

## **Go for Broke**

This game is played opposite traditional gamblers. This game starts with a gamble which must be completed with the handler behind the closest containment line. (No points are earned for the gamble.) If completed successfully, this allows the team to go on to accumulate points.

Points are earned as follows:

Jumps = 1 point

Tunnels & Tire = 3 points

Contacts & Weaves = 5 points

Once the team has earned at least one point, it may attempt the gamble a second time, this time with the handler behind the second containment line. If successful, the team may again accumulate points, which will now be worth double value. Again, once the team has earned at least 1 point, the gamble may be attempted from behind the third containment line. If successful, points may again be earned and will now be worth three times their initial value.

Once the dog enters the "A" tunnel, the gamble must be successfully completed from behind the appropriate containment line before any additional points may be earned. If the gamble is faulted, it must be reattempted until successfully performed. (A knocked bar will incur a fault requiring the team to reattempt the gamble. On subsequent attempts the dog should be directed through the stanchion.)

Obstacles may not be performed back to back for points and may be taken no more than twice in any one point accumulation period. (The time between each gamble being a point accumulation period.)

Small dogs (4/8) will have 55 seconds to accumulate points. Big dogs (12/16) will have 50 seconds. No points will be earned after the whistle. Time stops on the table. The table is LIVE at all times.

### **Qualifying**

Games 1: 16 points

Games 2: 32 points

Games 3: 48 points

	10	20	30	40	
90					90
80					80
70					70
60					60
50					50
40					40
30					30
20					20
10					10
	10	20	30	40	
<p>Go For Broke - all levels  Margaret Hendershot  Dog Training Club of St. Petersburg  July 19, 2009</p>					

