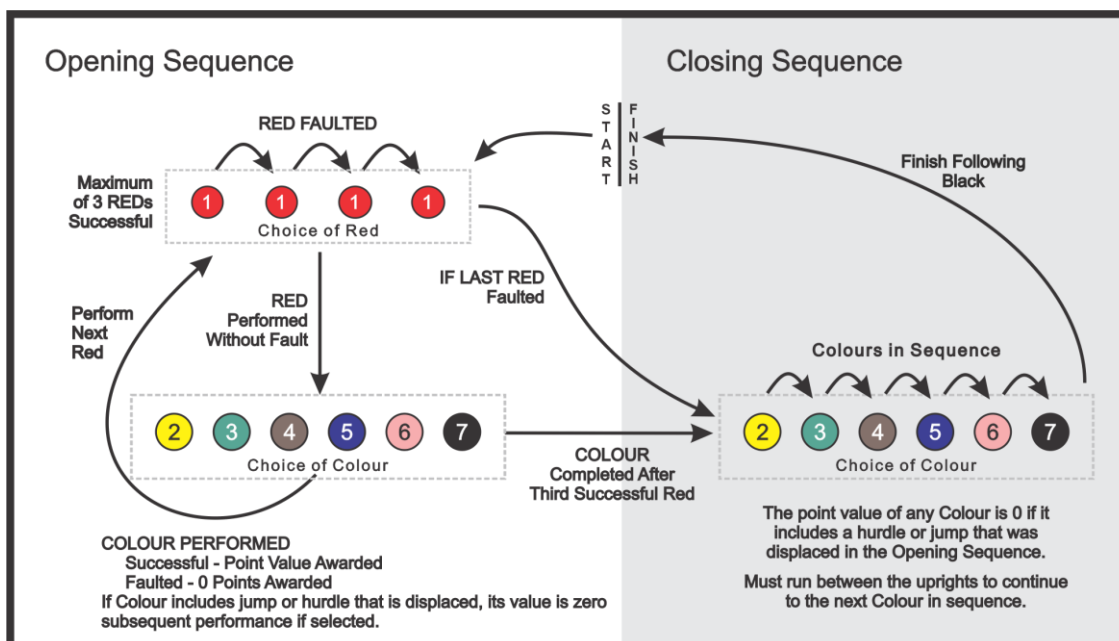


Snooker Briefing – WAC26 (Spain) – V4.3

Judge: Paul Hinchley - UK

GENERAL RULES OF PLAY



1. General Rules

- Snooker is a point-accumulation game consisting of two parts:
 - the Opening Sequence; and
 - the Closing Sequence.
- Obstacles are assigned the following values:
 - RED = 1 point
 - YELLOW (No2) = 2 points
 - GREEN (No3) = 3 points
 - BROWN (No4) = 4 points
 - BLUE (No5) = 5 points
 - PINK (No6) = 6 points
 - BLACK (No7) = 7 points
- The 1-point obstacles are referred to as REDs. All other obstacles are referred to as COLOURS.
 - COLOURS may be a single obstacle, or a COLOUR-COMBINATION (multiple elements/obstacles).
- The object of the game is to earn the highest score within the course time and then stop the clock by performing the Finish jump.
- The risk-strategy of the game requires the competitor to determine how many RED-COLOUR combinations (up to a max of three) they can complete along with the closing sequence within the allotted course time.
- In this class, four REDs are set on course, but only three REDs may be successfully completed (i.e., not faulted). If three REDs (1 point each) and three BLACKs (7 points each) are completed successfully in the Opening Sequence, the maximum Opening score attainable is 24 points. The maximum Closing score is 27 points (sum of 2 – 7), for a maximum score of 51 points.

2. Course Time

- The Judge shall set the course time.
- Indicative course times are:
 - Maxi (600 mm) and Large (500 mm): 47 seconds
 - Midi (400 mm): 49 seconds
 - Mini (300 mm) and Toy (250 mm): 52 seconds

3. Start and Finish Jumps

- The Start and Finish jumps are bi-directional and starts the time on the run.
- A knocked bar on the Start or Finish jump is not faulted.
- The Start and Finish jumps are live at all times.
- If either live jump is taken out of order, the Judge shall call End of Game. No further points may be earned, but points already earned are retained.
- The dog must perform the Finish jump to receive a course time.

