IFCS Gamblers and Snooker Definitions

Gamblers

Gamblers is a point-basis class wherein handlers develop their own strategy for running a course in order to accumulate as many points as possible during the time allotted by the judge. Typically, in planning their run, any obstacle can be performed twice for points and the handler may choose what obstacles they wish to perform and in what order. The judge may impose restrictions on the sequences permissible (e.G., two different contact obstacles may be performed in sequence without first taking a non-contact obstacle) and may specify special challenges to earn bonus points (e.G., a short obstacle sequence where the handler is limited as to their movement or distance from the dog). Additionally, a judge may designate an additional time period during which a special challenge or "joker" (a.k.a., gamble) may be performed for bonus points. At the end of the allotted time, the competitor with the most points is the winner.

Snooker

Named after the billiards game popular in Great Britain, snooker is a point-basis class wherein a handler develops their strategy for accumulating as many points as possible during the allotted time by performing the obstacles in "Snooker" sequence, which is defined by color. The obstacles are labeled as to color (and number). A "Red" obstacle is almost always a displaceable hurdle (required for USDAA titling classes) and a "Color" obstacle refers to an obstacle designated as a color other than red (i.e., yellow, green, brown, blue, pink or black, the only other permissible colors). Colors (i.e., points) are assigned by the judge to the obstacles based upon their relative difficulty, as determined by their nature or by their placement on the course. Point/color associations are shown in the following table:

Color	Point Value
Red	1
Yellow	2
Green	3
Brown	4
Blue	5
Pink	6
Black	7

The snooker class consists of an opening sequence immediately followed by a closing sequence, both of which must be performed in the overall performance time allotted by the judge.

The opening sequence is "Red-Color-Red-Color-Red-Color, and so on until all "Red" obstacles and their following "Color" obstacle have been performed; however, if a "Red" is faulted while performing the sequence, the "Color" opportunity immediately following that "Red" is lost. It is frequently said that you must perform a "Red" successfully to earn the right to perform a "Color" for additional points. No points are earned for faulted obstacles.

Once all "Reds" have been performed (including the "Color" of handler's choice following each "Red" that is successfully performed, the "Closing Sequence" begins. The closing

sequence is "Yellow-Green-Brown-Blue-Pink-Black (i.e., the "Colors other than Red" in increasing point value as defined).

The round is over when the course time allotment expires, when a fault occurs in the closing sequence, an improper sequence of obstacles is performed, or the course has been completed. A competitor's score is the number of points earned during their round.

The maximum score possible in the opening sequence is determined by the number of "Reds" defined in the course plan by the judge. If three "Reds" are defined, then the maximum number of points is 24; if four "Reds are defined, then the maximum is 32 points; and so forth. The maximum can be achieved by performing each "Red" successfully (1 point apiece) and then following each "Red" with the "Black" obstacle, which is worth 7 points each time it is performed successfully. So the maximum points possible in the opening sequence is 8 points times the number of "Reds". The maximum point value of the closing sequence is always 27 points, which is the sum of the Yellow, Green, Brown, Blue, Pink and Black obstacles (2+3+4+5+6+7=27). Therefore, the maximum possible score in snooker is defined by the sum of possible points in the opening and closing sequences. For a course with three "Reds", the highest score possible is 51 points; with four "Reds" it is 59 points; with five "Reds" it is 67 points. Typically, a course will only have three or four "Reds". The number is determined by the judge's course plan. A qualifying score for USDAA title is a minimum of 37 points. Qualifying placements must also be earned for title certification purposes.