

## **BLACKJACK**

Blackjack is a game which is drawn from the popular gambling card game. It involves strategy and teamwork, and the ability to recalculate should things go wrong. The aim of the game is for the dog and handler combination to accumulate 21 points in as short a time as possible. The handler must start on the start obstacle, decide their own course and complete the obstacles correctly until 21 points have been collected, and then finish the course. Each obstacle is given a points value and the judge will call out the points for each obstacle after it has been correctly negotiated.

The number of contact obstacles to be used is:- one (1) for Grade C, two (2) for Grade B and three (3) for Grade A.

The obstacles on the course are allocated points: Hurdles - 1pt, tunnels, Spread Jumps, Long jump & hoop, - 3pts, Contact Obstacles or 6 weave poles - 5 pts, Weave (12 poles) and combination obstacles -7pts

The dog starts by negotiating the start obstacle as defined by the judge. This may be a scoring or non-scoring obstacle. The judge will specify whether the finish obstacle will score points or simply be a point at which the time stops. Obstacles may be taken in any order and from either direction, with the obvious exception of the seesaw and collapsible tunnel. Obstacles may not be done back to back.

### **SCORING.**

Each obstacle can be scored a maximum of twice, with further attempts not scoring.. Bars are not replaced during the round and those jumps cannot be scored. If during the round the dog takes the denoted finish obstacle, the run is ended and the dog is credited with the points gained up to that time.

### **JUDGING.**

Refusals are not judged in Blackjack. Missed contacts and knocked rails result in that obstacle not being scored. Errors in the weave are not faulted however the weaves must be completed correctly in order to be scored. The judge calls the value of each obstacle correctly completed which are noted by the scribe. If an obstacle is not scored the judge will call "No".

### **QUALIFICATIONS.**

The judge will define an appropriate course length based on the shortest possible course which can gain 21 points. A qualifying time will be calculated according to the course length, using the rate of travel as outlined for agility at each grade. This time must not exceed 50 seconds

All dogs which gain 21 points within the time set by the judge will be awarded a qualification certificate.

The winner of the class is the dog which accumulates 21 points in the shortest time. If no dog collects 21 points, then the highest score less than 21 with the fastest time will win. Any dog accumulating more than 21 points will be disqualified.