4. Opening Sequence

- The Opening Sequence shall be performed in the following pattern: RED - COLOUR - RED - COLOUR - RED – COLOUR. If one or more REDs are faulted, then a 4th RED may be used.
- After the third successful RED – COLOUR sequence, the team shall immediately begin the Closing Sequence.
- Reference to a COLOUR may include an individual (stand-alone) obstacle or a COLOUR-COMBINATION.
- The following rules apply in the Opening Sequence:
 - There are four REDs on course, but only three may be successfully completed.
 - A RED may be attempted only once, whether successful or unsuccessful.
 - After a successful RED, the dog must attempt any COLOUR, subject to these rules.
 - The same COLOUR or a different COLOUR may be chosen after each successful RED.
 - After an unsuccessful RED, the dog shall proceed to a different RED that has not previously been attempted.
 - If no unattempted RED remains after an unsuccessful RED, the team shall proceed to the Closing Sequence.
 - If a COLOUR is faulted, including by missed contact, displaced hurdle bar or long jump plank, or missed weave-pole performance, no points are awarded for that COLOUR.
 - If COLOUR is “selected”, but not completed, no points are awarded for that COLOUR and play continues by either going to the next unperformed RED, or if it was the last COLOUR in the Opening Sequence, then direct the dog to start the closing sequence.
 - The term “selected” means that a COLOUR (including a Colour-Combination) has been attempted by the dog, i.e. “attempt” meaning:
 - Touching the obstacle, or
 - Breaking the plane of entry to the obstacle for performance.
 - Examples of “selected but not completed” and thus zero points include:
 - Running under a bar, or jumping over the wing of a jump,
 - The dog’s head entering a tunnel,
 - Not finishing the line of weave poles,
 - Not performing the second or third element of a Colour-Combination.
- Additional obstacle direction rules in the Opening Sequence:
 - No2 and No3 are bi-directional and may be taken from either side.
 - No4 must be taken in the numbered order and direction shown on course.
 - No5 through No7 are multi-directional and may be taken in any order, sequence, and direction permitted by the course design.

Example: if No. 5 is a COLOUR-COMBINATION, it may be performed in sequences such as 5c-5b-5a, 5a-5b-5c, or 5b-5c-5a.

5. Opening Sequence: Refusals, Selection, and Displacement

- Refusals are not judged in the Opening Sequence.
- However, once the dog has “selected” (engaged) a COLOUR or COLOUR-COMBINATION obstacle, that selection establishes (decides):
 - which COLOUR has been chosen,
 - the direction in which it must be performed,
 - and if not completed and/or is attempted with a Course Fault – will result in zero points for that COLOUR or COLOUR-COMBINATION and the dog should be directed to the next RED, or if it was the last COLOUR in the opening sequence, then direct the dog to start the Closing Sequence.
 - Example A: RED - and then selected a COLOUR or COLOUR-COMBINATION, but withdraws and does not attempt to complete the selected COLOUR or COLOUR-COMBINATION or makes an attempt and an error is made (Course Fault), and then proceeds to the next unused RED, or if it was the last COLOUR in the Opening Sequence, then directs the dog to start the Closing Sequence.
 - In this instance of Example A, the dog received zero points for the selected COLOUR or COLOUR-COMBINATION and was able to proceed to the next unused RED, or if it was the last COLOUR in the Opening Sequence, the dog is directed to start the closing sequence = zero points for the selected COLOUR and is not End of Game.
 - Example B: The dog is on its 1st or 2nd RED - and then selected a COLOUR or COLOUR-COMBINATION, but withdraws and does not attempt to complete the selected COLOUR or COLOUR-COMBINATION or makes an attempt and an error is made (Course Fault), and then proceeds to another COLOUR or COLOUR-COMBINATION.
 - In this instance of Example B, zero points for the first COLOUR, and due to the result of COLOUR-COLOUR = End of Game.
 - Example C: The dog has successfully completed its 3rd RED - and then selected a COLOUR or COLOUR-COMBINATION, but withdraws and does not attempt to complete the selected COLOUR or COLOUR-COMBINATION or makes an attempt and an error is made (Course Fault) and then proceeded to attempt another COLOUR that was not the No2 COLOUR.
 - In this instance of Example C, zero points for the first COLOUR, and then the dog should have started the Closing Sequence (No2) and instead selected another COLOUR = COLOUR – COLOUR = End of Game.
- Going under a jump bar or jumping over the wing of a COLOUR jump is a Refusal and does not, by itself, score or fault the obstacle; however, it does establish “selection” of that COLOUR and the required direction for re-attempt.
 - If no reattempt made, then zero points are awarded for that COLOUR and the dog is to be redirected to the next unused RED, or if it was the last COLOUR in the Opening Sequence, then direct the dog to start the closing sequence.
- In a COLOUR-COMBINATION, if one element is refused in the Opening Sequence, that element may be reattempted successfully before the next element of the COLOUR-COMBINATION or any other obstacle in order to score the points.
- If the dog selects the weave poles in the Opening Sequence:
 - an incorrect entry is a refusal and is not faulted;
 - the dog must reattempt the weave entry if it wants to score points (fail to reattempt = zero points);
 - the incorrect entry establishes the direction of travel for the reattempt;
 - once a correct entry has been made, any subsequent missed gap results in zero points for that COLOUR; and
 - after a zero-score on the weave poles, it is the competitor’s choice to finish the weave poles, or pull out and proceed to the next unused RED, or to the Closing Sequence if it was the third COLOUR.
- If a COLOUR or COLOUR-COMBINATION includes hurdles or long jump and a bar or board/plank is “displaced”, that COLOUR scores zero points, and further - is valued at zero for the remainder of the run (Opening and Closing Sequence).
- After a zero-score of a COLOUR-COMBINATION, it is the competitor’s choice to finish all elements in that COLOUR-COMBINATION, or decide to leave the remaining elements and proceed to the next unused RED, or to the Closing Sequence if it was the third COLOUR.

