

Dog Dynasty Games Challenge

Snooker Briefing

US Open 2021 – Jacksonville Florida

Judge Jason Bartram & Ashley Anderson

All rules in Section 3.2b 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" = 44 seconds. 8"/12"/16" = 47 seconds
- 3 Seconds added for select.
 - 16s & 20s = 47 seconds. 4s/8s/12s = 50 seconds.
- The dog must start the run with the START jump which is NOT bi-directional as it must be taken bottom up. If this is not taken in the correct 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.
- There are 4 REDs on the course, but you can only attempt the 4th RED if you faulted one or more of the first 3 REDs during your run. Attempting the 4th red is optional and you do not have to do this. Faulting the color (2-7) after successfully completing a RED does not allow you to attempt the 4th RED.
- The dog must stop the run with the FINISH jump which is NOT bi-directional, as it must be taken top down. 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 the wrong direction or failing to stop the time at the end of the run will result in a E with all points deducted resulting in no score.

In the opening:

- All obstacles can be taken in any direction and in any order in the opening with the exception of #5A
- 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 you choose not to fix and you continue on the course, you will not get the points but you may continue your run.
- If you fault 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 3 REDs.

In the CLOSING,

- All obstacles must be taken as numbered.
- Refusals and runouts will be judged.
- Scoring ceases when an obstacle is faulted or when the maximum time is reached.
- In Jason's ring (Ring 5): A buzzer will indicate maximum time is reached - proceed to finish jump.
- In Ashley's ring (Ring 6): A beep will indicate maximum time is reached - proceed to finish jump
- If maximum time has been reached and an obstacle or combination has been engaged but not completed (1 paw in a tunnel or on contact, or lifted for a jump), then the combination or obstacle will earn full points if completed correctly.
- In Jason's ring (Ring 5): A whistle will indicate Game Over - proceed to finish jump.
- In Ashley's ring (Ring 6): "GAME OVER" will indicate Game Over - proceed to finish jump.

A verbal briefing will occur at 06.40 at Ring 1 collecting ring. Please ensure you have read this briefing and 3.2b of the UKI rule book.

