

## Snooker Briefing:

In the opening: All obstacles are bi-directional and you may do a Color more than once. The Reds can only be done once and you must do 3 different Reds. The 4th Red is out there in case you fault a Red like dropping the bar. Then you must do a Red that you have not 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 take a color. After you have taken 3 different Reds and 3 Colors, you should go to the closing. If you fault a Color (dropping the bar or missing the contact), you will earn a zero for that Color but you should still continue with your run.

In the Closing: Start with #2 obstacle. In this Snooker #2 obstacle 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 order to continue. The jump is live either after you hear the horn, you have completed the opening sequence or if you have directed your dog to it. Also, you do not get points for the jump, it is only there to stop the clock.

If the bar has been dropped make sure your dog goes through the uprights. It is bidirectional. Your dog must go through or over the 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 and then get enough points by the time the horn blows or the dog is sent to the table. If you touch your dog before they have touched the table you will not receive a time.

Points:

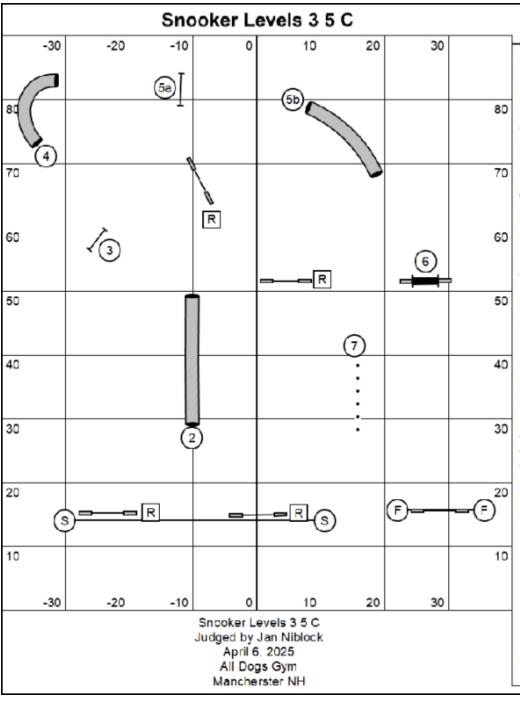
Level 1 26 points Level 2 28 points Level 3 30 points Level 4, 5, C 32 points

Enthusiast & Specialist - 2 points less at each Level

Times:

4-8-12: 45 seconds

16" vets jumping 12", 16, 20, 24: 40 seconds



Snooker Briefing:

In the opening: All obstacles are bi-directional and you may do a Color more than once. The Reds can only be done once and you must do 3 different Reds. The 4th Red is out there in case you fault a Red like dropping the bar. Then you must do a Red that you have not 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 take a color. After you have taken 3 different Reds and 3 Colors, you should go to the closing. If you fault a Color (dropping the bar or missing the contact), you will earn a zero for that Color but you should still continue with your run.

obstacle 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 order to continue. The jump is live either after you hear the horn, you have completed the opening sequence or if you have directed your dog to it. Also, you do not get points for the jump, it is only there to stop the clock.

If the bar has been dropped make sure your dog goes through the uprights. It is bidirectional. Your dog must go through or over the 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 and then get enough points by the time the horn blows or the dog is sent to the table. If you touch your dog before they have touched the table you will not receive a time.

Points:

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

Enthusiast & Specialist - 2 points less at each Level

Tim es:

4-8-12: 45 seconds

16" vets jumping 12", 16, 20, 24: 40 seconds

