

1-TDC North American Invitational

Snooker Briefing

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All rules in Section 3.2.b of the UK Agility International Rules & Regulations apply to the Snooker class. This briefing contains reminders as well as additional information specific to this course.

- Game Over
 - If time runs out in one ring there will be a tone and in the other ring a buzzer. This will be stated on the white board at the ring.
 - If you fault causing the game to finish the judge will shout "Game Over".
- Course times
 - 20"/22"/24" 34 seconds. 8"/12"/16" = 37 seconds

3 Seconds added for select.

- 16s & 20s = 37 seconds. 4s/8s/12s = 40 seconds.
- The dog must start the run with the START jump which is ONE direction and must be taken bottom up. If the jump is taken in the wrong direction, then this jump must be repeated in the correct direction before you can begin to accumulate points. If it is taken in the wrong direction the time will start and continue to run whilst the jump is taken in the correct direction. If it is not jumped in the correct direction before you take another obstacle, then this will be considered an off course and point accumulation will cease and the game is over. Once the run starts, this jump is still live, and taking it at any time would be considered off-course and your point accumulation will cease.
- The dog must stop the run with the FINISH jump which is ONE direction and must be taken going towards the ring boundary. Once the run starts, this jump is live at all times and if the dog takes it during the opening period, point accumulation will cease. Taking the finish jump in the wrong direction or failing to stop the time at the end of the run will result in an E with all points deducted resulting in zero score.

Rules pertaining to the 2-point obstacle

There are two 2-point obstacles. This is not a combination obstacle. Just use **one** of the two jumps for 2 points.

In the opening

You may use either 2-point jump for points following a red. You can use different 2-point jumps for different reds. Once your dog engages any 2-point jump (e.g. by running under the jump) you must complete that 2-point jump for points (you cannot switch to the other 2-point jump). If you knock a bar on a 2-point jump it is still available for points from a subsequent red and it may still be used at the start of the closing. Taking one of the 2-point jumps followed by the other 2-point jump will be game over (proceed to finish).

In the closing

You may choose either 2-point jump to start your closing. It must be taken in the direction indicated by placement of the number. Taking either 2-point jump in the wrong direction will be game over (proceed to finish). Taking one of the 2-point jumps followed by the other 2-point jump will be game over (proceed to finish). Refusals on 2 will not be called for

significant hesitation / turning away from the jump in the last third or for running past the jump. However, a refusal will be called if your dog engages the jump, but does not take it (runs under the jump or touches the jump).

In the opening:

- All obstacles can be taken in any direction and in any order in the opening.
- Refusals are not judged in the Opening on reds or colours.
 - If you refuse a coloured obstacle or a subsequent part of a combination, attempt the obstacle again and if completed correctly, points will be awarded.
- If there are 4 (four) Red #1 jumps on the course only 3 (three) of them may be completed successfully.
- If any one of the red jumps is faulted, the handler may choose to take the 4th red (if there is one) followed by a colour before proceeding to the closing sequence. This is not compulsory and the handler can choose to go straight to the closing after the 3rd red & colour attempt.
- Combinations can be taken in any order in the opening.
- Once a dog engages with a coloured obstacle they must continue with the obstacle to the point of completion or standard fault.
 - The Snooker definition of engaged is – the dog gets onto an obstacle, goes into an obstacle, touches any part of an obstacle in any way, running under any part of an obstacle, jumps over any part of an obstacle.
- If a Standard fault occurs with any part of a combination in the OPENING, you have two options to continue playing the game:
 - Option #1: Finish the remainder of the combination and earn ZERO points for that color obstacle.
 - Option #2: Immediately leave the combination, earn ZERO points, there is no fault if your dog takes any remaining combination obstacles on the way to the next sequence. Any other obstacle (outside the combination) would be considered off-course and your point accumulation will cease.
 - Whichever option you choose, proceed to an unused RED or the CLOSING if you had already successfully completed the REDs.
 - If the dog returns to a previously completed obstacle in the combination, game over.

In the CLOSING,

- All obstacles must be taken as numbered.
- Refusals and runouts will be judged (except for obstacle number 2 as detailed above)
- Scoring ceases when an obstacle is faulted or when the maximum time is reached.
- If maximum time has been reached and an obstacle or combination has been engaged but not completed, then the combination or obstacle will earn full points if completed correctly.

A verbal briefing will not be held. However, there will be a Facebook post on the 1-TDC North American Invitational Facebook page, where you can ask the judges questions. This post will open on Friday at 6.45am and close at 7.15 am. The judge will post answers to any questions that are not covered in the UKI rule book and/or the above briefing. If they are covered in the rules or briefing the question will not be answered. Please ensure you have read this briefing and the Snooker rules in the UKI rule book before you post your question.