

## **Snooker:**

### **1. The intent:**

Snooker, like the table game played with cue and balls follows the basic rules of pot a Red ball which then enables the player to pot a Coloured. When all the reds are gone, the game finishes by the player potting each colour in sequence of score. The winner is the player with the highest score.

In the dog sport of Snooker, it is impractical for each player to take turns at each play; therefore the rules are modified to enable one dog and handler to perform the entire challenge within a timeframe and to build a score.

Restrictions are imposed to make the game a scorable test. These include a limited number of available Reds which are always single hurdles. When a Red (ball) is potted it is not replaced on the table, thus when a Red (hurdle) is taken it cannot be taken again. Coloured balls are replaced until the final sequence. Each Red successfully completed scores one (1) point and each Coloured obstacle correctly performed scores the value assigned to it by the Judge.

After taking a Red, the team chooses a coloured obstacle which must not be another Red. If performed correctly the team gains the score of the Coloured obstacle. No matter which Colour is performed, the dog must either complete the obstacle or fail the obstacle as in the table game, a miscue doesn't allow the player to try another colour.

The closing sequence must be attempted when:

- 1.1. The team performs 3 of the Red/Colours for the Opening sequence, or
- 1.2. The team runs out of Reds, or
- 1.3. The Judge indicates the Opening sequence has stopped. This may be when an error has been committed during the opening sequence.

The Closing sequence requires the team to negotiate correctly each of the coloured obstacles in numerical order starting at the obstacle indicated as scoring two (2) points and performing each obstacle in order and without fault to the obstacle scoring seven (7) points.

The overall performance is timed and compared against the SCT that the Judge has determined for the course.

To gain a qualifying score for Snooker, the team must achieve the minimum opening sequence score and then perform the Closing sequence without fault all within the Standard Course Time determined.

## 2. Standard Course Time (SCT)

- 2.1. When defining a time limit for the course, the Judge will measure the course using the most efficient path to achieve the minimum opening sequence score.
  - 2.1.1. The SCT will be determined by using the length of the Opening course selected and adding the length of the Closing sequence and then dividing the overall length by the applicable 'recommended Rates of Travel' (ROT). Refer judge's guidelines.

## 3. Rates of Travel (ROT):

- 3.1.1. The game of Snooker is based on Agility courses, therefore the recommendation for ROT are associated with the Agility ROTs.
  - 3.1.2. Example:
    - 3.1.2.1. Novice ROT = 1.8 to 2.2 mps.
    - 3.1.2.2. If competing dogs in individual height groups, the following is recommended:
      - 3.1.2.2.1. Small dogs (200 & 300 mm) @ 1.8 mps.
      - 3.1.2.2.2. Medium dogs (400) mm @ 2.0 mps.
      - 3.1.2.2.3. Large Dogs (500 & 600) @ 2.2 mps.
- NOTE:** This does not intimate that the 200 and 300 classes or the 500 and 600 classes should be competed in the same class, simply that the 200 and the 300 class could use the same ROT and the 500 and 600 classes could use the same ROT.

## 4. Performance:

- 4.1. During the competition, the normal functions and signals will be given by the timekeeper. In the case where the course is faulted and the team is required to go to the Closing sequence, this signal will be given by the judge. The signal will usually be given with a whistle or similar device.
- 4.2. The teams are required to follow the rules, but are free to select each scoring sequence as they wish.
- 4.3. Signals indicate that the time has expired and no further scoring will be achieved in that Sequence. However for the team to achieve a score they must go to the finish and have their time recorded. The team will not qualify, but will be scored for placing.
  - 4.3.1. The number of Red obstacles depends on the judge's discretion and is determined by the course layout and the level of the competition. Example; Four (4) Reds may be chosen by the Judge in the Novice class to allow more of an opportunity for teams to select an available Red. Alternately, a more challenging course layout for masters which contains combination obstacles may include four (4) Reds, as the time taken to negotiate a combination obstacle is greater than a single obstacle. By including four (4) Reds, allows some compensation for the additional time required to perform combination obstacles.

- 4.3.2. In the case of a maximised score, the handler may wish to select the seven (7) point obstacle after each Red. This achievement will be difficult to achieve as the design of the course should make the distance between the higher scoring obstacles and the available Reds costly in the form of distance and time to negotiate. The strategy of the run will require the team to consider running the best, highest possible scoring course within the available time.

## **5. Combination obstacle: (not permitted in Novice Class)**

- 5.1. Combination Obstacles are included at the higher levels to increase the level of difficulty and to provide ability for the Judge to set a higher scoring 'obstacle' as a sequence rather than a single obstacle. When using Combination Obstacles, the Judge should clearly define the levels of difficulty between the Excellent and the Master levels. Inappropriate usage of Combination Obstacles can generate challenge levels which become unachievable and will defeat the purpose of the challenge.

## **6. Cease of Scoring in opening sequences:**

During the opening sequence, scoring will cease and the Judge will signal this event if any of the following occurs:

- 6.1. The dog commits to a coloured obstacle without first successfully performing a Red.
- 6.2. The dog performs a Red immediately after successfully performing another Red.
- 6.3. The dog performs a Red that has already been performed.
- 6.4. The dog faults a coloured obstacle and then attempts to perform the same or another coloured obstacle.
- 6.5. The dog fails to complete a combination obstacle or contact obstacle.
- 6.6. The dog fails to complete an obstacle to which it has been committed.
- 6.7. 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.

