



The purpose of this game is to accumulate 21 points in the fastest time. 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.

Points

- 1 Pt - Jumps
- 2 Pts - Tire and Tunnel
- 3 Pts - Contacts;
- 4 Pts - Weaves

If you drop a bar you will get no points and the bar will not be reset. If you miss a contact you will not get any points for that attempt but you can still try again. Weave poles, just get them done.

The finish jump is worth 1 or zero depending on whether you need the point or not.

Blackjack
CDAFG
1-4-25