

BlackJack

The purpose of this game is to accumulate 21 points in the fastest time. Team will be disqualified if they accumulate more than 21 points.

At least one corner, one side, and one jump must be completed successfully.

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

Once 21 points are accumulated under the time limit set, the dog and handler go to the table to stop time. Table is live at all times.

Scoring

Blackjack is scored points then time. 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
Tunnels and tire – 2 points
Contact obstacles – 3 points
Weave poles – 4 points

Qualifying Criteria

Games I - 21 points in 55 seconds or less
Games II - 21 points in 45 seconds or less
Games III- 21 points in 40 seconds or less

Scribe:

Watch me I will be calling out points. Write points in order across the page such as 1,3, 4, 2. Write down the time the time keeper gives you. Check and make sure it is the right dog for the scribe sheet you have.

Time Keeper:

Start the clock when the dog crosses the start line. Stop time when dog touches the table. Tell the scribe the time so they can write it on the scribe sheet.

Score table:

Add the points from left to right. Dog must have exactly 21 points and under SCT to qualify. Dogs can still place if under 21 points. A team scoring more than 21 points is eliminated. If two or more dogs have the same number of points, time breaks the tie.

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