On the judge's signal, the team must go to the closing sequence and finally the finish point to stop the time.

## **7. Closing sequence:**

- 7.1. 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 completed successfully and not faulted.

- 7.1.1. Typically each of the obstacles in the closing sequence will be numbered with their point's value. Completing the closing sequence is simply a matter of following the number of the obstacles in order. However if an obstacle in the Closing sequence is faulted, the Judge will signal the fault, scoring ceases and the dog must be finish by going to the finish line/obstacle.
- 7.2. 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.
- 7.3. At the close of the scoring period, the dog must be directed to a finish line or point (sometimes the table) designated by the Judge to stop the clock.
  - 7.3.1. Where a table is used to finish, when the dog first lands on the table, the clock is stopped. There is not requirement for the dog to have all four feet on the table or for the dog to come to a halt. The dog only needs to land on the surface of the table. It does not need to stop on the table
  - 7.3.2. In most cases the performance of the final obstacle should complete the course and stop the time. The finish line is not meant to be an additional obstacle or to form a challenge for the team to complete.

## **8. Cease of scoring in closing sequence:**

The intention of the closing sequence is for the team to perform each of the Coloured obstacles in sequence, without fault and without performing any other obstacles.

Errors occurring in the closing sequence will stop the scoring and will be signalled by the Judge. Scoring will cease when any of the following occurs:

- 8.1. An obstacle is faulted
  - 8.1.1. This obstacle will not be scored.
- 8.2. An obstacle is taken out of numerical sequence
  - 8.2.1. Out of sequence is regarded as the obstacle being taken in the reverse direction to that indicated.
  - 8.2.2. An obstacle that is 'run past' may be re-attempted without penalty, providing no fault is performed during the attempt.
- 8.3. The #7 obstacle is performed
  - 8.3.1. If all obstacles are performed in sequence, the final obstacle will be the #7; otherwise it is out of order.
- 8.4. The allotted course time expires.

- 8.4.1. The team should go to the finish immediately to record a time.
- 8.4.2. A dog that fails to go to the finish will be disqualified.
  - 8.4.2.1. No score or award will be recorded for this dog.

## **9. Scoring:**

- 9.1. As the team successfully performs each obstacle, the Judge will call the value of the obstacle. If the attempt is unsuccessful, the Judge basically says nothing; therefore no score for this obstacle will be recorded.
  - 9.1.1. A combination obstacle or obstacle that is partially competed when the signal sounds, will not be counted.
  - 9.1.2. The dog must have reached the contact zone of contact obstacles within the allotted time to gain the points for that obstacle.

## **10. The course:**

- 10.1. The Judge may specify that an obstacle can be taken in either direction.
  - 10.1.1. The Judge may specify that obstacles must be taken in one direction only when the reason dictates. This may be due to safety reasons or by reasons of course design to ensure the level of difficulty is suitable for the class.
    - 10.1.1.1. An obstacle that is defined to be taken in a specific direction will be indicated by placing the number of the obstacle at the start of the obstacle.
    - 10.1.1.2. An obstacle that is defined to be taken in either direction will have the obstacle number placed centrally on the obstacle indicating either direction.
    - 10.1.1.3. Each part of a combination obstacle will be marked to ensure there is no confusion as to the components of the combination.
      - 10.1.1.3.1. This may be achieved by parts of the combination obstacle as say: 3a, 3b, 3c, 3d, indicating that the four (4) parts are all a part of obstacle three (3).
  - 10.1.2. Typically, novice classes will relax this situation to ensure safety is maintained. The higher classes may increase the demands of directional performance to increase difficulty.
  - 10.1.3. Red jumps may be Winged or may be fitted with double bars, however they must be single hurdles only.
  - 10.1.4. For the sake of conformity and to reduce any confusion, if the Judge chooses to use a specific type of single hurdle for the Red jumps. This same type of jump should be used for all the Red jumps and not intermixed with winged and non winged or single bar and double bar. Each Red jump should look as similar to the other Red jumps as possible.

10.2. Example courses are provided. (Refer Snooker course examples)

## **11. Timing:**

11.1. Time starts when the dog crosses the start line.

11.1.1. A Start Line is used to allow the team to select their best position to start and to maximize their score. This allows the team to select at which point they will start and which obstacles will be attempted first.

11.1.2. Due to the variable positions along the Start /Finish lines that a dog may cross when starting and finishing, the use of Electronic Timing apparatus is difficult and is therefore not recommended.

11.2. The timekeeper signals the end of the allotted scoring time.

11.2.1. This time is the SCT which has been set by the judge; it includes the judge's selected opening sequence and the required closing sequence times.

11.2.2. If a team has not completed the course within the allotted time (SCT) the team will not qualify. However they may still place providing they gain a completion time.

11.3. Time does not stop until the dog crosses the finish line.

11.4. If the dog fails to cross the finish line it will have failed to complete the course and will be disqualified.

## ***Snooker:***

### **12. The intent:**

Snooker, like the table game played with cue and balls follows the basic rules of pot a Red ball which then enables the player to pot a Coloured. When all the reds are gone, the game finishes by the player potting each colour in sequence of score. The winner is the player with the highest score.

