



JUDGE'S CARD GAMBLER'S CHOICE

Class # _____ Name of Class _____

To be driven over a course of unnumbered obstacles each carrying a specific point value. Each driver has the same amount of time to negotiate as many obstacles as possible. 2. Each obstacle is assigned a point value according to its degree of difficulty and each driver tries to amass as high a score as possible within the time allowed. 3. After passing through the starting line, the driver may drive through the obstacles, in any order, from any direction. Each obstacle may be driven twice, but not in succession. If driven a third time, no points will be awarded. 4. No obstacle may be redriven once it has been disturbed. (Exception: obstacles which are designed to be knocked down.) 5. No points will be awarded for an incorrectly completed obstacle. If the obstacle is incorrectly driven, but not disturbed, it may be attempted again. 6. In this class the circling rule does not apply. If a horse should refuse or run out at an obstacle without disturbing it, the driver may elect not to attempt it and may drive to another obstacle without penalty. The obstacle may be attempted later, and if correctly driven, the appropriate points will be recorded. 7. A signal will sound at the end of the allowed time and the driver must then exit through the finish markers when the total time on the course will be recorded. 8. If the signal sounds when the competitor is committed to an obstacle, the competitor may complete the obstacle and receive the appropriate points, then proceed through the finish markers for total time to be recorded. Whether or not the competitor was committed to the last obstacle at the signal will be left to the discretion of the judge. 9. Placings are determined on a high score basis. Time will decide ties. If a tie occurs in both points and time, the winner will be decided by a drive off.

Entry	Write in element name and point values										score	less penalties	total	time	place	

Judge's Signature: _____