

SADAA

Snooker Rules – July 2011



This game is performed under the SAWDA constitution pertaining to registration of dogs and the SADAA rules for the conduct of club and regional trials.

1. Introduction

The object of the game Snooker is to score as many points within the maximum course time set by the judge. The scoring is similar as the game Snooker. The course consists of 3 or 4 red jumps and one of each of the other Snooker colours (all other obstacles).

- 1.1. Snooker is a two (2) part game of an opening and closing sequence.
- 1.2. Each obstacle is given a value which can be added to the points total if completed successfully.
- 1.3. The judge will establish a time limit for Snooker. Points can only be earned within the allotted time.

2. The Opening Sequence (OS)

- 2.1. During the OS obstacles should be performed in the following sequence; red-any colour-another red-any colour-third red-any colour.
- 2.2. Each red jump value is 1 point and coloured obstacle is valued from 2-7 points.
- 2.3. A minimum of 6 obstacles are possible in the OS (3 'reds' and 3 'colours'), which can earn a maximum of 24 points.
- 2.4. If the dog faults a red obstacle by knocking down the bar, it cannot attempt a coloured obstacle before performing another red correctly.
- 2.5. The handler decides the order in which the red jumps are performed and which of the coloured obstacles is performed after each red obstacle.
- 2.6. The handler can choose to take the same coloured obstacle after each successful red.
- 2.7. Reds:**
 - 2.7.1. A "red" may be taken from either direction.
 - 2.7.2. A "red" must be taken successfully before a "colour" is taken.
 - 2.7.3. Each "red" may be taken only once.
- 2.8. After a successful "red", a "colour" must be attempted before the next "red" is taken.
- 2.9. A dog that faults all reds will not receive any points for the OS and will go directly to the closing sequence.
- 2.10. Refusals are not faulted in the opening sequence.

3. Cease of Scoring in Opening Sequences

- 3.1. During the OS, scoring will cease, **and the dog must go to the closing sequence**, when any if the following occurs;
 - 3.1.1. The dog commits to a coloured obstacle without first successfully performing a red.
 - 3.1.2. The dog performs a red immediately after successfully performing another red.
 - 3.1.3. The dog performs a red that has already been performed.
 - 3.1.4. The dog faults a coloured obstacle and then attempts to perform the same or another coloured obstacle.
 - 3.1.5. The dog fails to complete an obstacle to which it has been committed.

Cease of scoring will be signalled by the judge (using a whistle or similar device).

Opening Scenarios

Scenario	Outcome
Red jump faulted	go directly to another red
Successfully completed red jump followed by another red jump	Cease of scoring, go to closing sequence
3 rd red jump faulted when there are 4 red jumps	go directly to 4 th red
3 rd red jump faulted when there are 3 red jumps	begin closing (2-7)
All red jumps faulted	begin closing (2-7)
Third red jump followed by yellow 2 point	repeat yellow 2 to begin closing 2-7
Faulting a coloured obstacle in the opening	go to next red
Refusal of any obstacles in opening	Not faulted, complete obstacle correctly & points will be awarded
The handler deliberately touching or blocking the dog	Elimination – Leave the course.
Dog runs under contact obstacles, across tunnels or through weave poles. Handler jumps over, runs through or under ANY obstacle	Elimination – Leave the course
Coloured obstacle followed by coloured obstacle	Cease of scoring, go to closing sequence

4. The Closing Sequence (CS)

- 4.1. After the opening sequence, the dog-and-handler team will perform all coloured obstacles in the numerical sequence indicated by their point value (#2, then #3, and so forth, through #7).
- 4.2. The dog will earn the value assigned to each of these obstacles as long as the obstacle is not faulted.
- 4.3. The CS allows a maximum of 27 points
- 4.4. 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.
- 4.5. This is the only instance where an obstacle can be taken twice in succession.
- 4.6. The dog must go to the finish line to stop the clock.

5. Cease of scoring in closing sequence

- 5.1. During the closing sequence, scoring will cease and the dog must go to the finish line when any of the following occur:
 - 5.1.1. An obstacle is faulted
 - 5.1.2. An obstacle is taken out of numerical sequence
 - 5.1.3. The allotted course time expires (signalled by a whistle)
 - 5.1.4. A red jump is taken during the CS

Closing Scenarios

Scenario	Outcome
Any obstacle taken after whistle blown (indicating end of the allowed time) on way to finish	Not faulted, no additional points
Any obstacle taken after black 7 on way to finish	Not faulted, no additional points received
Attempting (running through uprights) of a jump from a coloured obstacle (2-7) that had been previously displaced and had not been reset.	Not faulted, points will be awarded
Dog doesn't cross the finish line	No time, all points lost
The Handler deliberately touching or blocking the dog	Elimination
Red jump taken during closing (2-7)	Cease of scoring, cross finish line to stop the clock
Coloured obstacle taken out of order in closing	Cease of scoring, cross finish line to stop the clock
Any fault of an obstacle in the closing (including refusals)	Cease of scoring, cross finish line to stop the clock
Taking a combination coloured obstacle out of judges order	Cease of scoring, cross finish line to stop the clock

6. Scoring

- 6.1. The dog with the highest points within the time allowed will be placed first.
- 6.2. When two or more dogs have equal points and equal time, they will both be awarded the same placing (e.g. two equal first places, the next dog will receive third place).
- 6.3. The dog with the faster time will be placed higher where dogs achieve equal point scores.
- 6.4. The judge will call out the point value of each obstacle correctly performed during the 'Opening Sequence' and the 'Closing Sequence'.
- 6.5. The Opening Sequence allows for a maximum of 24 points.
- 6.6. To achieve the maximum points the competitor must successfully complete the 7 point obstacle and/or obstacle combination after each "red". $1 + 7 + 1 + 7 + 1 + 7 = 24$
- 6.7. The Closing Sequence allows for a maximum of 27 points. $2 + 3 + 4 + 5 + 6 + 7 = 27$
- 6.8. The successful completion of a Snooker Game has a maximum of 51 points ($24 + 27 = 51$) within the time allowed.