In the dog sport of Snooker, it is impractical for each player to take turns at each play; therefore the rules are modified to enable one dog and handler to perform the entire challenge within a timeframe and to build a score.

Restrictions are imposed to make the game a scorable test. These include a limited number of available Reds which are always single hurdles. When a Red (ball) is potted it is not replaced on the table, thus when a Red (hurdle) is taken it cannot be taken again. Coloured balls are replaced until the final sequence. Each Red successfully completed scores one (1) point and each Coloured obstacle correctly performed scores the value assigned to it by the Judge.

After taking a Red, the team chooses a coloured obstacle which must not be another Red. If performed correctly the team gains the score of the Coloured

obstacle. No matter which Colour is performed, the dog must either complete the obstacle or fail the obstacle as in the table game, a miscue doesn't allow the player to try another colour.

The closing sequence must be attempted when:

- 12.1. The team performs 3 of the Red/Colours for the Opening sequence, or
- 12.2. The team runs out of Reds, or
- 12.3. The Judge indicates the Opening sequence has stopped. This may be when an error has been committed during the opening sequence.

The Closing sequence requires the team to negotiate correctly each of the coloured obstacles in numerical order starting at the obstacle indicated as scoring two (2) points and performing each obstacle in order and without fault to the obstacle scoring seven (7) points.

The overall performance is timed and compared against the SCT that the Judge has determined for the course.

To gain a qualifying score for Snooker, the team must achieve the minimum opening sequence score and then perform the Closing sequence without fault all within the Standard Course Time determined.

### **13. Standard Course Time (SCT)**

- 13.1. When defining a time limit for the course, the Judge will measure the course using the most efficient path to achieve the minimum opening sequence score.
  - 13.1.1. The SCT will be determined by using the length of the Opening course selected and adding the length of the Closing sequence and then dividing the overall length by the applicable 'recommended Rates of Travel' (ROT). Refer judge's guidelines.

### **14. Rates of Travel (ROT):**

- 14.1.1. The game of Snooker is based on Agility courses, therefore the recommendation for ROT are associated with the Agility ROTs.
  - 14.1.2. Example:
    - 14.1.2.1. Novice ROT = 1.8 to 2.2 mps.
    - 14.1.2.2. If competing dogs in individual height groups, the following is recommended:
      - 14.1.2.2.1. Small dogs (200 & 300 mm) @ 1.8 mps.
      - 14.1.2.2.2. Medium dogs (400) mm @ 2.0 mps.
      - 14.1.2.2.3. Large Dogs (500 & 600) @ 2.2 mps.
- NOTE:** This does not intimate that the 200 and 300 classes or the 500 and 600 classes should be competed in the same class, simply

that the 200 and the 300 class could use the same ROT and the 500 and 600 classes could use the same ROT.

## **15. Performance:**

- 15.1. During the competition, the normal functions and signals will be given by the timekeeper. In the case where the course is faulted and the team is required to go to the Closing sequence, this signal will be given by the judge. The signal will usually be given with a whistle or similar device.
- 15.2. The teams are required to follow the rules, but are free to select each scoring sequence as they wish.
- 15.3. Signals indicate that the time has expired and no further scoring will be achieved in that Sequence. However for the team to achieve a score they must go to the finish and have their time recorded. The team will not qualify, but will be scored for placing.
  - 15.3.1. The number of Red obstacles depends on the judge's discretion and is determined by the course layout and the level of the competition. Example; Four (4) Reds may be chosen by the Judge in the Novice class to allow more of an opportunity for teams to select an available Red. Alternately, a more challenging course layout for masters which contains combination obstacles may include four (4) Reds, as the time taken to negotiate a combination obstacle is greater than a single obstacle. By including four (4) Reds, allows some compensation for the additional time required to perform combination obstacles.
  - 15.3.2. In the case of a maximised score, the handler may wish to select the seven (7) point obstacle after each Red. This achievement will be difficult to achieve as the design of the course should make the distance between the higher scoring obstacles and the available Reds costly in the form of distance and time to negotiate. The strategy of the run will require the team to consider running the best, highest possible scoring course within the available time.

## **16. Combination obstacle: (not permitted in Novice Class)**

- 16.1. Combination Obstacles are included at the higher levels to increase the level of difficulty and to provide ability for the Judge to set a higher scoring 'obstacle' as a sequence rather than a single obstacle. When using Combination Obstacles, the Judge should clearly define the levels of difficulty between the Excellent and the Master levels. Inappropriate usage of Combination Obstacles can generate challenge levels which become unachievable and will defeat the purpose of the challenge.

## **17. Cease of Scoring in opening sequences:**

During the opening sequence, scoring will cease and the Judge will signal this event if any of the following occurs:

- 17.1. The dog commits to a coloured obstacle without first successfully performing a Red.
- 17.2. The dog performs a Red immediately after successfully performing another Red.
- 17.3. The dog performs a Red that has already been performed.
- 17.4. The dog faults a coloured obstacle and then attempts to perform the same or another coloured obstacle.
- 17.5. The dog fails to complete a combination obstacle or contact obstacle.
- 17.6. The dog fails to complete an obstacle to which it has been committed
- 17.7. 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.

