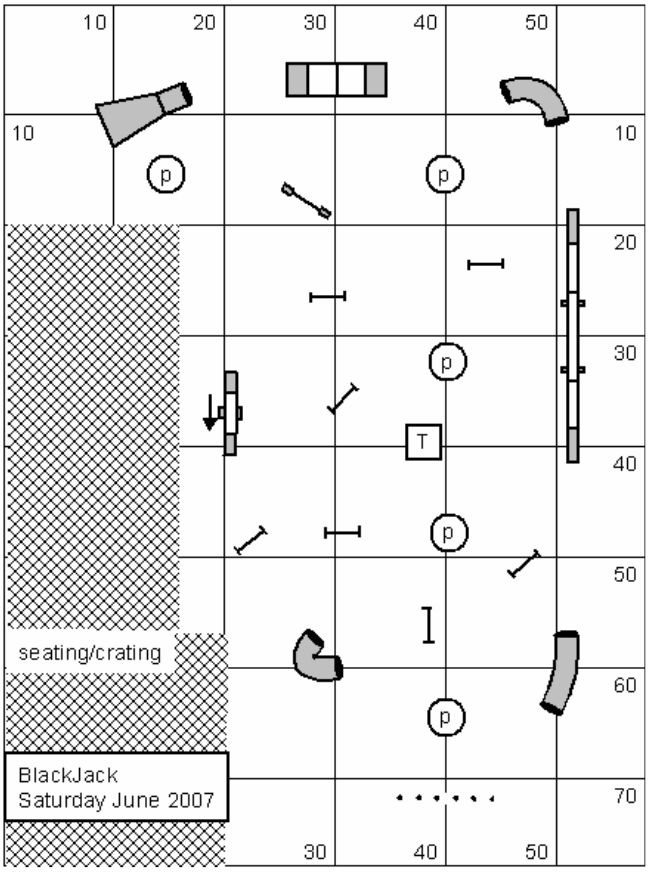
Blackjack

Briefing
The purpose of this game is to accumulate 21 points in the fastest time. Accumulating more than 21 points disqualifies the team.
At least one corner, one side, and one jump must be completed successfully. The judge will choose the first obstacle, but the order of subsequent obstacles will be the handler's choice. The handler must attempt the first obstacle or points that are double the value of the first obstacle will be deducted from the dog's score. 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 to any obstacle. No obstacle may be successfully performed more than twice for points.

Dogs shall accumulate points within 60 seconds. If 21 points are accumulated under the time limit the dog and handler go to the table to stop time.

Scoring
Blackjack is scored points then time. The highest point value fewer than 21 wins. A team scoring more than 21 points is eliminated. If two or more dogs have the same number of points time will be a tiebreaker.

- Jumps—1point
- Tunnels, tire--2 points
- Contact obstacles--3points
- Weave poles—4 points

Qualifying:
Games 1-21 points in 60 seconds or less
Games 2 21 points in 55 seconds or less
Games 3 21 points in 45 seconds or less