- If the Long Jump is “displaced” so that the dog can no longer be tested for the intended height and distance (performance), that COLOUR is valued at zero for the remainder of the run (Opening and Closing Sequence).
 - Note that a Long Jump fault in the Opening Sequence that resulted in zero points, might not have “displaced” any element, and as such the long jump that is faulted and is left in a build-state that continues to allow the dog to complete the obstacle as intended (meet performance requirements), maybe used again in the Opening Sequence, and in the Closing Sequence and if not faulted, achieve points.
- When a previously “displaced” hurdle or Long Jump is later encountered as a COLOUR:
 - no points shall be awarded if elements of the obstacle have been “displaced”;
 - to continue play, the dog must pass between the hurdle uprights or, for the long jump, between the corner poles/front plane of the jump as applicable; and
 - the team shall then proceed to the next unused RED, or to the Closing Sequence if it was the third COLOUR.
- Stewards shall not reset a “displaced” RED or COLOUR during the run. The obstacle shall remain as displaced for the remainder of the run, including the Closing Sequence.

6. End of Game in the Opening Sequence

The Judge shall call End of Game if any of the following occurs during the Opening Sequence:

- after an unsuccessful RED, the dog performs a COLOUR;
- after a successful RED, the dog performs another RED without first attempting a COLOUR;
- after a successful RED and a COLOUR, the dog performs another COLOUR;
- after a successful RED and a COLOUR, the dog performs a RED that has already been attempted;
- a live Start or Finish jump is taken out of order; or
- time expires.

When End of Game is called, no further points may be earned. Points already earned are retained, and the team should proceed promptly to the Finish jump to stop the clock and obtain a time.

7. Judge Calls and Effect of Horn or Whistle

1. The Judge shall call points after they have been earned.
2. A successfully completed RED may be called as "1".
3. A faulted RED, obstacle, or COLOUR may be called as "0" or "fault".
4. The Judge's failure to call "0" or "fault," or failure to do so loudly enough for the handler to hear, shall not be grounds for a rerun.
5. If the horn sounds for end of time, or the Judge whistles for End of Game, there is no penalty for taking additional obstacles while proceeding to the Finish jump.
6. All points earned up to the horn or whistle are retained.

