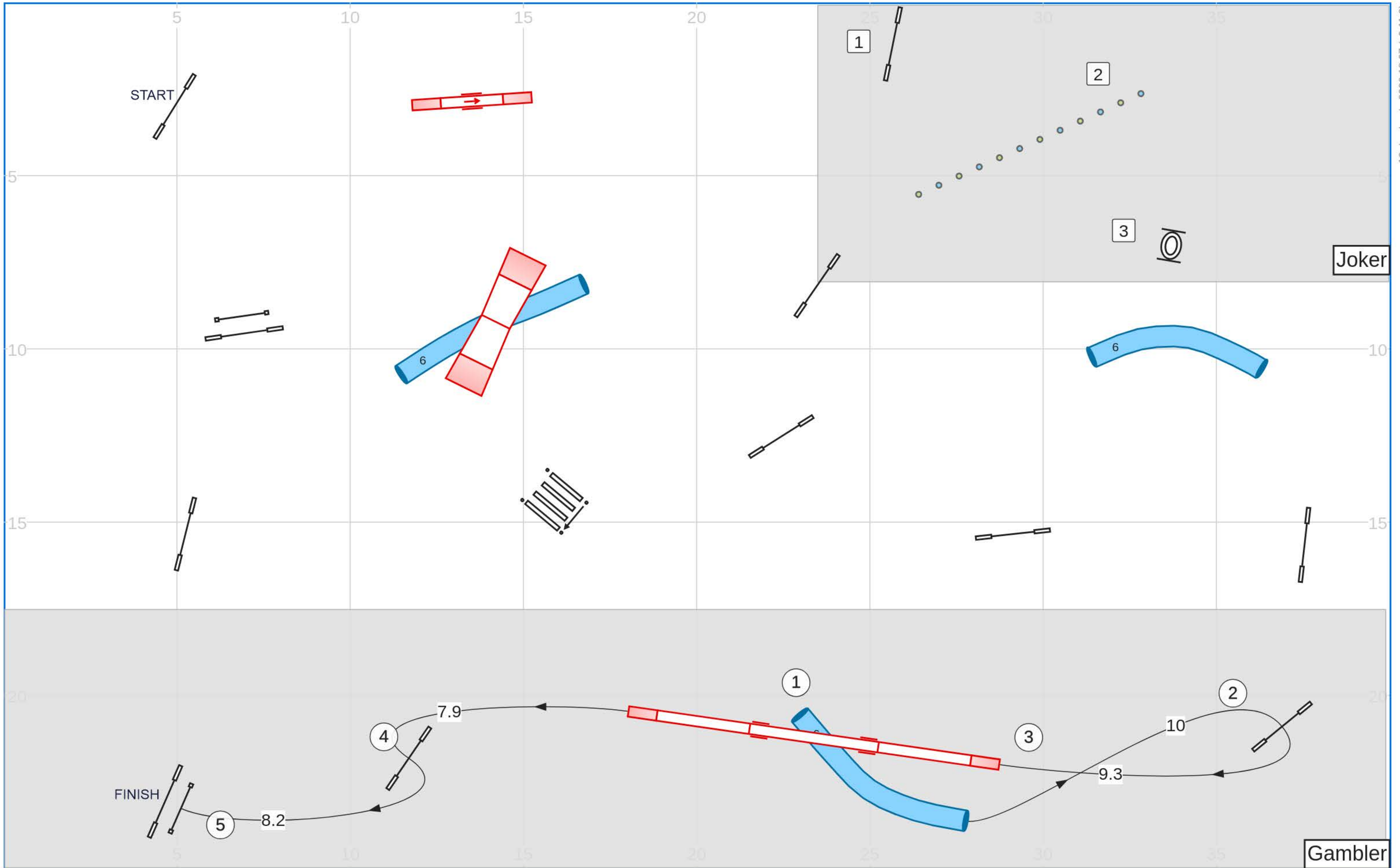


WAC 2026 - Gambler - Daniel Menendez



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Longitud del recorrido (m): 53.1

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Gamblers Briefing – WAC26 (Spain)

Judge: Daniel Menendez - Spain

1. General Rules

- Gamblers is a point-accumulation game consisting of two parts:
 - the Opening Sequence; and
 - the Closing Sequence (Gamble).
- Obstacles are assigned the following values:
 - Hurdles = 1 point
 - Tunnel | Tyre | Long jump | Spread Hurdle = 3 points
 - A-Frame | See-Saw | Weave Poles = 5 points
 - Dog-walk = 7 points
- Joker / Gamble Successfully Performed – The points for each obstacle are achieved, plus a bonus as below:
 - Joker Bonus Points = 5 points
 - Gamble Bonus Points = 10 points
- The object of the game is to earn the highest score within the course time and then stop the clock by performing the last Gamble obstacle before the second horn.
- The risk-strategy of the game requires the handler to determine how many points they can achieve in the opening sequence and still leave time to be in the correct position to start the closing sequence (Gamble) once the first horn sounds.

