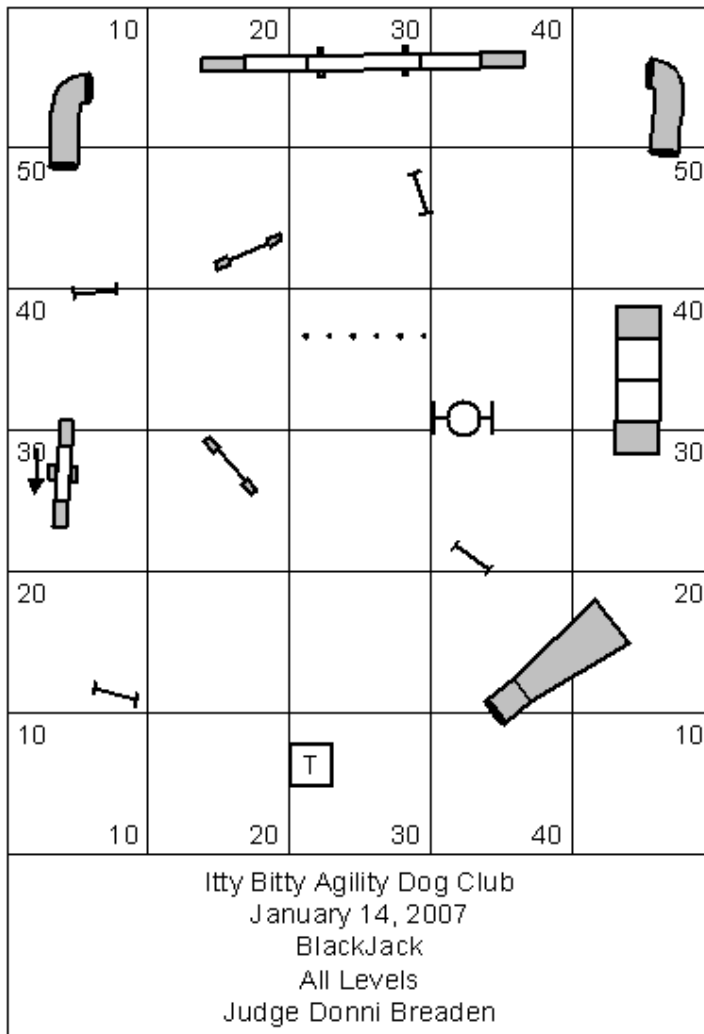


Black Jack

Created by Jonathan Brown



Briefing

The purpose of this game is to accumulate 21 points in the fastest time. Accumulating more than 21 points disqualifies the team.

At least one corner, one side, and one jump must be completed successfully. Corners are typically made from tunnels placed in the corner of the course; sides are contacts and weaves poles, which are placed along the side of the course. The jumps are arranged in the random fashion in the middle.

Dog will start on the table, times starts when the dog leaves the table and a foot touches the ground. The order of the obstacles will be the handler's choice.

No contacts may be taken back to back. At least one obstacle must be taken between contacts, whether successful or not. Four paws are required for commitment to any contact obstacle. No obstacle may be successfully performed more than twice for points.

Dogs shall accumulate points within a time established by the judge, usually 60 seconds. If 21 points are accumulated under time limit set by the judge, the dog and handler go to the table to stop time.

Scoring

Blackjack is scored points then time. The highest point's value fewer than 21 wins. A team scoring more than 21 points is eliminated. If two or more dogs have the same number of points, then time breaks the tie.

Points are awarded as follows:

Jumps – 1 point

Tunnels and Tires – 2 points

Contact Obstacles – 3 points

Weave Poles – 4 points

Qualifying and Titles

Game I = 21 points in 60 seconds

Game II – 21 points in 55 seconds

Game III – 21 points in 50 seconds