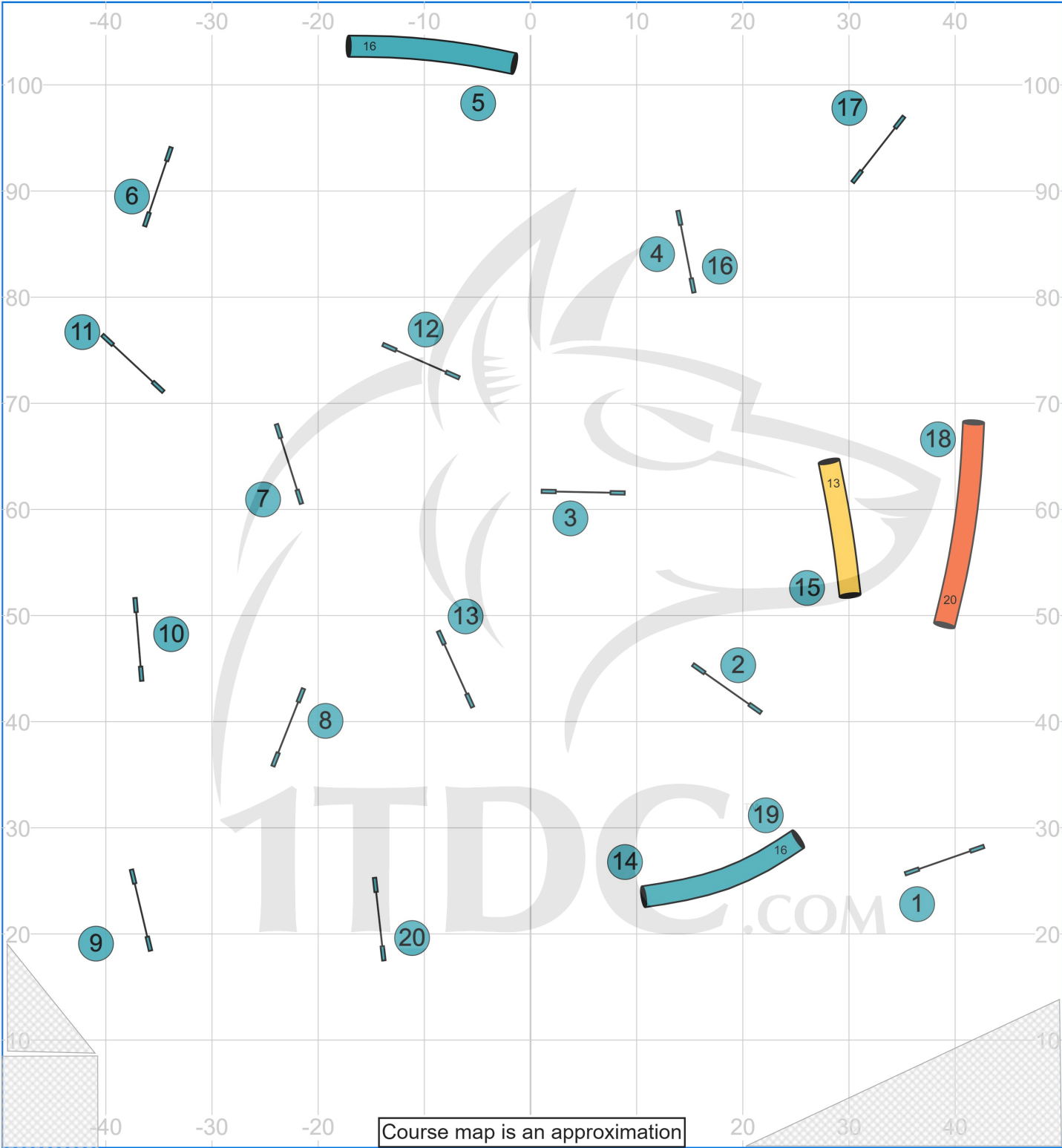
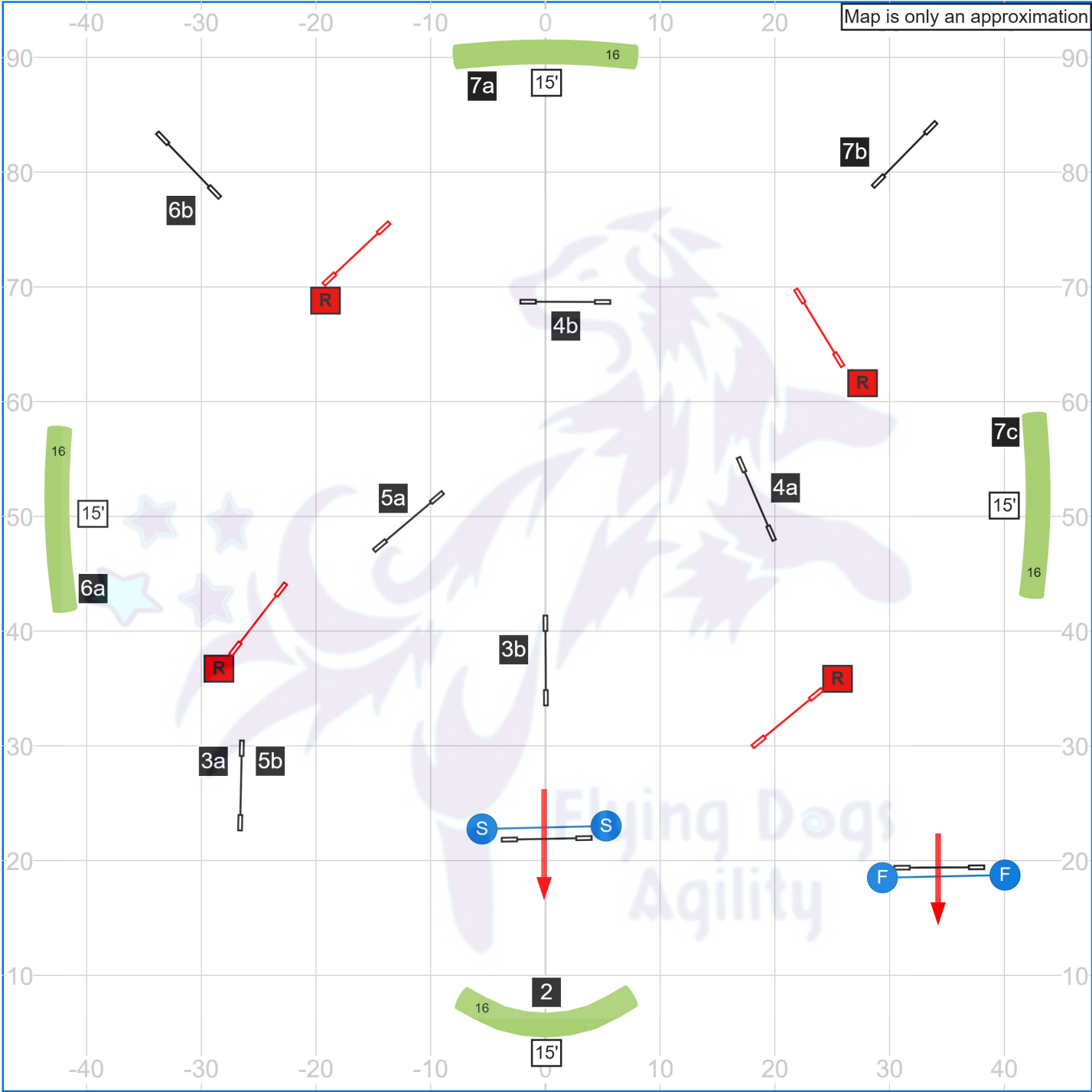