2. Course Time

- Course times are:
 - Opening Sequence:
 - Maxi (600 mm) and Large (500 mm): 36 seconds
 - Midi (400 mm): 38 seconds
 - Mini (300 mm) and Toy (250 mm): 40 seconds
 - and
 - Closing Sequence (Gamble):
 - Maxi (600 mm) and Large (500 mm): 15 seconds
 - Midi (400 mm): 16 seconds
 - Mini (300 mm) and Toy (250 mm): 18 seconds

3. Start and Finish

- The start hurdle is valued at one point, is bi-directional, and starts the time on the run.
 - A knocked bar on the start hurdle will be zero points for that hurdle.
- The finish obstacle is part of the closing sequence (Gamble), and if faulted, no points will be awarded for that obstacle, and no Gamble Bonus points may be earned.

4. Opening Sequence

- Start on electronic timing over the first hurdle and is worth 1 point (is a normal hurdle that can achieve points twice for successful performance).
- Points can be earned only twice (2x) for every successfully performed obstacle. If a dog performs an obstacle for a third or fourth time during the opening sequence, points are not awarded. There is no penalty for doing an obstacle more than twice (2x), other than the time wasted.
- Refusal will not be judged in the opening sequence.
- No obstacle (including hurdles) will be awarded points if done back-to-back (successful or unsuccessful).
- The judge will call out points for successful performance on any obstacle.
- The A-frame, Dog-walk, and See-saw are contact obstacles.
 - The performance of two consecutive (one after the other) contact obstacles (contact to contact) is not allowed. In such case, successful performance will bring points only for the first obstacle completed (if without fault).
- Contact obstacle to weave poles or weave poles to contact obstacle is allowed.
- Hurdles, displaced by a dog, are not rebuilt and stay down until the end of the round. These will not score points for the rest of the game. This includes the obstacles that are in the closing sequence (Gamble).
 - If the bar of a hurdle that is part of the closing sequence (Gamble) has been displaced at any time (opening or closing sequence), then the competitor cannot receive the Gamble Bonus points for a successful Gamble; they will keep points achieved in the opening sequence, and they will keep points from any individual Gamble obstacle that is successfully completed during the closing sequence (Gamble).
- During the opening sequence, a competitor cannot use two or more Gamble obstacles in sequence that are numbered one after the other.
 - Meaning you cannot practice No1 and then No2 of the closing sequence (Gamble) in order, or practice No2 and then No3 of the closing sequence (Gamble) in order, etc. If you do this during the opening sequence, you will be awarded the individual obstacle points for each Gamble obstacle (if successful), and the penalty will be that no Gamble Bonus points can be earned during the closing sequence.
 - The dog could take for example: the No1 Gamble obstacle and the No3 Gamble obstacle and achieve points for each in the opening sequence and be ok.
 - The dog may take, for example: No2 and then No1, or No4 and No3.
 - A Gamble obstacle attempted in the opening sequence, that is a hurdle, and the bar is dropped, the chance to achieve the Gamble Bonus will be lost.
- It is not allowed during the opening sequence for the competitor to stand without action (loitering) near the start of the closing sequence (Gamble) or to perform obstacles close to the start of the closing sequence (Gamble) that are not giving points while waiting for the first horn to signify the end of the opening sequence and the start of the closing sequence (Gamble). Penalty will be End of Game, and no more points can be awarded, including losing the chance to gain the Gamble Bonus (points up until End of Game – including any Joker Bonus will be kept).
- If a dog is on or over an obstacle when the first horn for the start of the closing sequence (Gamble) sounds, points are awarded if it is clear to the judge that there can be no fault in completing the intent of the obstacle (for example, dog is already in the air over a hurdle and the bar did not fall).
- If a dog is taking non-Gamble obstacles (one or more) “after” the “first” horn, as they make their way to the start of the first Gamble obstacle in the closing sequences (Gamble), no points are awarded and they are just wasting time.
 - If they take Gamble obstacles on their way to start the first Gamble obstacle of the closing sequence (Gamble), as long as not two obstacles in Gamble sequence order, again no points, and just wasting time.
- No more points will be awarded for obstacles in the opening sequence after the “first” horn, and points achieved during the opening sequence are kept (including any Joker Bonus) whether the closing sequence (Gamble) is successful or not.

5. Opening Sequence – Joker

- There is a Joker sequence that can be completed for 5 Joker Bonus points during the opening sequence, but the Joker Bonus points can only be awarded once.
- Attempting to achieve the Joker Bonus is optional.
- Each obstacle within the Joker is worth the normal point value. Only if all are completed successfully and with the handler behind the line will a 5-point Joker Bonus be added.
- The handler may choose to complete the Joker while standing behind the distance line, and if they complete the Joker successfully from behind the distance line, and each Joker obstacle is completed successfully without fault (while the handler stays behind the line), then they are awarded a Joker Bonus to the value of 5 points.
- All obstacles within the Joker sequence must be completed in order and set direction and without Fault, with the handler staying outside the distance handling zone (line) to achieve the Joker Bonus.
 - Any Refusal of an obstacle within the Joker is not faulted and may be corrected.
 - If the Refusal is corrected (fixed) and the obstacle is completed successfully – then the Joker Bonus can still be awarded.
- If the Handler attempts the Joker from behind the line and then sees the dog is not going to be successful from a distance, the handler may cross the line and direct the dog to complete the obstacles in the normal manner of any other obstacle within the opening sequence, and as normal, will achieve points for any obstacle completed successfully (no more than twice for points).
- In any case, the Joker obstacles may be scored no more than twice for points, either in the normal manner (same as any other obstacle in the opening sequence), or once in the normal manner, and once while earning the Joker Bonus.

