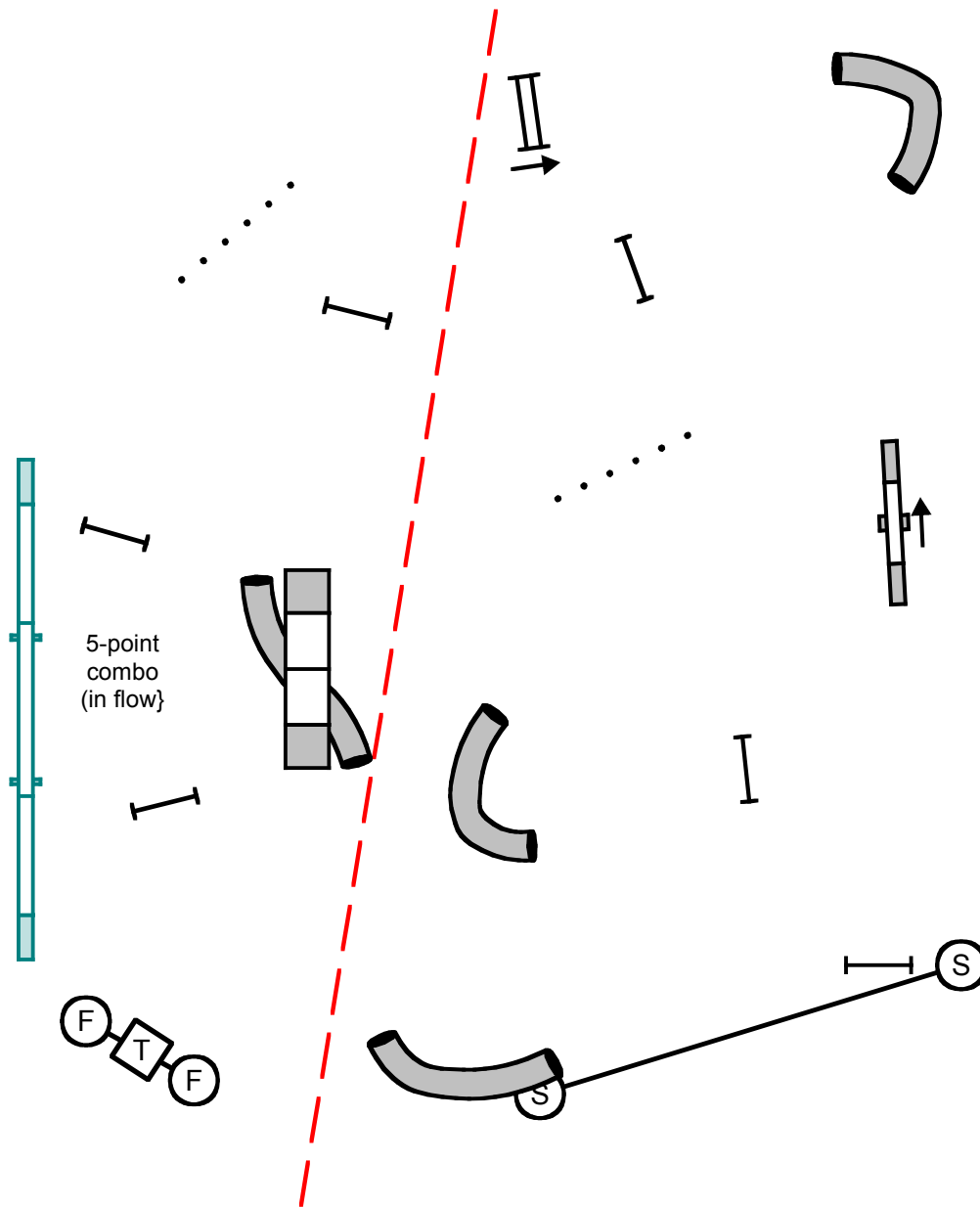


CPE Nontraditional Gamblers  
 Mark Giles, 12-19-10, All Dogs



**Jackpot Briefing:**

I thought this was an interesting take on the concept of the gamble. Have fun with it and see what you can do from "behind the line."

Jumps count 1, except for the combo and the double. The seesaw, the combo jumps, and the double count 5. Everything else counts 3 (tunnels and short weaves). The table stops time.

The dogwalk was not originally a part of this course.

To qualify, you need a total of somewhere between 32 (for Level 1) and 44 points (for Levels 4, 5, and C).

Any obstacle performed while the handler is on the opposite side of the line earns double points. You can double each obstacle only once (a second attempt will net you the regular points). You need not double any obstacles to qualify. Once the whistle blows, you can still earn points on your way to the table, but if you are not at the table before your SCT (standard course time), you will not qualify. The table becomes live at the first whistle.

	Big Dogs	Little Dogs
Opening	30 secs	35 secs
Closing	12 secs	15 secs