



GAMES RULES

SNOOKER

The object of Snooker is to design a course for your dog to score as many points as possible within the maximum course time set by the judge. (See course example/scenarios at end).

The class consists of two sections:

Opening: the dog completes a Red jump (1 point), followed by a coloured obstacle: Yellow (2 points), Green (3 points), Brown (4 points), Blue (5 points), Pink (6 points), Black (7 points). There will be 3 Red jumps to complete followed by a coloured obstacle of choice. Each Red jump can only be completed once.

Once the Opening sequence is completed the dog moves directly onto the Closing sequence.

Closing: the dog completes the coloured obstacles Yellow to Black (2 to 7) in sequential order, as numbered by the judge, before the set course time has elapsed.

If a marked fault occurs or course time has elapsed a buzzer/whistle will sound to signify 'Game Over', the dog should proceed directly to the finish jump to record a time. All points gained up to that point will count.

Placings will be determined by the maximum number of points collected. Dogs with the same number of points will then be placed in order of the fastest time.

Maximum number of points available is 51. (Achieved by successfully completing: Red, Black, Red, Black, Red, Black in Opening, and completing Yellow to Black in Closing within the course time).

Timing/Course Design:

There will be a 'start' and 'finish' jump, which are not included within the course. If these jumps are not taken no time will be recorded and the dog will be eliminated.

The start jump may be bidirectional, at judge's discretion. If the jump is taken again the game will be over.

The finish jump can be taken in either direction as it just stops the timer. This jump is always 'live' and whenever taken the game will be over.

Course time is set at the judge's discretion and runs continually. (There is no time split between Opening and Closing sequences).

A buzzer or whistle will signify a fault or end of course time, once heard proceed directly to finish jump to stop the timer.

If course time expires while the dog is on an obstacle:

- Points will be earned (if successfully completed) *if no fault could occur after the buzzer* (e.g. dog is already on down contact, in last weave pole, or is exiting a tunnel).
- No points will be earned (even if successfully completed) *if a fault could occur after the buzzer* (e.g. dog is only on up contact, at start of weaves, or just entering a tunnel).

The course will include at least 3 Red jumps but may have more at Judge's discretion. Each Red jump can only be used once. Repeating a Red jump will be faulted.

One-directional coloured obstacles (seesaw, spread, long jump), if included, must be taken in correct direction to earn points in both Opening and Closing sequences.

Coloured obstacles may consist of one piece of equipment or a combination of pieces. If a combination:

- Each element will be numbered.
- The Judge will advise in briefing whether elements can be taken in any order or direction in the Opening sequence.
- Each element must be taken in the correct sequential order in the Closing sequence.
- The full combination of elements must be completed to earn points (applies to both Opening and Closing sequence).

GENERAL RULES:

Once time started:

- *3 different Red jumps must be attempted/completed*
- *Each Red jump should be followed by a coloured obstacle of choice*
- *After 3rd Red/Colour attempted/completed, proceed to Closing sequence – Yellow, Green, Brown, Blue, Pink, Black*

In the Opening sequence the same 'coloured' obstacle can be used after each different Red jump (e.g. 1st red, black, 2nd red, black, 3rd red, black).

If a coloured obstacle includes a jump and the pole is knocked, it will not be reset and therefore no further points can be earned for that colour in Opening. If the pole is not reset in time for Closing sequence, dogs must run through uprights to complete and earn points for that coloured obstacle.

If Yellow is used as the coloured obstacle after 3rd (or last) Red jump, it must be completed again to start the Closing sequence

Faults/Refusals:

If a Red jump is knocked down, this jump cannot be used again in the Opening. Proceed to another unused Red jump before proceeding to a coloured obstacle of choice. If there are no Red jumps left proceed directly to Closing sequence (Yellow to Black).

If a Red jump is refused, it can be reattempted.

If a fault occurs on a coloured obstacle in Opening sequence after a successful Red, then this Red/attempted colour will count as one of your 3 Reds (points will be awarded for the Red jump but not the coloured obstacle). Proceed to next Red jump, unless this was your 3rd successful Red or there are no Red jumps left in which case proceed directly to Closing sequence (Yellow to Black).

If a refusal occurs on a coloured obstacle in Opening sequence, it can be reattempted. (e.g. missed weave entry, restart weaves)

If a refusal or fault occurs in Closing sequence, buzzer or whistle will sound, proceed directly to Finish jump to stop time.

Examples of 'Game Over':

A Buzzer or whistle will sound to indicate a fault or course time expired - proceed directly to Finish jump to stop timer (all points earned up to this point will count. Any obstacles taken on way to finish jump will not count).

Opening Sequence:

If a coloured obstacle is taken before the first Red jump.

