



2007 TDAAG Petit Prix Judges Briefing



Blackjack

The goal of Blackjack is to earn exactly 21 points in the shortest possible time.

Weaves: 4 points
Contacts: 3 points
Tire/tunnel/chute: 2 points
Jumps: 1 point

Time stops on the table. The table is not live until the whistle or until the handler directs the dog to the table.

You may complete any obstacle twice for points. If any obstacle is faulted, no points will be awarded. The faulted obstacle may be reattempted for points, but you must attempt another obstacle first. If the dog repeats an obstacle without taking a different obstacle, (including back jumping or repeating a faulted contact) no points will be awarded for the repeat performance.

If a jump bar is knocked, it will not be reset and that jump will be out of play for the remainder of the game.

You may do any two obstacles in a row (i.e., contact to contact). Obstacles may not be performed back-to-back (no points will be awarded for the repeat performance).

Weave Poles: Weaves poles must be completed in a single weaving motion. No mid point corrections. If a pole is missed after a proper entry, no points will be awarded and you must attempt another obstacle before reattempting the weaves. If the dog misses the entry, the obstacle has not been attempted and you may start again at the beginning or move on to another obstacle.

Contacts: The four paw safety rule will not be in effect. However, if your dog commits to a contact with all four paws and either bails or otherwise faults the obstacle, you must attempt another obstacle before redirecting the dog to the contact.

The judge will call points of obstacles as they are earned. A call of “zero” will be made for a faulted obstacle or for one that is completed but earned no points (a repeated obstacle or one taken after points were earned twice).

Qualifying: You must have exactly 21 points to qualify. **In addition, you must have at least one 1-point obstacle, at least one 2-point obstacle and at least one 3-point obstacle.** Finally, you must be under SCT for your level. A whistle will blow at the end of 50 seconds (SCT for games 1). If you are in games 2 or games 3, it is possible to earn the necessary points but be over time for your level without hearing a whistle. If you have more than 21 points, the excess will be deducted from 21 to arrive at a final score. (i.e., if you have 23 points, you have 2 excess points and will have a score of 19.)

Games 1: 50 seconds
Games 2: 45 seconds
Games 3: 40 seconds

Scored points then time for placements.