On the judge's signal, the team must go to the closing sequence and finally the finish point to stop the time.

## **18. Closing sequence:**

- 18.1. 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 completed successfully and not faulted.
  - 18.1.1. Typically each of the obstacles in the closing sequence will be numbered with their point's value. Completing the closing sequence is simply a matter of following the number of the obstacles in order. However if an obstacle in the Closing sequence is faulted, the Judge will signal the fault, scoring ceases and the dog must be finish by going to the finish line/obstacle.
- 18.2. 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.
- 18.3. At the close of the scoring period, the dog must be directed to a finish line or point (sometimes the table) designated by the Judge to stop the clock.
  - 18.3.1. Where a table is used to finish, when the dog first lands on the table, the clock is stopped. There is not requirement for the dog to have all four feet on the table or for the dog to come to a halt. The dog only needs to land on the surface of the table. It does not need to stop on the table
  - 18.3.2. In most cases the performance of the final obstacle should complete the course and stop the time. The finish line is not meant to

be an additional obstacle or to form a challenge for the team to complete.

## **19. Cease of scoring in closing sequence:**

The intention of the closing sequence is for the team to perform each of the Coloured obstacles in sequence, without fault and without performing any other obstacles.

Errors occurring in the closing sequence will stop the scoring and will be signalled by the Judge. Scoring will cease when any of the following occurs:

19.1. An obstacle is faulted

19.1.1. This obstacle will not be scored.

19.2. An obstacle is taken out of numerical sequence

19.2.1. Out of sequence is regarded as the obstacle being taken in the reverse direction to that indicated.

19.2.2. An obstacle that is 'run past' may be re-attempted without penalty, providing no fault is performed during the attempt.

19.3. The #7 obstacle is performed

19.3.1. If all obstacles are performed in sequence, the final obstacle will be the #7; otherwise it is out of order.

19.4. The allotted course time expires.

19.4.1. The team should go to the finish immediately to record a time.

19.4.2. A dog that fails to go to the finish will be disqualified.

19.4.2.1. No score or award will be recorded for this dog.

## **20. Scoring:**

20.1. As the team successfully performs each obstacle, the Judge will call the value of the obstacle. If the attempt is unsuccessful, the Judge basically says nothing; therefore no score for this obstacle will be recorded.

20.1.1. A combination obstacle or obstacle that is partially competed when the signal sounds, will not be counted.

20.1.2. The dog must have reached the contact zone of contact obstacles within the allotted time to gain the points for that obstacle.

## **21. The course:**

21.1. The Judge may specify that an obstacle can be taken in either direction.

21.1.1. The Judge may specify that obstacles must be taken in one direction only when the reason dictates. This may be due to safety

reasons or by reasons of course design to ensure the level of difficulty is suitable for the class.

21.1.1.1. An obstacle that is defined to be taken in a specific direction will be indicated by placing the number of the obstacle at the start of the obstacle.

21.1.1.2. An obstacle that is defined to be taken in either direction will have the obstacle number placed centrally on the obstacle indicating either direction.

21.1.1.3. Each part of a combination obstacle will be marked to ensure there is no confusion as to the components of the combination.

21.1.1.3.1. This may be achieved by parts of the combination obstacle as say: 3a, 3b, 3c, 3d, indicating that the four (4) parts are all a part of obstacle three (3).

21.1.2. Typically, novice classes will relax this situation to ensure safety is maintained. The higher classes may increase the demands of directional performance to increase difficulty.

21.1.3. Red jumps may be Winged or may be fitted with double bars, however they must be single hurdles only.

21.1.4. For the sake of conformity and to reduce any confusion, if the Judge chooses to use a specific type of single hurdle for the Red jumps. This same type of jump should be used for all the Red jumps and not intermixed with winged and non winged or single bar and double bar. Each Red jump should look as similar to the other Red jumps as possible.

21.2. Example courses are provided. (Refer Snooker course examples)

## **22. Timing:**

22.1. Time starts when the dog crosses the start line.

22.1.1. A Start Line is used to allow the team to select their best position to start and to maximize their score. This allows the team to select at which point they will start and which obstacles will be attempted first.

22.1.2. Due to the variable positions along the Start /Finish lines that a dog may cross when starting and finishing, the use of Electronic Timing apparatus is difficult and is therefore not recommended.

22.2. The timekeeper signals the end of the allotted scoring time.

22.2.1. This time is the SCT which has been set by the judge; it includes the judge's selected opening sequence and the required closing sequence times.

22.2.2. If a team has not completed the course within the allotted time (SCT) the team will not qualify. However they may still place providing they gain a completion time.

- 22.3. Time does not stop until the dog crosses the finish line.
- 22.4. If the dog fails to cross the finish line it will have failed to complete the course and will be disqualified.

### **Snooker Courses – examples**

The following courses are supplied as examples of possible courses to allow and encourage the design of courses using the basic principles.