6. Closing Sequence (Gamble)

- The time for the closing sequence (Gamble) starts once the “first” horn sounds to signify the end of the opening sequence.
- A successful closing sequence (Gamble) performance and achievement of the Gamble Bonus requires both the handler and dog to be on the “correct” sides of the Gamble-line (marked on the ground), and then requires the dog to successfully complete all the Gamble obstacles in the order and direction set by the judge, “before” the final horn.
- If the handler and/or dog is already inside the Gamble area (past the Gamble line) when the first horn sounds for the end of the opening sequence, then the dog (and handler) must return to the correct side of the Gamble line to get in position to start the performance of the first obstacle of the closing sequence (Gamble). They may take a Gamble obstacle (for no points) while returning to the correct side, but they must not violate the rules that prohibit sequencing more than one Gamble obstacle specified under Opening Sequence.
 - In such case, the handler cannot be faulted for crossing the Gamble-line until they have crossed to the correct side of the Gamble-line and are ready to start the performance of the closing sequence (Gamble).
- Once the handler and dog is on the correct side, if the handler steps over the Gamble-line during the dog’s performance of the closing sequence (Gamble), then no Gamble Bonus points can be achieved.
 - Although stepping over the Gamble-line with any part of the foot will mean loss of the Gamble Bonus, it will be OK for arms and hands to cross the Gamble-line.
 - However, once a handler has crossed the Gamble-line with part of their foot, they can still achieve the points for the successful completion of individual Gamble obstacle.
- If the bar of a hurdle that is part of the closing sequence (Gamble) has been displaced, either during the opening or closing sequence, then the competitor cannot receive the Gamble Bonus points.
 - In this case, when the Gamble Bonus is lost, the competitor should still attempt the closing sequence (Gamble), and send their dog between the hurdle uprights (no individual points will be awarded for the hurdle with the displaced bar), but they can still achieve individual obstacle points for other Gamble obstacles completed successfully.
- When the Gamble Bonus is lost, points achieved in the opening sequence are kept (including any Joker bonus), as are points for any individual Gamble obstacles in the closing sequence (Gamble) that are completed successfully.

- When the Gamble Bonus points are lost, the minimum requirement is the performance (attempt) of the first obstacle in the closing sequence (Gamble) and the finish obstacle to stop the clock, under penalty of Elimination (zero points).
- Refusals are judged during the closing sequence (including running past an obstacle) and will result in the loss of the Gamble Bonus and loss of points for that individual Gamble obstacle that was refused, and loss of points for all subsequent Gamble obstacles - unless the Refusal is fixed.
 - If the Refusal of a Gamble obstacle is fixed, still zero points for that individual obstacle; however, the remaining Gamble obstacles may be completed for points (if successful).
 - If the Refusal in the closing sequence (Gamble) is not fixed – then no more points can be scored in the closing sequence (Gamble) for individual Gamble obstacles.
 - In all cases, if a Refusal is fixed or not fixed, a Refusal during the closing sequence (Gamble) will result in the loss of the ability to achieve the Gamble Bonus.
- If a dog is attempting a Gamble obstacle when the final horn sounds, the judge will say it was a successful attempt if they are certain that no fault can occur while completing it (a dog still in the air over a hurdle bar will be successful, if the bar is not displaced).
- If during the closing sequence (Gamble) the second horn sounds (time is expired) before the dog takes the finish obstacle to stop the clock, this will signal the end of the round. In this case, points achieved during the opening sequence (Gamble) are kept (including any Joker Bonus), and any individual points for Gamble obstacles achieved during the closing sequence (Gamble) are kept; however, no Gamble Bonus points can be awarded.

7. Points Awarded in the Closing Sequence (Gamble)

- Each Gamble obstacle within the closing sequence (Gamble) is awarded points for successful performance in the correct sequence before the final horn, if they are performed correctly without Fault.
- All Gamble obstacles that are correctly performed in the correct order and sequence set by the judge before the final horn, without a Fault or Refusal, while the handler stays behind the Gamble Line, will achieve 10 Gamble Bonus points.

8. Stopping the Clock and Scoring

- During the Closing Sequence (Gamble), if the dog does not stop the clock by jumping the finish obstacle, then the time awarded will be 999.99 seconds, and all points achieved can be kept, but no Gamble Bonus points will be awarded.
- If the dog does not stop the clock by jumping the finish obstacle, and the handler uses their hand or part of their body to stop the clock, then Elimination will apply and zero points will be given.