

SNOOKER BRIEFING

In the opening, all obstacles are bi-directional and you may do a Color more than once. But the Reds can only be done once and you must do 3 different Reds. The 4th Red is out there in the case you fault a Red (like dropping a bar). Then you must do a Red that you not have already done before you can do a Color. If you fail to do that, you will hear “thank you” and you are to leave. You should still do the finish jump to get a time.

In the Opening: Each time you do a Red successfully, you are allowed to do a Color. After you have taken 3 different Reds and 3 Colors, you should go to the closing. If you fault a Color (i.e. drop a bar), you will earn a zero for that Color but you can still and should continue on with your run. Either do the next Red or do the close whichever you would do if you did not fault the Color.

In the Closing: Start with #2 obstacle. In this Snooker #2 obstacles is not bi-directional; it must be taken in the direction of the number. If you did that obstacle as your last Color after a Red, you need to repeat it in the correct order to continue. The finish jump is live either after you hear the horn or if you have directed your dog to it. Also, you do not get points for the finish jump, it is only there to stop the clock.

You must take the finish jump in order to get your time and points. You do not have to finish the course to qualify. In order to qualify, you must do 3 different Reds, then get enough points by the time the horn blows or the dog is sent to the finish jump. Time is used for placements only. If you touch your dog before they have completed the finish jump you will receive No Time.

Points:

Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 4,5,C	32 points

Specialists and Enthusiasts – you need 2 points fewer at each Level

Times:

Small dogs (4” - 12”)	45 seconds
Large dogs (16” – 24”)	40 seconds
16” vets jumping 12” will use the Large dog time	

JACKPOT BRIEFING

To qualify: your dog needs to perform the gamble without faults, within the required time, and accumulate the required points or greater in the opening. Traditional Jackpot is run as a two (2)-part course like Snooker.

In the opening: You need to accumulate the number of points needed for your Level. You must earn at least the minimum but you can have more points if time allows. You cannot do two (2) consecutive gamble obstacles in a row either forward or backwards. Which means that doing the gamble tunnel and the gamble jump or the gamble tunnel and the A-frame will fault your gamble. Also, if your dog drops a bar in the gamble, you will have faulted your gamble because the bar will not be reset.

You can do back-to-back contacts as long as they are done safely. You can do all obstacles twice for points. If your dog misses a contact, you can continue to send your dog back over until they get their contact, you are working on getting points. But having your dog put their back feet on the contact is training and not earning points. Do not hang around the first gamble obstacle waiting for the horn. You must be working on earning points otherwise you will be considered loitering or training in the ring and will get a NT.

In the Closing: Once the horn blows you should proceed to the gamble. You cannot cross the line but the dog can do so, you just need to redirect your dog to the next obstacle. If your dog takes the first gamble jump backwards, you have not started your gamble. Just put him/her over it in the corrected direction and continue. If your dog takes the first jump before the horn blows, you will hear me call zero (0), that means you need to do that jump again in the correct direction to start the gamble. You must complete the last jump in the required amount of time, if you hear a second horn, you are way over time. You might not hear the second horn and still be overtime and not qualify because the second horn is way after the time to complete the gamble.

The obstacle point value:

One (1) point: Single bar jumps
Three (3) point: Tunnel, double jump, weave poles
Five (5) point: A-frame, dog walk, teeter

Regular and Veterans

Enthusiast and Specialist

Level	Opening points	Gamble points	Total points	Level	Opening points	Gamble points	Total points
1	12	20	32	1	10	20	30
2	16	20	36	2	14	20	34
3	20	20	40	3	18	20	38
5, C	24	20	44	5, C	22	20	42

Times:

Levels 5 C

Small dogs (4" - 12") Opening: 35 seconds Gamble: 22 seconds
Large dogs (16" – 24") Opening: 30 seconds Gamble: 20 seconds
16" vets jumping 12" will use the Large dog time

Levels 1 2 3

Small dogs (4" - 12") Opening: 40 seconds Gamble: 22 seconds
Large dogs (16" – 24") Opening: 35 seconds Gamble: 20 seconds
16" vets jumping 12" will use the large dog time

