

SNOOKPOT

- The Snookpot class is a blend of Snooker and Traditional Jackpot. The teams will perform a Snooker course per usual that will lead directly into a Traditional Jackpot distance challenge. (Think of it as Snooker is your opening to the Gamble but you can choose to do Snooker and go to finish jump or attempt the gamble)
- When you have accumulated enough Snooker points for your level, you may take the Snooker Finish jump **OR** move on to the Jackpot/Gamble part of the course. The course time for Big Dogs (24/20/16/16v) will be 70 seconds and the total game time for Small Dogs (12/8/4) will be 75 seconds.

IMPORTANT: General Briefing and Scoring Rules of Snookpot:

- If you successfully complete snooker and do not choose to attempt the Jackpot part of the course, you must take the finish jump; you will earn the points for Snooker and be able to get a Snooker Qualifying leg but will get 0 (zero points) for the gamble.
- If you choose to attempt the Jackpot part of the course and are not successful (including being over total game time), you will get a Zero on both the Snooker and Jackpot courses and overall, 0 (zero) tournament points for Snookpot. Remember NO HORN is heard unless you are 6 seconds over time, so you may be overtime and not know it till your sheet is scored.
- If you are not successful with the overall total points to qualify at your level in Snooker and you attempt the Jackpot because you thought you had enough points, and you successfully complete the Jackpot, you will get 0 (Zero) points in both Snooker and Jackpot as you did not successfully complete the Snooker.
- If you are successful in Snooker and you successfully complete the Jackpot under the total game time, you will earn your Snooker points and you will get 44 OR 49 points for the Jackpot section earning a qualifying score in both Snooker and Jackpot and will earn the combined points toward the overall Screwball tournament. (SEE JACKPOT RULES FOR FURTHER CLARIFICATION)
- This class will be scored by taking 100 minus your game point with the winner being those with the lowest score (with time being only used to break a points tie breaker).

SNOOKPOT CLASS BRIEFING NEXT PAGE

SNOOKER COURSE RULES

- Start Jump is Bi-directional
- Normal snooker rules – **OPENING:**
 - Successful red, followed by a colored obstacle (numbered 2-7)
 - Colored obstacles are bi-directional in the opening, combo in any order
- **CLOSING:** 2-7 in order, complete combo as labeled (2 bi-directional)
- Upon thank you (“whistle”), if you do not have enough points to attempt gamble, go to the finish jump – GAME OVER.
- Upon thank you (“whistle”), if you have enough points, need to make a choice,
 - head to gamble, if you take an obstacle including the lead in jump on your way to gamble it is fine
 - Head to finish line and keep your snooker points if enough points and within total game time (70 or 75 sec).
- If you hear a horn during Snooker, it means you are 6 seconds over your game time and will get 0 for both Snooker and Jackpot, and you need to exit the course.
- Total Game time big dogs(24/20/16/12V) is 70 seconds (horn will go at 76 seconds); small dogs (4/8/12) is 75 seconds (horn will go at 81 seconds). You will not know if you are overtime till your scribe sheet is scored.

JACKPOT/GAMBLE RULES:

- Once you have enough Snooker points to qualify, you can either choose to finish and keep your snooker points, or go to Gamble.
- If you go to the gamble; the point at which you start square 2 in the appropriate direction, you must do 4, 6, 8 in order; with the handler behind the gamble line. If you do 4A and have a successful gamble you

will earn 44 points in the gamble, if you do 4B and have a successful gamble you will earn 49 points for the gamble.

- You can take obstacles on your way to gamble.
- You need to complete the Snooker successfully and the Gamble under total course time to keep your points and qualify in both classes.

Questions You May Have:

Q: What if I am not sure if I have enough snooker points?

A: Go ahead and do the gamble if you so choose. If you do not have enough points, you will get zero (0) in both Snooker and Jackpot.

Q: What if I hear the Thank You/whistle but I have enough points to qualify in snooker?

A: Choose to go to finish jump and keep your Snooker Points or head toward the gamble and attempt the gamble.

Q: What if I know I don't have enough points to qualify in Snooker but I want to try the Jackpot Gamble?

A: Sorry, that is the point of this game, you are truly not eligible to attempt the Gamble if you don't successfully complete Snooker.

Q: I did not hear a horn, why did I not Qualify my time was 72:09 and my dog is 16" height?

A: You will not hear the horn till you are 6 seconds over time and time; for a 16" dog game time is 70. (Same if you have a small dog and your time is 76:09 – your game time is 75 seconds)

Q: Will I hear a horn telling me to go to the Jackpot Gamble?

A: NOPE, there is only a total game time + 6 second horn, you need to plan appropriately.