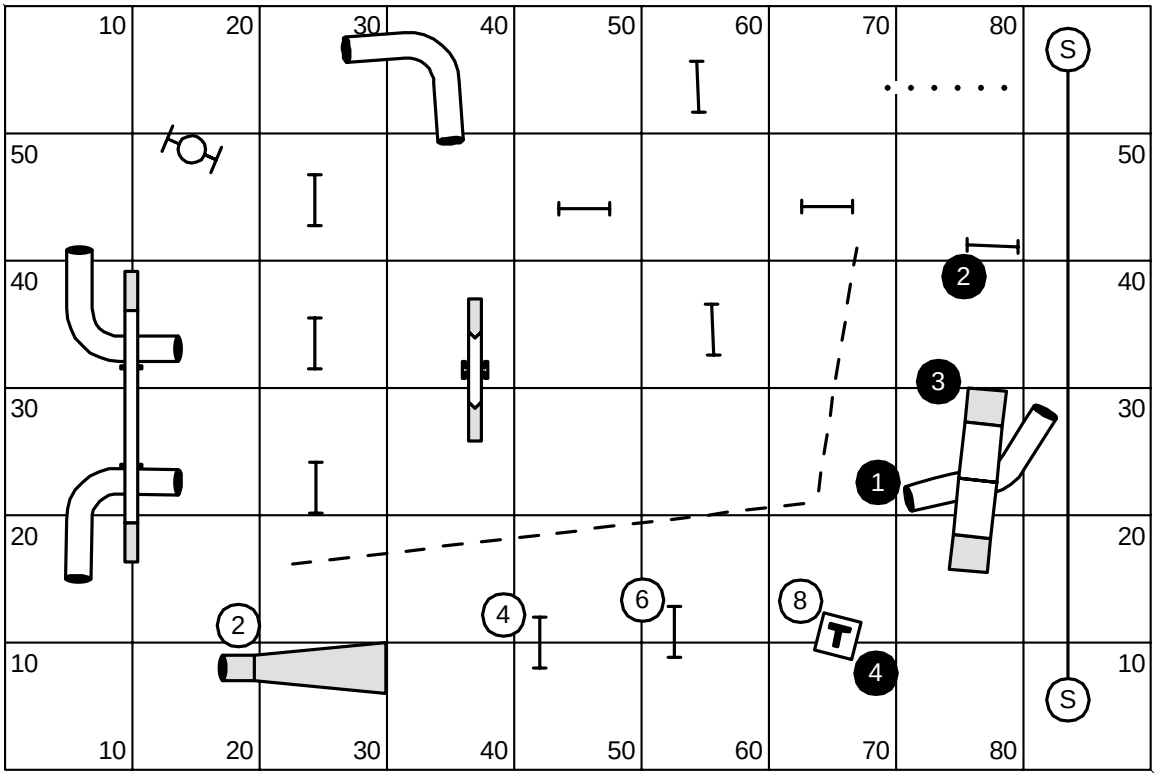
Double or Nothing



Briefing

Double or Nothing is similar to the standard Gamblers game, there will be a point accumulation period (35 seconds) followed by a gamble period (25 seconds). During point accumulation the value of obstacles shall be: 1 point for jumps; 3 points for tunnels, weave poles, and tire; 5 points for contact obstacles

During the gamble period there are two gambles; however, the team only needs to perform the first of the two. Successful completion of the first gamble earns the dog bonus points up to the point that the dog faults the gamble, or time expires. The dog will earn the value indicated by the white numbers on the course for each obstacle successfully completed.

If a handler is very daring and wants to win the class hands down, he goes for double or nothing. Upon completion of the first gamble, the handler must declare, “Double!” and attempt the second gamble in the remaining gamble time (the sequence indicated by the black numbers). Successful completion of the second gamble automatically doubles the entire accumulated score. Failure to complete the second gamble results in the loss of all accumulated points.

Double or Nothing is scored points then time. Time is used only to break a tie in points. The winner is the team with the most points, or in the case of a complete disaster, the fastest team to get 0 (zero) points.