8. Closing Sequence

- After completion of three REDs and selection/attempt of three COLOURS, the team shall begin the Closing Sequence.
- In the Closing Sequence, obstacles No2 through No7 shall be performed in the exact order, sequence, and direction shown by the numbers on course.
- If, after the final successful RED in the Opening Sequence, the handler chooses No2 as their COLOUR choice, the Closing Sequence still begins with No2. In that case, No2 will be performed back-to-back, with the second performance judged as the required first obstacle of the Closing Sequence.
- Performing any obstacle other than the required next Closing obstacle, including taking an obstacle between the Opening and Closing Sequences that is not the correct first Closing obstacle, is a wrong course and results in End of Game.
- If a COLOUR hurdle was “displaced” (bar down) during the Opening Sequence, then that COLOUR or COLOUR-COMBINATION shall be worth zero points. To maintain flow, the dog shall pass between the hurdle uprights and then proceed to the next obstacle in sequence, and may achieve points for that next obstacle and subsequent obstacles completed successfully.

- If the long jump was “displaced” during the Opening Sequence, and the dog can no longer be tested for the intended height and distance (performance), then that COLOUR or COLOUR-COMBINATION shall be worth zero points. To maintain flow, the dog shall pass between the corner poles on the front plane of the jump as applicable, then proceed to the next obstacle in sequence, and may achieve points for that obstacle and subsequent obstacles completed successfully.
 - Note that a Long Jump fault in the Opening Sequence that resulted in zero points, might not have “displaced” any element, and as such the long jump that is faulted and is left in a build-state that continues to allow the dog to complete the obstacle as intended (meet performance requirements) during the Closing Sequence may still be eligible to achieve points.
- Any Course-Fault made in the Closing Sequence will result in zero points for that COLOUR only – for example:
 - Knocked hurdle bar,
 - Missed contact,
 - Course Fault of the Long Jump,
 - Missed weave pole gap after correct entry.

In such case, the dog is to be directed to the next obstacle in sequence, and may achieve points for that obstacle and subsequent obstacles completed successfully.

- Any Refusal of a COLOUR that is a single obstacle, or taking COLOURS out of order during the Closing Sequence results in End of Game.
 - This will include a Refusal (End of Game) for incorrect entry to the weave poles if they are a stand-alone COLOUR, or the start (first) obstacle of a COLOUR-COMBINATION.
- Any Refusal, including run-past of the start (first) obstacle of a COLOUR-COMBINATION during the Closing Sequence results in End of Game. Meaning, you must complete each Colour or Colour Combination before proceeding to the next, or End of Game.
 - However, once the start (first) obstacle in a combination is selected correctly, then no further Refusal will be given for that Combination.
 - Any Refusal error on the second, third or fourth obstacle within a COLOUR-COMBINATION maybe fixed to achieve points for that COLOUR.
 - If Refusal is not fixed, then zero points for that COLOUR-COMBINATION and End of Game.
 - This includes the weave poles that are the second, third or fourth obstacle in a COLOUR-COMBINATION. In this case the incorrect entry is classed as a Refusal (not faulted) and the entry maybe fixed and the weave poles completed correctly for points. Not fixing the weave pole entry would be zero points and End of Game.
- If an obstacle was “displaced” during the Opening Sequence and is later encountered in the Closing Sequence, it shall be worth zero points. To maintain flow, the dog shall still pass between the hurdle uprights or, for the Long Jump, between the corner poles on the front plane of the jump as applicable, and continue to the next obstacle in sequence and if successfully completed will be awarded points.
- If the horn sounds to signify time expires (End of Game) during the Closing Sequence, the handler should direct their dog to the end, and the dog must perform the Finish jump to receive a course time.

9. Awarding Points at the End of Time

If time expires while the dog is in the process of completing an obstacle in the Closing Sequence, points shall be awarded only as follows:

- Hurdle: points are awarded if the dog has left the ground with all four feet and it is clear to the Judge that no fault can occur in completing the obstacle.
- Contact obstacle: points are awarded if the dog has a foot on the down contact and it is clear to the Judge that no fault can occur in completing the obstacle.
- Weave poles: points are awarded if the dog has entered the last gap and it is clear to the Judge that no fault can occur in completing the obstacle.

10. Stopping the Clock and Scoring

- To receive a course time, the dog must stop the clock by performing the Finish jump.
- If the dog does not stop the clock by performing the Finish jump, the recorded time shall be 999.99 seconds, and all points earned up to the whistle or horn shall be retained.
- If the handler stops the clock without the dog performing the Finish jump, the result shall be a disqualification with a score of zero points.
- The winner is the competitor with the highest score.
- If two or more competitors have the same score, the competitor with the faster time shall place higher.