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 jump, one round thing and one contact must be completed successfully. The team starts behind the start line and finishes on the table. Mr. Banks' rule applies—table is live after team accumulates at least one point.

No contacts may be taken back to back; at least one obstacle must be taken between contact obstacle attempts whether successful or not. Obstacles other than contacts may be taken back to back. After taking obstacles two times for points, there is no penalty for taking them again to create flow for your dog. Obstacles may only be performed twice for points.

Teams have 60 seconds to accumulate points; however, they may go to the table to stop time at any time when they think they have 21 points.

Faults: Correct performance of an obstacle is required to earn the points. Dropped bars and missed contacts are faults. Weave poles must be completed as a unit **once successfully entered**. You may abandon weaves at any time but must attempt another obstacle before attempting weaves again.
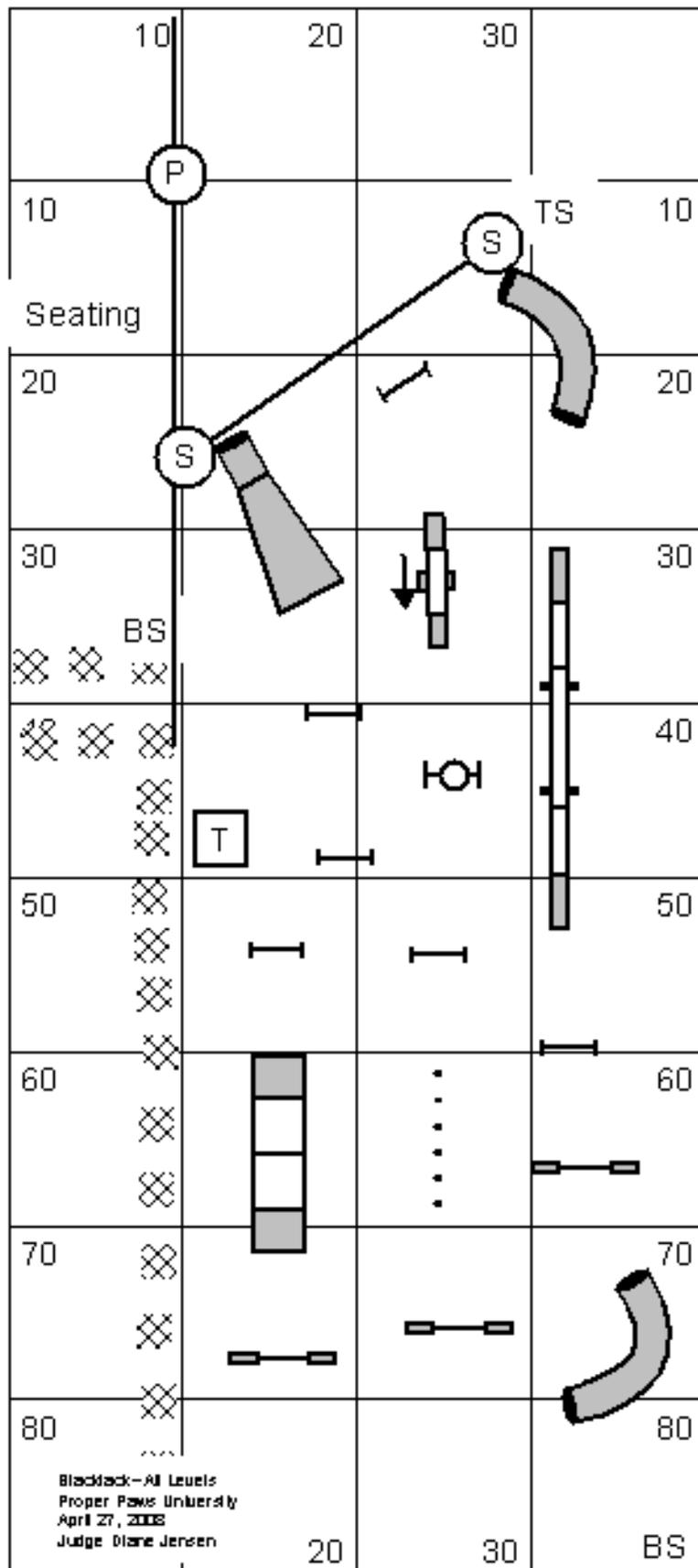
Scoring: Blackjack is scored points then time. Point value of 21 wins; if no dog has a score of 21, the dog with the highest point value under 21 wins. A team scoring more than 21 points is eliminated. If two or more dogs have the same number of points, then time breaks the tie.

Points are awarded as follows:
  ► Jumps   1 point
  ► Round things (tunnels, tire & chute)   2 points
  ► Contact obstacles   3 points
  ► Weave poles   4 points

Qualifying:
  Games I   21 points in 60 seconds or less
  Games II   21 points in 50 seconds or less
  Games III   21 points in 40 seconds or less

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Seating

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Blackjack—All Levels
Proper Paws University
April 27, 2008
Judge Diane Jensen

80

20   30   BS

Volunteer Briefing

Timer: Set the electronic timing system to blow the horn at 60 seconds. You will need to manually start the time when the dog crosses the start line and stop the time when the dog hits the top of the table with the first paw. The table will be live as soon as the dog earns one point. SO you will have to watch carefully for when to stop time. If the time doesn't start, please sound the horn immediately to stop the run. You will need to tell the scribe the dog's time before the next dog begins its run.

Scribe: I will be calling out numbers (1-2-3-4). You do not write anything if I call fault.
When time has ended for this run by the dog going on the table, write the time as indicated by the timer on the scribe sheet.
If you have any questions, please ask before the next dog starts his run.

Gate Steward: Due to the layout of this course, the next dog should not proceed to the line until the previous dog has finished and is under control. Please have the next dog ready. Please indicate when the last dog of the current jump height enters the ring so we will know when to change bars ("last dog this height"). If a handler has multiple dogs, you may work with the handlers to adjust the run order.

Bar Setters: Do not reset any bars while a dog is on the course. When the dog is headed to the table, you may reset bars and straighten the chute.

Score Table: This is an easy game to score. Add the numbers on the scribe sheet. If they exceed 21, the team is eliminated so no further action needed. If the number is EXACTLY 21, check the dog's time against the time needed for the dog's level. If the dog's time is under the time needed for his level AND he has 21 points exactly, he qualifies. To determine first place, the dog with the fastest time of those obtaining 21 points is the winner. If the dog's score is under 21 points and time is under that required for that level, the highest number of points and the fastest time wins but does not qualify.

Qualifying scores are Games I: 21 points in 60 seconds or less; Games II: 21points in 50 seconds or less; and Games III: 21 points in 40 seconds or less.
Time will be used as a tiebreaker.
Please hold results for me to review before posting them.