

## **Snooker Briefing**

Snooker will be judged according to standard UKI rules. Please refer to the current UKI rule book:

<https://ukagilityinternational.com/onewebmedia/UKI%2011th%20Edition%20Rule%20Book.pdf>

A whistle at any time means game over - go to finish. Play to the whistle. I will also say "game over".

### **Opening**

The "Start" jump must be taken in the direction indicated on the map.

If the "Start" jump is taken in the wrong direction it must be taken in the correct direction before point accumulation.

Failure to take the "Start" jump in the correct direction before taking the first red will be game over (go to finish).

The "Start" jump is live at all times. Taking the "Start" jump again after taking it in the correct direction will be game over (go to finish).

There are 4 reds - only 3 reds can be successfully completed for points. The 4th red can only be used if you knock a red - you do not have to use the 4th red.

2, 3 and 4 point obstacles can be taken in any direction in the opening for points. Combos 5, 6 and 7 can be taken in any order and any direction in the opening for points.

If you fault an obstacle in a combo I will call "zero" - at this point you can either complete the combo for flow or proceed directly to your next red (or to the closing).

Finish jump is live at all times - taking the finish jump at any point is game over.

### **Closing**

2 and 3 are bi-directional in the close. However, the direction of 3 is set once you have taken 2... ie. you must take 3 in logical flow from 2.

No refusals are called on 2, unless your dog engages the obstacle - which would then be game over. Refusals are called on 3 based on logical approach from 2.

All other obstacles should be taken as numbered.

If you are completing an obstacle or combo when the buzzer sounds - complete the combo and you will score the points.

Finish jump must be taken in the direction indicated. Taking the finish jump in the wrong direction will be an E and you will lose all accumulated points. Not taking the finish jump - will lose all points.

The same as any other course : intentionally touching or handling your dog before the finish jump is an Elimination.

## **Gamble Briefing**

### **General**

- Stopwatches or other timing devices are allowed during the course walk-through but may not be used during the actual course run.
- There are no refusals in either the opening or closing periods.
- All obstacles may be successfully completed twice for points.

### **Opening**

- Opening Period is 25 seconds.
- The start jump must be taken to start time. It must be taken in the direction indicated on the map.
- Taking the start jump in the wrong direction or taking any other obstacle before the start jump is an elimination.
- Start and Finish Jumps are 'live' at all times. Taking either jump ends the run
- Purposely touching dog or touching equipment so as to aid performance will result in the loss of all points.
- Handler going over, under or through any piece of equipment will result in the loss of all points.
- No back to back contacts are allowed. You can repeat a faulted contact.
- Taking any two consecutive gamble obstacles in order, during the opening period negates that gamble (the other gamble may be attempted in the closing). However, gamble obstacles may be taken in reverse order.

### **Closing**

- There is a handler restriction line in effect for both gambles. Touching or crossing the line negates the gamble.
- Not taking the finish jump, or taking it in the wrong direction, will result in the loss of all points.
- Handler breaking the beam of the finish jump will result in the loss of all points.

### **Points to qualify**

15 points must be accumulated in the opening period of a 25 second opening time; however, the dog must then at least obtain the 10-point gamble. If a dog can't accumulate the required opening points and needs 10 points or less, they can make up the missing points by successfully completing the 20-point gamble.