



Blackjack Briefing:

The objective is to accumulate exactly 21 points in the time allotted (45 seconds for big dogs, 50 seconds for small dogs).

Jumps are worth 1 point; tunnels and tire are worth 2 points, contacts are worth 3 points; weave poles are worth 4 points.

Dog can start with any obstacle; table ends the points gathering period and stops the clock. The table is live at all times. Any obstacle can be performed up to twice for points; contacts and weaves may not be performed back to back, but all other obstacles may be. If dog performs 2 contacts in a row he will not get points for the second one performed. Dogs may go from one contact to another or from weaves to a contact, however. If a contact is faulted it may be immediately tried again, if desired. Points will be given for weaves as long as dog completes them (as in CPE games classes).

Teams earning less than 21 points keep their points; teams earning more than 21 points will have those points over 21 subtracted from a perfect score of 21. The total number of points, after adjustments, will be multiplied by two, then adjusted for dog's skill level (+-5 points) for the official results.