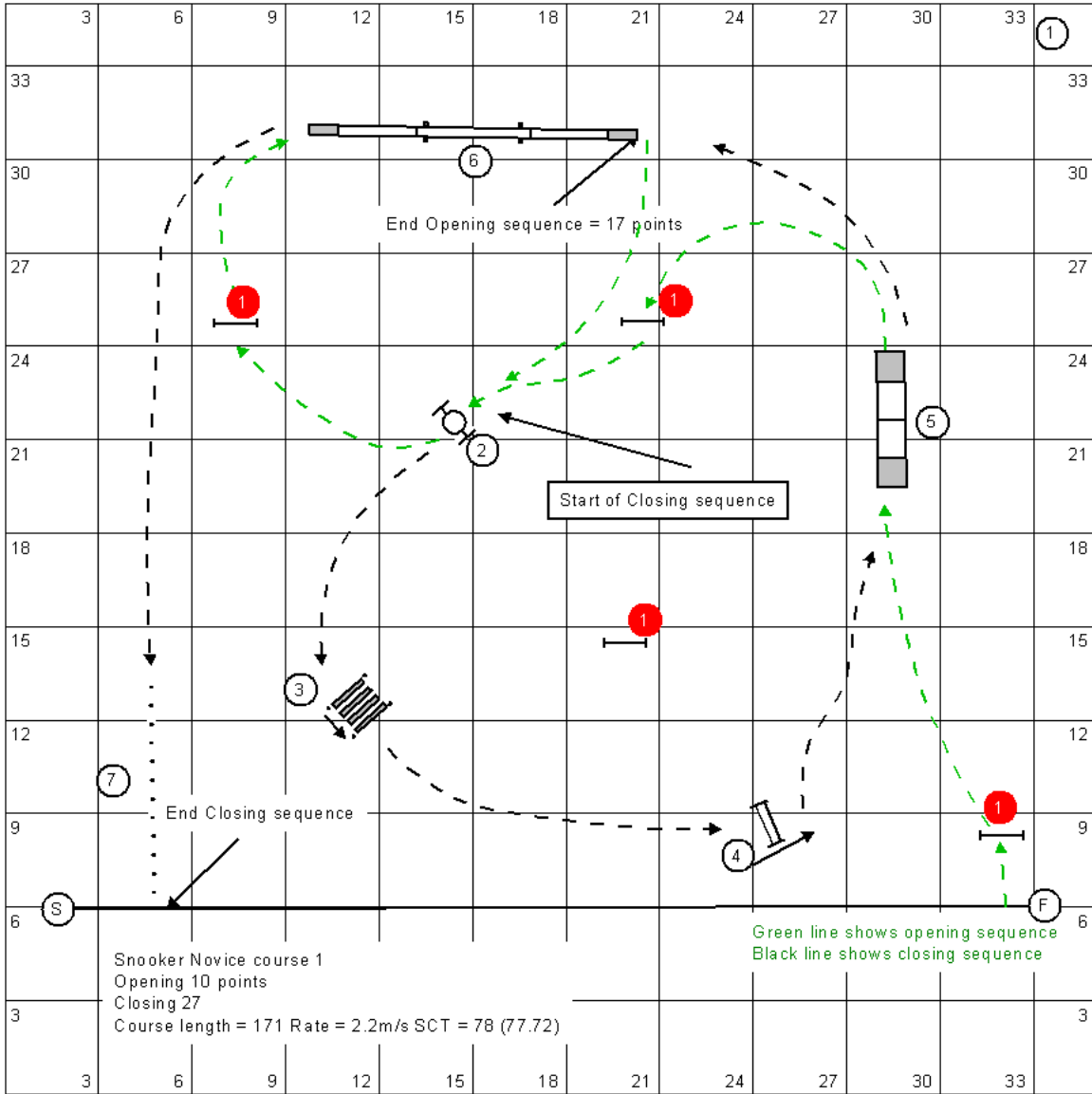
Analysis in general will show that an Opening Sequence has been defined with the intention to ensure that handlers and their dogs are capable of achieving the test. The Sequence is not mandatory for teams to use but is simply provided to demonstrate one of many possibilities to achieve the course.

Each 'Red' Obstacle has been identified in this plan with a Red label. The course which has been determined by the designer is indicated in Green 'Dog Path'. The remainder of the course has been depicted in 'Black' Dog Path. The SCT is determined by using the length of the Opening Sequence adding the Closing Sequence length and then dividing the overall length by the recommended rate for Agility at the appropriate level.

The result of this assessment is to allow a dog that works at the recommended rate, to achieve the standard set for the course and to allow those that work in excess to the SCT to be able to gain additional or higher points and challenge for places in the competition.