7. Qualifying

- 7.1. A qualification will be awarded at any level, if
 - 7.1.1. The closing sequence is not faulted
 - 7.1.2. Enough points are accumulated in the opening sequence
 - 7.1.3. The course is completed within the course time

Qualifying requirements for Snooker

Grade	Opening Sequence points	Closing Sequence points
Grade One (1)	16	27
Grade Two (2)	18	27
Grade Three (3)	21	27

Titles & Qualifications for Snooker

Qualifications Level	Number of Qualifying Scores	Title
Grade 1	3 at CTs or RTs	Grade 1 Snooker Dog
Grade 2	3 at CTs or RTs	Grade 2 Snooker Dog
Grade 3	10 at CTs or RTs	Grade 3 Snooker Dog
Champion	5 Wins at RTs - at least two different regions	Champion Snooker Dog
Champion 2	10 Wins at RTs - at least two different regions	Champion Snooker Dog 2
Champion 3	15 Wins at RTs - at least two different regions	Champion Snooker Dog 3
Grand Champion	20 Wins at RTs - at least two different regions	Grand Champion Snooker Dog

7.2. Dual Championships

- 7.2.1. A dog can gain the title of master games champion once it has received the same title, at the same level in both Snooker and Gamblers
- 7.2.2. Once a dog has gained grand championship status in Gamblers and Snooker it will receive the title elite games champion and be presented with a plaque

8. Timing

- 8.1. The time allocated for the combined Opening and Closing Sequence shall be designated by the Judge based on the complexity of course design and spacing of obstacles.
- 8.2. Allocated times will be determined as per the table below.
- 8.3. Time starts when the dog crosses the start line.
- 8.4. The timekeeper signals the end of the time allowed.
- 8.5. Time does not stop until the dog crosses the finish line.
- 8.6. Any obstacles performed after the time allowed has expired are not counted.
- 8.7. If the dog fails to cross the finish line it will have failed to complete the course and will be disqualified.

9. Equipment

Equipment for the event will be selected from the following

Single jump	A Frame	Dog walk	See-saw
Spread Jump	Long Jump	Rigid tunnel	Collapsible tunnel
Weave poles	Tyre	Combination Obstacles	

10. The Course

- 10.1. The dog must cross a defined line/s to start and finish.
- 10.2. All individual obstacles are normally bi-directional (except See-Saw, Collapsible Tunnel and Spread Hurdles).
- 10.3. Obstacle combinations may be multidirectional in both the Opening and Closing Sequence, they may be multidirectional in the Opening Sequence but have a prescribed order/ direction in the Closing Sequence or they may have a prescribed order/ direction in both the Opening and Closing Sequence.
- 10.4. The Judge is to brief Handlers on bi-directional requirements at the Judge's Brief.
- 10.5. Each obstacle is assigned a sequence number and corresponding value. A course will have at least three red jumps and may contain more.
- 10.6. Each number on course corresponds to a traditional colour (usually indicated on a flag/marker) for that number: 1 - red, 2 - yellow, 3 - green, 4 - brown, 5 - blue, 6 - pink, and 7 - black.
- 10.7. The judge assigns obstacles a colour and number based on the difficulty of performance or the distance from a certain point on the course.
- 10.8. All reds must be single jumps.
- 10.9. At the judge's discretion, up to two (2) obstacles in Gr1 and up to three (3) obstacles in Gr2 and up to four (4) obstacles in Gr3 can be combined to become one single coloured obstacle. This is called a combination obstacle. The combination obstacle must be performed in the order and direction specified by the judge. Once a dog has committed to a combination obstacle, all the obstacles in the combination must be performed, regardless of any fault earned on any of the obstacles.
- 10.10. The course shall include a minimum of nine (9) obstacles that are assigned colours and point values, as follows:

Red obstacles

Number of Red obstacle to be included in the course		Minimum number of Red obstacles to be performed
All Grades	Min 3 Max 4	3

Obstacle Values

COLOR		VALUE
Red :	Single Jump	1 point
Yellow:	Any obstacle can have any value. The challenge in snooker must be	2 points
Green:	in the positioning of the red jumps and not the difficulty of the high	3 points
Brown:	scoring obstacles eg. Weave poles/contacts. A single jump if strategically	4 points
Blue:	placed away from the red jumps will make the course more of a	5 points
Pink:	challenge than a dog walk placed close to the reds.	6 points
Black:		7 points

10.11. The course shall be constructed with the obstacles placed in one of four different general configurations, carrying time parameters as set forth in the following table:

50 - 55 SECONDS TOY/TINY CLASS	55 - 60 SECONDS TOY/TINY CLASS
45 - 50 SECONDS MINI CLASS	50 - 55 SECONDS MINI
40 - 45 SECONDS MAXI/MIDI CLASS	45 - 50 SECONDS MAXI-MIDI
1. Standard snooker configuration (“reds” in snooker position)	3. Modified snooker configuration (“reds” positioned away from “pink” and “black”)
2. Only jumps, tunnels and 1 colour combination are used	4. Two or more “colour” combinations involving contact obstacles and/or weave poles

