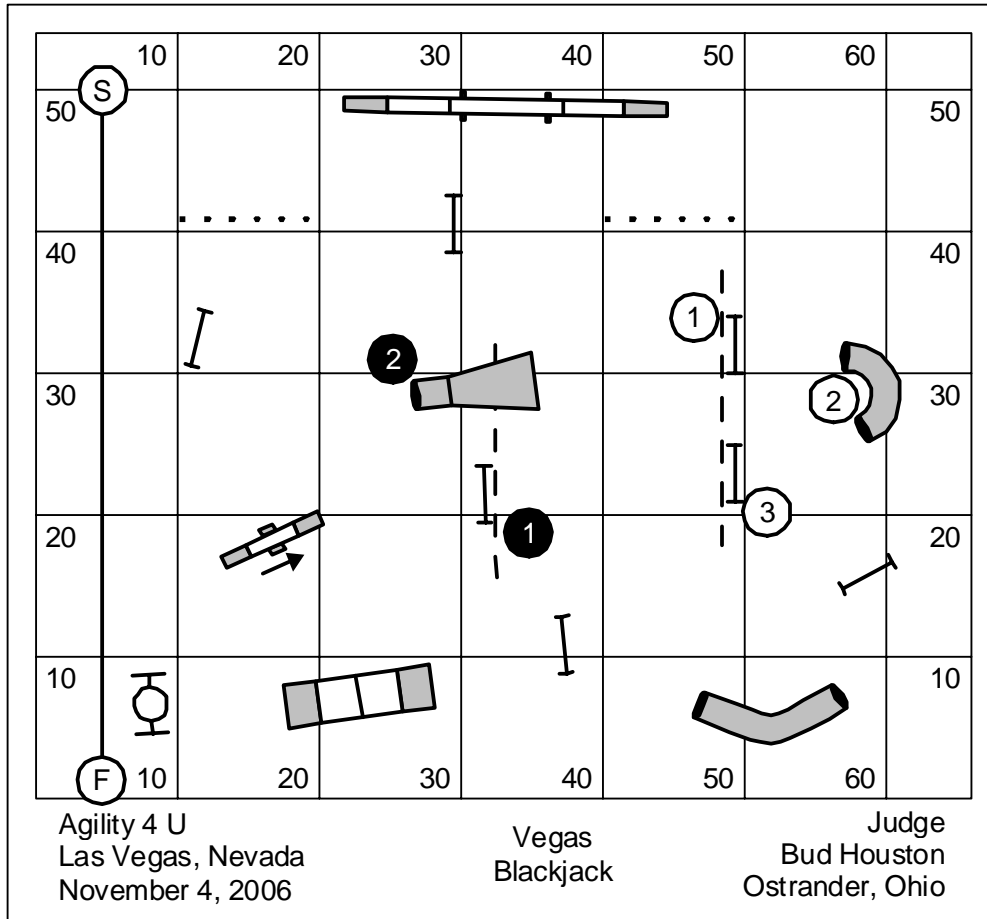


## Blackjack – Vegas variation



### Briefing

The purpose of this game is to accumulate 21 points in the fastest time. Accumulating more than 21 points disqualifies the team. The order of obstacles is the handler's choice. No contact obstacles may be taken back-to-back. At least one obstacle must be taken between contact obstacle attempts, whether successful or not. Four-paws are required for commitment on any obstacle.

No obstacle may be performed more than twice for points. If 21 points are accumulated under the time limit set by the judge, the dog and handler go to the finish line to stop time.

In the Vegas variation two distance challenges are included in the course. After the traditional point accumulation, the team may attempt one of the two gambles on the course. The Ace gamble is worth 11 points, is noted on the course in white numbers. The Blackjack gamble is worth 10 points indicated on the course in black numbers.

A successful performance of a gamble will not be required for the purpose of qualifying. However, if the dog goes over-time in getting to the finish line after the performance of

the gamble, then the bonus for the gamble is lost. Further, if the dog incurs a fault during the attempt of either gamble, then the gamble bonus is lost.

## Scoring

Blackjack is scored points then time. The highest point value wins. 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, tire, 2 points; Contact obstacles, 3 points; Weave poles, 4 points. A team scoring over 21 points is eliminated.

The Blackjack gamble and the Ace gamble are not counted against the required 21 points and are not required for the purpose of qualifying. These bonus points will be used for placement purposes only.

Qualifying criteria: 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.