the table to stop time.

The 10-point gamble sequence must be performed in the flow and sequence directed by the judge; the 5-point and 15-point gamble sequences are bi-directional, but must be taken in flow. During the opening period, all closing obstacles are bidirectional in the opening except for the teeter and chute; the combination obstacles may be taken in either direction of flow. All closing obstacles must be performed in the order and flow directed by the judge during the closing. The four-paw safety rule does not apply and refusals will not be faulted. Weaves must be completed to earn points; multiple attempts to complete the weaves are allowed.

Big dogs (16" and 12") will have 55 seconds; small dogs (8" and 4") will have 60 seconds. Time begins when the dog crosses the start line and ends when the dog has one paw on the table. The table becomes live only when the team begins the closing sequence. The timer will blow a whistle and the team must head to the table to stop time. Point accumulation ends when the whistle blows. To qualify, the team must have a time and must earn the following minimum number of points:

- Games I – 26
- Games II – 32
- Games III – 39