

Snooker Briefing-Maureen Burke

- Dog must take the Start jump from the bottom up.
- Start and Finish jumps are BOTH live after the dog takes the start jump.
- Handlers may complete 3 reds successfully. **A 4th red may only be attempted if one of the first 3 was faulted.**
- In the opening, combinations may be taken in any order, any entrance/side for points.
- Refusals are not judged in the OPENING but they are judged in the CLOSING.
- If you refuse a coloured obstacle or a subsequent part of a combination, attempt the obstacle again and if completed correctly, points will be awarded.
- Combos - Once a combination is started, subsequent obstacles in that combination must be attempted to the point of completion, unless the dog incurs a standard fault on one of the obstacles. If a Standard fault occurs with any part of a combination in the OPENING, **ONCE the combination has been engaged**, you have two options to continue playing the game:
 - Option #1: Finish the remainder of the combination and earn ZERO points for that color obstacle.
 - Option #2: Immediately leave the combination, earn ZERO points, there is no fault if your dog takes any remaining combination obstacles on the way to the next sequence. Any other obstacle (outside the combination) would be considered off-course and your point accumulation will cease.
- **The Snooker definition of engaged is** – the dog gets onto an obstacle, goes into an obstacle, touches any part of an obstacle in any way, running under any part of an obstacle, jumps over any part of an obstacle.
- If the dog returns to a previously completed obstacle in the combination, game over.
- In the closing, if the buzzer goes off while the dog is completing the obstacle, points will be awarded if the obstacle is completed without faulting.
- Finish jump - Taking the finish jump the wrong direction or failing to stop the time at the end of the run will result in an E with all points deducted resulting in a zero score.