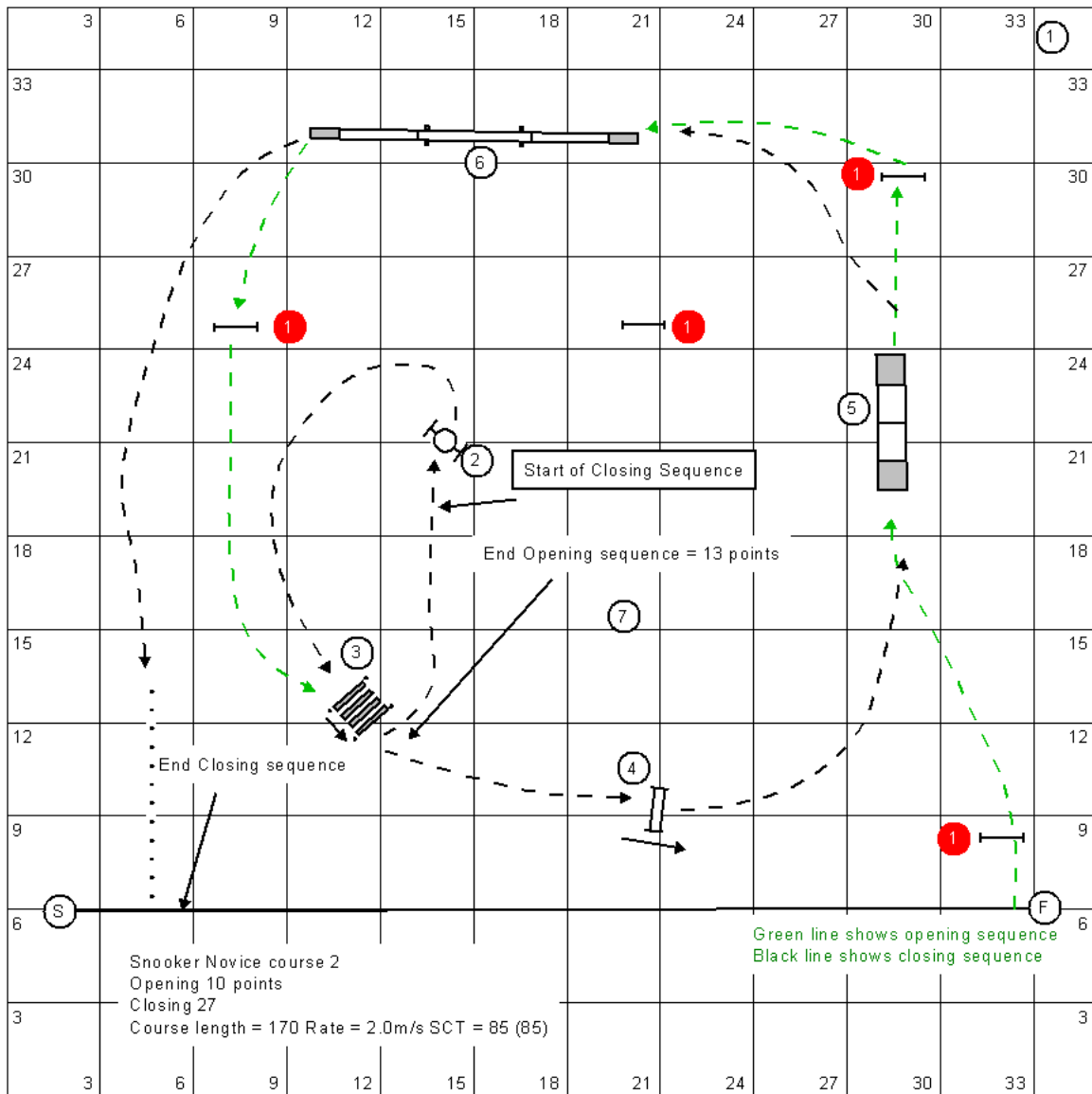
# Novice Snooker

1



# Novice Snooker

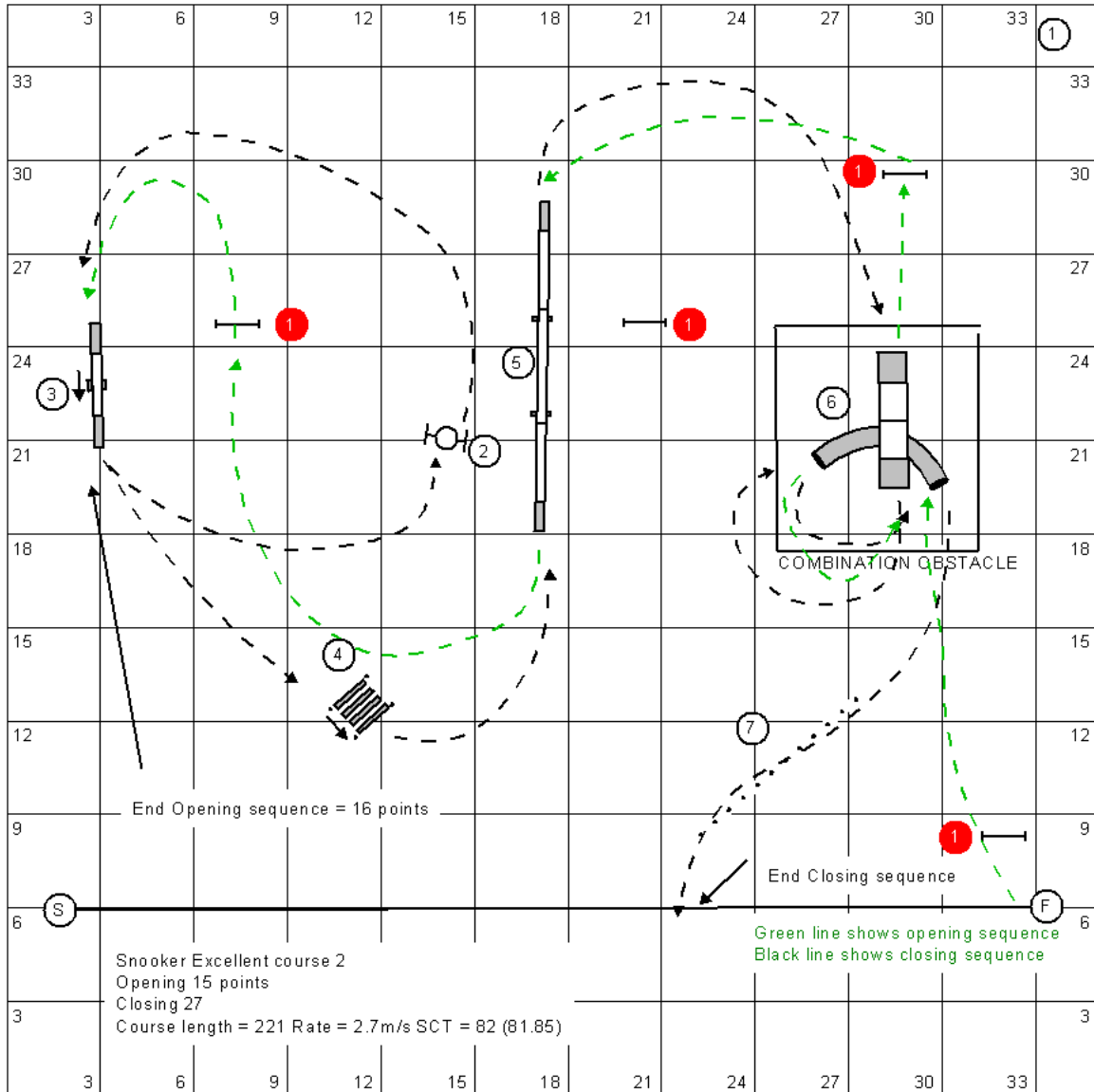
## 2



The Opening Sequence accumulates some 17 points and performs the maximum of 3 Red obstacles successfully performed. Immediately the Broad jump is performed in the Opening Sequence, the team moves to the Closing Sequence and the finish line to gain their time for the course. The 4th Red Obstacle is provided to allow the team a mistake and another attempt if on of the Reds has been faulted.

