

## 1-TDC Invitational

### Snooker Briefing

Judges: Dave Grubel & Mike Wagner

Designer: Dave Grubel

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.

- Course times

20"/22"/24" = 42 seconds. 8"/12"/16" = 44 seconds

2 Seconds added for select.

16s & 20s = 44 seconds. 4s/8s/12s = 46 seconds.

- The dog must start the run with the START jump which is ONE direction and must be taken in direction of arrow. 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 (after taking in the correct direction to start) would be considered off-course. Your point accumulation will cease, and you should take the finish jump.
- The dog must stop the run with the FINISH jump which is ONE direction and must be taken in the direction of arrow. Once the run starts, this jump is always live and if the dog takes it during the opening period, point accumulation will cease. Taking the finish jump in the wrong direction at any time 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.

#### In the opening:

- All obstacles can be taken in any direction and in any order in the opening except #7.
- #7 combination MUST be taken as either:
  - Circle 7a-7c, OR
  - Square 7a-7c
  - C is bi-directional
- There are 4 (four) Red #1 jumps on the course. 3 (three) of them may be completed *successfully*.
- If a Red #1 jump is faulted, the handler must move on to the next available Red #1 jump to continue the game. If the fourth Red #1 jump is faulted, then the handler must begin the closing sequence at #2. If they do not do this, then the run is over and they should go to the finish jump to stop the time.
- If any one of the red jumps is faulted, the handler may choose to take the fourth red followed by a color before proceeding to the closing sequence. This is not compulsory and the handler can choose to go straight to the closing after the third red & color attempt.
- Refusals are not judged in the Opening on reds or colours.

- If you refuse a colored obstacle or a subsequent part of a combination, attempt the obstacle again and if completed correctly, points will be awarded.
- If you drop a bar in the opening, that performance of the jump will earn zero points. A knocked bar will not be reset. Any future attempt at that obstacle will still be available in the opening and closing. If the obstacle is destroyed (e.g., the wing is knocked over), that obstacle is no longer available in the opening or closing.
- Combinations can be taken in any order in the opening (except #7 as stated above).
- Once a dog engages with a colored 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 obstacle.
  - Whichever option you choose, proceed to an unused RED or the CLOSING if you have successfully completed the REDs.
  - If the dog returns to a previously completed obstacle in the combination, game over.

**In the CLOSING,**

- #2 is bidirectional. All obstacles must be taken as numbered.
- #7 is the Circle number 7a – 7c. The square #7s are not active in the closing
- Refusals and runouts will be judged.
- 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 US Open Facebook page where you can ask the judges questions. This post will open at 6.45am and close at 7.15am. 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.