KineticDog - UKI NE Shamrock Cup - 1-TDC Speedstakes Rd 1 - 20 Aug 2026 - Jordi Boix Baró





Start jump must be taken in direction indicated.
Opening: ONLY 3 REDS completed successfully. 4th red only available if fault a red.
Everything bi-directional. All combos may be taken in any manner.
If standard fault incurred in a combo, 0 points awarded & go on.
Closing: #2 bi-directional, however, refusals judged once #2 has been engaged.
Start and Finish live at all times.

www.smarteragility.com

Course times:
Reg 20/22/24 = 44s
Reg 8/12/16 = 46s
Select 20/16 = 47s
Select 8/12/4 = 48s

KineticDog UKI Northeast Shamrock Cup

Flying Dogs Games Challenge – Snooker Briefing

Judge: Dave Grubel

20 August 2026

- Start and finish -0 pts and live at all times
 - Must be taken in direction indicated on map
 - Start jump, if repeated, point accumulation ends, go to finish
 - Finish jump, if take in correct direction point accumulation ends. If taken wrong direction lose all points. scored as an elimination.
- Opening
 - 4 reds are available. You may only complete 3 reds successfully. That means if you Fault 1 red can choose to do 4th red.
 - All obstacles are bidirectional, all combos can be done in any order
 - If you fault a combo I will call 0. You can choose to finish the combo or move on.
- No refusals in opening
 - Refusals in close = whistle go to finish
 - When tunnel is present on course, the following rules apply: If the dog enters a tunnel and then exits from the same "hole", it is a refusal which is not faulted in the opening. The handler must re-start the tunnel, from that same direction, and complete successfully in order to still earn the points. If they do not restart the tunnel and continue to the next logical obstacle in their sequence, this is game over. Once the dog enters and exits the tunnel correctly, the judge will call the appropriate point value and the handler should continue to the next red or start the closing.
 - Snooker definition of 'engaged' – 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.
- Closing
 - tunnel is bi-directional, you will not be called for a refusal on 2 unless your dog engages with the obstacle.
 - if you have engaged the first part of a combo when the horn goes and you complete the combo successfully you will still get full points for that combo
- Take the finish jump in the correct direction
- Times are listed on the map
- 37 pts to Q
- There will be a Facebook post on the KineticDog Northeast Cup Facebook page at 11am on Thursday. You may ask questions there. That post will be shut down at 12:15pm