

The Agility Challenge Games Challenge

Snooker Briefing

West Coast Open 2022

Judge Mike Murphy

All rules in the Snooker section 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" = 37 seconds. 8"/12"/16" = 41 seconds

3 Seconds added for select.

- 16s & 20s = 40 seconds. 4s/8s/12s = 44 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 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 zero score.

In the opening:

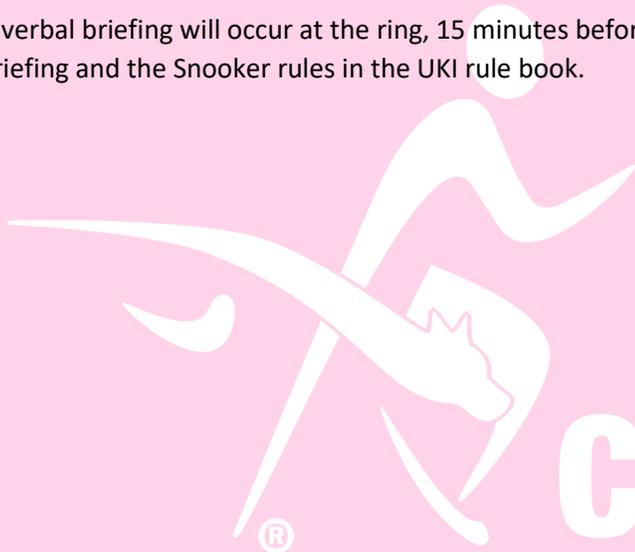
- All obstacles can be taken in any direction and in any order in the opening.
- Refusals are not judged in the Opening on reds or colours.
 - If you refuse a coloured obstacle or a subsequent part of a combination, attempt the obstacle again and if completed correctly, points will be awarded.
- Once a combination is started, subsequent obstacles in that combination must be attempted to the point of completion, unless the dog incurs a standard fault on one of the obstacles. If a Standard fault occurs with any part of a combination in the OPENING, **ONCE the combination has been engaged**, 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.
 - 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.
- A standard fault would be a knocked pole
- If the dog returns to a previously completed obstacle in the combination, game over.

In the CLOSING,

- All obstacles must be taken as numbered with the exception of number 2 which is bi-directional
- Refusals and runouts will be judged, except for number 2
- 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 (1 paw in a tunnel or lifted for a jump), then the combination or obstacle will earn full points if completed correctly.

A verbal briefing will occur at the ring, 15 minutes before the first course walking. Please ensure you have read this briefing and the Snooker rules in the UKI rule book.



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