

SNOOKER

The aim is to collect as many points as possible in the opening sequence and then to complete the closing sequence without faults or refusals within the time allowed.

The course comprises three “red” jumps and 6 other “colour” obstacles numbered 2- 7.

The judge will set a course time that not exceed 50 seconds.

Opening Sequence

What you have to do:

- you will start where the judge tells you to.
- do a red jump, followed by any “colour” obstacle, then
- do a different red jump, followed by any “colour” obstacle, then
- do the last red jump, followed by any “colour” obstacle.

If things go wrong:

- If a red jump is knocked down, do not do a colour, but take another red jump.
- If the last red jump is knocked down you must proceed to the closing sequence.
- If when doing a colour, there is a fault, the colour is not scored. Do not repeat it, move onto the next red jump.
- If you perform the same red jump twice, scoring stops, go to the finish jump.
- If you do a red jump then another red jump without doing a colour in between, scoring stops, go to the finish jump.
- If you do two colours one after the other, scoring stops, go to the finish jump.

Other rules for the opening sequence

- In the opening sequence colours and red jumps may be taken from any direction.
- There are no refusals. The dog must complete the obstacle once presented with it before continuing.
- Coloured obstacles can be combination obstacles. The judge will define the direction for such combinations which may be different in the opening and closing sequence.
- Displaced obstacles are not replaced during the round so that a displaced coloured obstacle will result in the inability of the combination to complete the closing sequence successfully

Closing Sequence

What you have to do:

- At the completion of the opening sequence, the handler must direct the dog to attempt each of the colour obstacles in sequence from 2 to 7, and
- then take the finish jump.

If things go wrong:

- If you get a refusal, scoring stops, go to the finish jump.
- If you get a fault, scoring stops, go to the finish jump.
- If your dogs does the wrong course, scoring stops, go to the finish jump.
- You take longer than the course time and the horn sounds, scoring stops, go to the finish jump.

Class Winner

The winner of a Snooker Class is the dog which has the highest total points. In the event of a tie, the dog with the fastest time is the winner.

Qualification Certificates

To gain a qualification certificate the following minimum points must be gained

- Grade C.
 - 10 points in the opening sequence
 - 27 points in the closing sequence
- Grade B.
 - 15 points in the opening sequence
 - 27 points in the closing sequence
- Grade A.
 - 20 points in the opening sequence
 - 27 points in the closing sequence