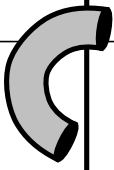
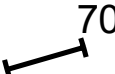



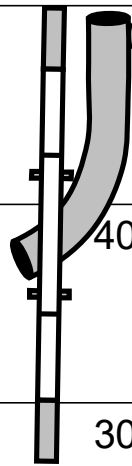
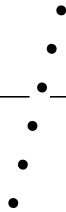





	-10	0	10	
70				
				
60				60
				
50				
				40
40				
				
30				30
20				20
				
10				10
	-10	0	10	

Blackjack 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. No obstacle may be performed more than twice for points. Each team has 50 seconds to accumulate exactly 21 points and go to the table to stop time. The table is live at all times.

Point values are:

Jumps: 1 point

Tunnels, weaves and panel

jump: 3 points

Contacts: 5 points