



# ANKC - GAMBLERS JUDGES SCORESHEET

Club: Best DTC Inc. Date: 4/09/2010 Judge: Mr V Goodjudge Class: Novice SCT 65 sec

| Cat No | Point Accumulation Period Points (Q: N 20+ / E 25+ / M 30+ )<br>e.g.: 1-3-1-3-2-1-4-1-1-3-2-3-1-2-etc | Sub Total | Gamble Points   |           |           |      |       | Course Time | Total Points |       |       |     |   | QUAL | PLACE |
|--------|---|-----------|---|-----------|-----------|------|-------|-------------|--------------|-------|-------|-----|---|------|-------|
|        |   |           | Circle qty of obstacles: 4 5 6 7  | Sub total | Sub Total | 0-39 | 40-44 |             | 45-54        | 55-71 | 72-85 | 86+ |   |      |       |
| 201    | 1 3 3 1 2 4 1 2 3 1 2   | 23        | 2 <sup>2</sup> 4 <sup>4</sup> 6 <sup>6</sup> 8 <sup>20</sup> 10 <sup>30</sup> 12 <sup>42</sup> 14 <sup>55</sup> | 20        | 61.87     |      | 43    |             |              |       |       |     | ✓ |      |       |
| 202    | 2 4 4 1 2 3 1 2 3   | 22        | 2 <sup>2</sup> 4 <sup>4</sup> 6 <sup>6</sup> 8 <sup>8</sup> 10 <sup>10</sup> 12 <sup>12</sup> 14 <sup>14</sup>  | 2         | 64.89     | 24   |       |             |              |       |       |     |   |      |       |
| 203    | 3 3 1 1 2 1 2 1 2 2   | 18        | 2 <sup>2</sup> 4 <sup>4</sup> 6 <sup>6</sup> 8 <sup>8</sup> 10 <sup>10</sup> 12 <sup>12</sup> 14 <sup>14</sup>  | 12        | 71.12     | 30   |       |             |              |       |       |     |   |      |       |
| 204    | 1 3 3 1 2 4 1 2 3 1 2   | 23        | 2 <sup>2</sup> 4 <sup>4</sup> 6 <sup>6</sup> 8 <sup>8</sup> 10 <sup>10</sup> 12 <sup>12</sup> 14 <sup>14</sup>  | 0         | 62.56     | 23   |       |             |              |       |       |     |   |      |       |

- Obstacle Points:**
- Jumps (Single bar) = 1
  - Tyre / Tunnels / Broad Jump / Spread Jump / 4 Weave Poles = 2
  - Dog Walk / A-Frame / See Saw / 8 Weave Poles = 3
  - 12 Weave Poles = 4

### Point Accumulation Period Points:

The Judge calls out the point number for each obstacle the dog successfully completes. Write each number down in Point Accumulation Period Points section. Add all the points together and put this figure in the Point Accumulation Period Points Sub Total column.

### Gamble Points:

The Judge calls out the point number for each obstacle the dog successfully completes. Circle the number in the Gamble Points section. If a dog faults in the Gamble section put a line through that number. Refer to the superscript number in the last box circled and put this number in the Gamble Points Sub Total column, e.g. if last number circled is 8 (4<sup>th</sup> Gamble obstacle) then the superscript number is 20; this is the sub total.

**Course Time:** Write the course time the dog has achieved in the Course Time column.

**Total Points:** Add Point Accumulation Period and Gamble Points together. Write this figure in the appropriate Total Points column.

### To Qualify a dog must:

- a) Score equal to or greater than the Point Accumulation Points designated for that class, e.g. Novice = 20 or more points, **AND**;
- b) Successfully complete all Gamble obstacles, **AND**;
- c) Complete the course (Point Accumulation Period + Gamble Period) in equal or less than the Standard Course Time for that class.

**Example for Novice:** Point Accumulation Period Points = 20, Gamble Points = 20, Standard Course Time = 65 seconds or less