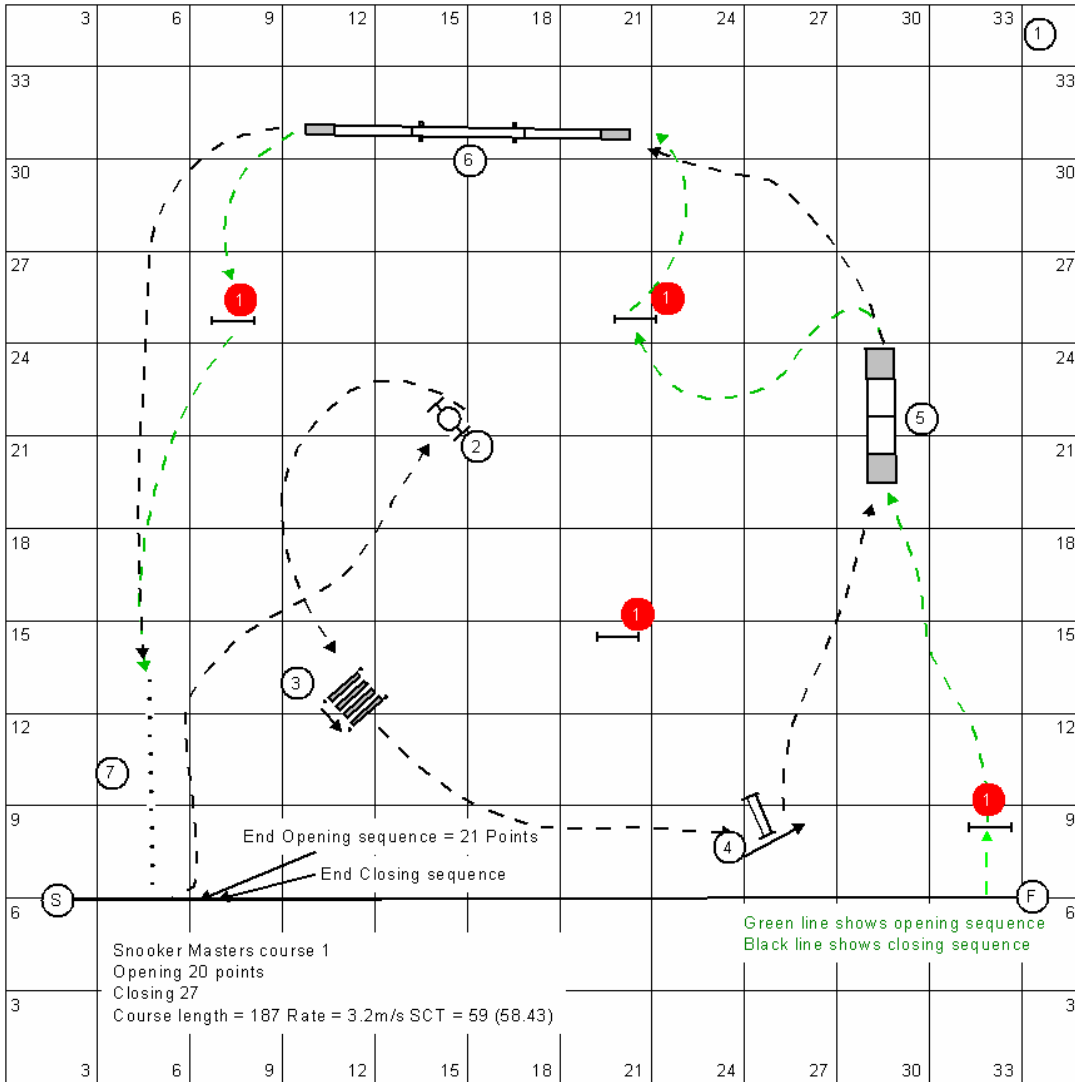


## Excellent Snooker 2

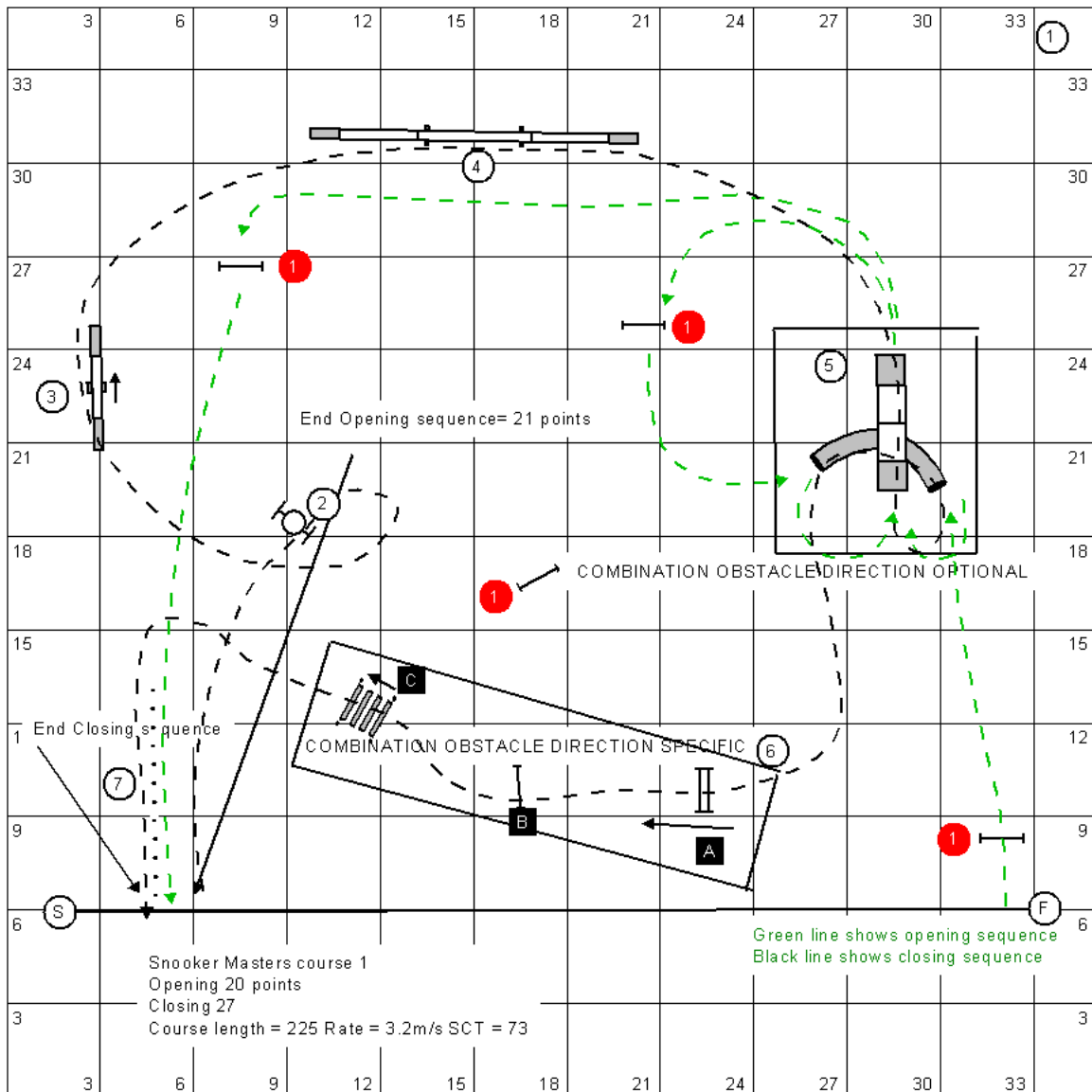


The Course exemplifies the usage of a 'Combination Obstacle consisting of the Scramble with a Flexi tunnel under. This being Obstacle 6, it is worth 6 points and must be performed as obstacle 6 in the Closing Sequence. It is highly undesirable to use more than one (1) combination obstacle in each course at this level.

# Master Snooker 1



## Master Snooker 2



Masters course with two Combination Obstacles. The SCT set for this course will require allowance for the team to negotiate the Combination obstacle that is depicted in a single direction as no option has been allowed for direction of sequence choice for obstacle 6.