

SNOOKER

Snooker is a two-part point game in which you must earn a minimum number of points before time expires. In the first part, or “opening,” your dog must take a red jump followed by a numbered obstacle (color) and then a different red jump and a color and then a third, different red jump, followed by a color. In the second part, or “closing,” you run the numbered course in order, from #2 through #7 and end by touching the table at the finish line with at least one paw.

Point accumulation: For Level 1, you must earn 26 points; Level 2 requires 28 points. Each obstacle successfully completed in the required order earns points according to its number. For example, the two part tunnel #6a/b at right is worth 6 points if used in the opening, and another 6 points in the closing. Each red jump is worth 1 point.

In the opening, you must do a “red-jump-then-color combination” three times. The choice of reds and colors is up to you. You may use each red only once, but you may use the **same** color multiple times in the opening. The fourth red jump is a “spare” in case a bar is dropped on one of the others. If you knock a bar on one of the reds, you must proceed to another red before attempting a color. You may take the red jumps and colors (opening only) in either direction unless otherwise noted. You are **ONLY** permitted to take 4 reds if you drop a red jump and must use the fourth as a spare.

Point accumulation stops if the red/color sequence is broken (refer to the Rulebook for details), your dog goes off course in the closing, or when time expires. If a color is faulted in the opening, no points are awarded. You should proceed to another red or the closing as appropriate. When time expires (whistle blows) during the closing, you must head directly to the table to stop the clock. Directing the dog to another obstacle after the whistle blows will result in loss of the last point value earned.

In the example above, the red jumps are indicated by squared R's and the colors by the numbers 2 through 7. On the actual course, the red jumps may be indicated by red flags with the number 1. The dashed line (not part of the original diagram) represents one of many possible opening sequences. In this case, the opening would be worth 18 points (1+3+1+7+1+5). If you were able to complete the closing through tunnel #5 before time ran out, you would have earned 32 points (18+2+3+4+5), more than enough to Q in Level 1 or 2. This sample opening also puts you in a good position to begin the closing at jump #2. **NOTE:** If the #2 obstacle is the obstacle taken after your third red jump, you must take it again as the first obstacle of your closing sequence.

In the Snooker briefing, you will hear which obstacles are bi-directional in the opening and other nuances not covered here. When you do your walk-through, plan an opening sequence that will flow well for your dog, accumulate higher points if possible, and put you in a good position to start the closing. If you can, consider backup strategies in case a red bar is dropped. It's also not a bad idea to “do the math” to consider how far you must get in the closing to Q, based on the points you expect to earn in the opening. Finally, pay close attention to the more advanced teams that run before you. Much can be learned by watching the strategies that they employ. This is a good game to spend some time “talking strategy” with an experienced handler if possible.

Catch Phrase: “Red–Color–Red–Color–Red–Color–Run The Course.”

Level 1/2 Snooker Course with Sample Path Shown

