

Snooker:

This game is performed under the ANKC rules for the conduct of Agility and Jumping Trials.

1. Introduction:

- 1.1. Snooker is a two-part game of strategy and teamwork.
- 1.2. Each part is played and scored on a different basis. The parts are described below.
- 1.3. The judge will establish a time limit for Snooker. Refer to 'The Guidelines to Judges'.
- 1.4. Points can only be earned within the allotted time.
- 1.5. When the timekeeper signals, the handler must direct the dog to the designated finish to stop the time.
- 1.6. The judge/timekeeper may signal verbally or use a whistle or similar device to signal.

2. Opening sequence:

- 2.1. The game begins with an opportunity for the dog-and-handler team to earn points by successfully performing red obstacles, which are always single hurdles, valued at 1 point each. A successfully performed red obstacle earns the team the right to attempt one of the coloured (non-red) obstacles on the course, valued at 2 to 7 points. The team earns those points if the dog successfully performs the selected coloured obstacle.
- 2.2. The number of red obstacles included in the course is determined in Table 3 Red obstacles.
- 2.3. If the dog faults a red obstacle by knocking down the bar, it cannot attempt a coloured obstacle. Instead, the dog must perform another red correctly. If a dog faults all but one (1) of the available red obstacles it will consequently only be eligible to perform a single coloured obstacle before attempting the closing sequence.
- 2.4. A dog that faults all reds will not receive any points for the opening sequence and will go directly to the closing sequence.
- 2.5. The handler decides the order in which the red obstacles are performed and which of the coloured obstacles is performed after each red obstacle.
- 2.6. The handler can choose to take the same coloured obstacle after each successful red.
- 2.7. Each red may be taken only once.
- 2.8. The opening sequence ends when the team has performed or attempted the number of reds specified for the course and has performed or attempted a corresponding coloured obstacle after each successfully performed red.
- 2.9. Refusals are not faulted at all in the game of Snooker. However, if the dog commits to an obstacle, it must perform that obstacle, not another before continuing.

- 2.10. A dog that faults a contact obstacle or a 'combination obstacle' by missing the approach colour or faulting an obstacle comprising part of a 'combination obstacle', will gain no points for that obstacle but must complete the obstacle/'combination obstacle' before attempting another. The dog should continue the opening sequence by performing another red. If the faulted coloured obstacle is the last obstacle in the opening sequence, the dog should start the closing sequence.

3. Combination obstacle: (not permitted in Novice Class)

- 3.1. At the judge's discretion, up to two (2) obstacles in Excellent and up to four (4) obstacles in Master can be combined to become one single coloured obstacle. This is called a combination obstacle. The combination obstacle must be performed in the order and direction specified by the judge. Once a dog has committed to a combination obstacle, all the obstacles in the combination must be performed, regardless of any fault earned on any of the obstacles.

4. Cease of Scoring in opening sequences:

During the opening, scoring will cease if any of the following occurs:

- 4.1. The dog commits to a coloured obstacle without first successfully performing a red.
- 4.2. The dog performs a red immediately after successfully performing another red.
- 4.3. The dog performs a red that has already been performed.
- 4.4. The dog faults a coloured obstacle and then attempts to perform the same or another coloured obstacle.
- 4.5. The dog fails to complete a combination obstacle or contact obstacle.
- 4.6. The dog fails to complete an obstacle to which it has been committed
- 4.7. Cease of scoring will be signalled by the judge (using a whistle or similar) indicating the Handler should immediately attempt the closing sequence and finish.

5. Closing sequence:

- 5.1. After the opening sequence, the team will perform all coloured obstacles in the numerical sequence indicated by their point value (#2, then #3, and so forth, through #7). The dog-and-handler team will earn the value assigned to each of these obstacles as long as the obstacle is not faulted.
- 5.2. If the #2 obstacle was chosen as a coloured obstacle for the last red/colour combination in the opening sequence, the #2 must be repeated to begin the closing sequence. This is the only instance where an obstacle can be taken twice in succession.
- 5.3. At the close of the scoring period, the dog must be directed to the finish line to stop the clock.

6. Cease of scoring in closing sequence:

During the closing sequence, scoring will cease when any of the following occurs:

- 6.1. An obstacle is faulted
- 6.2. An obstacle is taken out of numerical sequence
- 6.3. The #7 obstacle is performed
- 6.4. The allotted course time expires

7. Scoring:

- 7.1. Placings will be determined by ranking qualifying scores above non-qualifying scores.
- 7.2. The dog with the highest points will be ranked first
- 7.3. The dog with the next highest score will be ranked second etc.
- 7.4. The dog with the faster time will be ranked higher where dogs achieve equal point scores.
- 7.5. The judge will call out the point value of each obstacle correctly performed during the 'Opening sequence' and the 'closing sequence'.
- 7.6. The dog must have reached the contact zone of contact obstacles within the allotted time to gain the points for that obstacle.

8. Equipment:

- 8.1. Equipment for the event will be selected from the following equipment;
 - 8.1.1. Single hurdles
 - 8.1.2. A Frame
 - 8.1.3. Dog walk
 - 8.1.4. Seesaw (Not to be used in novice)
 - 8.1.5. Spread Hurdle
 - 8.1.6. Broad Jump
 - 8.1.7. Flexible tunnel
 - 8.1.8. Collapsible tunnel - optional
 - 8.1.9. Weave poles
 - 8.1.10. Hoop

9. The course:

- 9.1. The dog must cross a defined line/s to start and finish.
- 9.2. The judge may specify that an obstacle can be taken in either direction.
- 9.3. Each obstacle is assigned a sequence number and corresponding value. A course will have at least three red jumps and may contain more.
- 9.4. Each number on course corresponds to a traditional colour (usually indicated on a flag/marker) for that number: 1 - red, 2 - yellow, 3 - green, 4 - brown, 5 - blue, 6 - pink, and 7 - black.
- 9.5. The judge assigns obstacles a colour and number based on the difficulty of performance or the distance from a certain point on the course. Any obstacle, except the table, can be used.

9.6. All reds must be single hurdles.

10. Timing:

- 10.1. Time starts when the dog crosses the start line.
- 10.2. The timekeeper signals the end of the allotted scoring time.
- 10.3. Time does not stop until the dog crosses the finish line.
- 10.4. Any obstacles performed after the allotted time expires are not counted.
- 10.5. The dog keeps all points earned before the signal to end the scoring time.
- 10.6. If the dog fails to go to cross the finish line it will have failed to complete the course and will be disqualified.

11. Table 1 Qualification requirements for Snooker

Snooker		
Level	Opening Sequence points	Closing Sequence points
Novice	10	27
Excellent	15	27
Masters	20	27

12. Table 2 Qualifications for snooker

Qualifications required to gain certification			
Level	No of qualifications required	Number different judges	Title
Novice	3	2	Snooker Dog (SD)
Excellent	5	2	Snooker Dog Excellent (SDX)
Masters	7	3	Snooker Dog Master (SDM)

13. Table 3 Red obstacles

Number of Red obstacle to be included in the course		Maximum number of Red obstacles to be performed
Novice, Excellent and Masters	Minimum 3 Maximum 4	3