



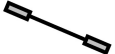
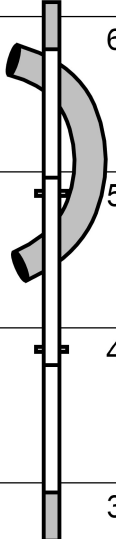






	10	20	30	40	
70					70
60					60
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## 25 Days of Christmas Briefing

Welcome to Christmas Mania! This is played like the game of Blackjack, except that you need to accumulate 25 points (one for each day leading up to Christmas!) instead of 21 points.

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

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

Teams earning less than 25 points (days) keep their points; teams earning more than 25 points (days) will have those points over 25 subtracted from a perfect score of 25.

CDAFG - AgileDogs  
December 20, 2025  
25 Days of Christmas