

SNOOKER

Snooker rules and tutorial for beginners and the "snooker challenged"

1. The start line can be a line, or the table. Make sure your dog is behind the line or on the table, and wait for the timekeeper to signal that the ring is ready.
2. You get points for each obstacle successfully completed. Point value = obstacle number.
3. Opening Sequence: red - color, red - color, red - color (and sometimes red - color).
 - a. Successfully completing a red jump "earns you the right" to perform a colored obstacle.
 - b. If there are 3 reds, each red jump may be attempted only once. If there are more than 3 reds, sometimes only 3 of them may be attempted, and sometimes all four of them must be attempted. If there are more than 3 reds, listen closely to the judge's briefing.
 - c. If your dog faults a red jump, take another (different) red jump. If it was the last red, start the closing sequence.
 - d. Your run is over if you:
 - i. Take two colored obstacles in a row.
 - ii. Successfully complete a red then do another red without a color in between.
 - iii. Attempt the same red more than once.
 - iv. Attempt more than 3 reds (if only three are to be attempted).
 - v. Perform a color without first SUCCESSFULLY completing a red.
 - e. If the dog faults a colored obstacle, continue. You will not receive points for that obstacle, but your run continues.
 - f. The opening sequence ends when:
 - i. You fault the third red
 - ii. You successfully complete the third red, and then attempt a color
 - g. Obstacle direction (except for teeter, chute and ascending spreads) usually does not matter during the opening sequence. Make sure this is covered in the judge's briefing.
 - h. Sometimes two or more obstacles are used together as though they are a single obstacle. In addition to the overall direction that these can be taken (see prior note on direction), these kinds of obstacles often must be taken in a particular sequence. Make sure that the correct sequence, and any other rules pertaining to these combination obstacles is clear in the judge's briefing.

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4. Closing Sequence: 2 through 7

a. Run obstacles 2 through 7 in order.

b. Any faults incurred in the closing sequence will end your run. Faults are the same as for a standard class.

5. The end can be a finish line or the table. If a table is used, time stops as soon as the dog touches the top surface of the table, and they do not have to down.

6. If the timekeeper blows the whistle, don't panic. Any points you have earned are yours. Just get to the finish quickly to stop the time. You can earn no more points once the timekeeper has blown the whistle. Note - Some judges will give credit for an obstacle performed if the dog is past the point where they can fault the obstacle (they are in the down contact, or they are past the pole on a jump) when the whistle blows. Others will only award points if the dog has left the obstacle/landed. You should find out which way the judge is going to call it during the judge's briefing.

7. Placements are based on points. Ties in points are broken by time, so get to the finish as quickly as possible.

a. A qualifying score is 37 points or more. Unless 4 reds are to be taken, maximum points are 51:1,7,1,7,1,7,2,3,4,5,6,7 (Qualifying score does not apply to starters level.)

b. The closing sequence is worth 27 points (if you finish). You need to earn at least 10 points in the opening sequence. The sequence 1,2,1,2,1,2 only earns 9 points, so you must use a 3 or higher at least once in the opening sequence. If your dog faults a red, then you need even more points for your other two colors.

c. If you score 17 points or more in the opening sequence, then you only need to complete #6 in the closing sequence to qualify. If you score 23 or more in the opening sequence, then you only need to complete through #5 to qualify.

8. Tips--Find as smooth a path as possible. This is particularly true with dogs just starting out, as they are slowed down and/or put off by sudden changes in direction. Consider your dog's strengths and weaknesses. If you don't think that your dog can complete the entire course, try to find a flowing combination of obstacles for the opening sequence that will give you enough points to qualify if you complete number 6 or even number 5. Also, consider the obstacles you choose for the opening sequence. Unless your dog is fast and accurate in the weave poles, or on contact obstacles, think carefully before choosing one of those obstacles for your opening sequence.

(Joe Sare)