If a Red jump is completed correctly and then used again (*can be reattempted if a refusal*)

If 2 Red jumps are taken correctly without a coloured obstacle in between.

If 2 coloured obstacles are taken without a Red jump in between.

If a one-directional obstacle is taken in the wrong direction (e.g. long jump or spread)

If the course time is over.

If Start jump taken again.

If the Finish jump is taken early.

Closing Sequence:

If any obstacle not included in the Closing sequence is taken (e.g. a Red jump).

If an obstacle is taken out of numbered or designated combination order.

If an obstacle is faulted or refused.

If the course time is over.

If Start jump is taken again.

If the Finish jump is taken early.

Any Questions please ask the Judge!

EXAMPLE COURSE PLAN AND SCENARIO OPTIONS:

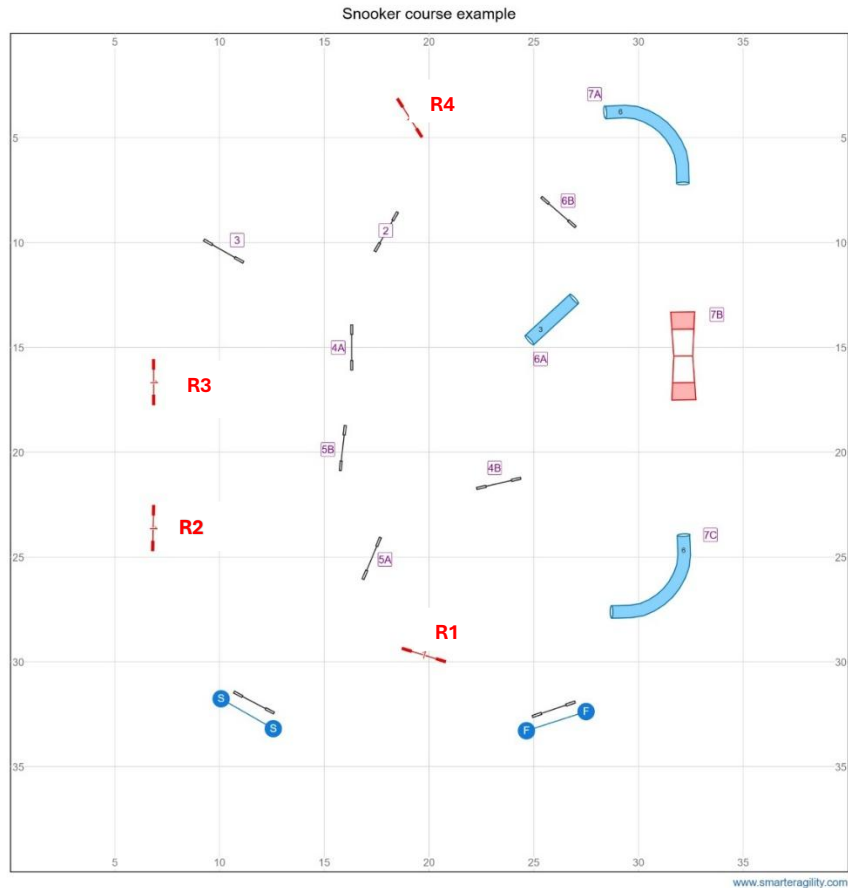
Judges Briefing: There are 4 reds available on this course.

Opening:

- 3 Reds to be attempted followed by a colour
- Combination obstacles can be taken in any order or direction
- Refusals will not be marked
- If failed Red, proceed to next Red (if available)

Closing:

- Sequence numbered 2 to 7c
- Any errors will end the game



Scenario 1 - Points scored: 42 points scored

Red (R1) success, proceed to Brown (4B, 4A) = 5 points
 Red (R3) success, proceed to Blue (5B, 5A) = 6 points
 Red (R2) success, proceed to Green (3) = 4 points
 Start Closing – complete Yellow (2) to Black (7c), take Finish jump = 27 points

Scenario 2 - Points scored: 27 points

Red (R1) – pole down
 Red (R2) – success, proceed to Blue (5A, 5B) = 6 points
 Red (R3) – success, proceed to Green (3) = 4 points
 Red (R4) – success, proceed to Yellow (2) = 3 points
 Start Closing – complete Yellow again (2) to Pink (6A) – whistle goes, take Finish jump = 14 points (*pink not counted*)

Scenario 3 – Points scored: 35 points

Red (R2) success, proceed to Blue (5A, 5B) = 6 points
 Red (R3) success, proceed to Blue (5A, 5B – pole down) = 1 point
 Red (R1) success, proceed to Black (7C, 7B, 7A) = 8 points
 Start Closing – complete Yellow (2) to Black (7B) – whistle goes, take Finish jump = 20 points (black not counted)