



2017 World Agility Open Championships Snooker Briefing

Friday 19 May, Judge: John McEwan

All rules in Section 3.6 of the *WAO Rules and Regulations* apply to the Snooker class. This briefing contains specific information for running the 2017 WAO Snooker class.

General Briefing

- Course times, by height class, will be listed on the course map provided to competitors. The time listed is from the Start jump to the last obstacle in the #7 combination. The Finish jump is used for a tie-breaking time only in case of a tied overall score between dogs in the same height class.
- Stopwatches or other timing devices are allowed during course walk-through, but may not be used during the actual competition.
- If a dog is performing an obstacle when the buzzer/horn sounds to end time, points will be awarded only **if** the obstacle has been **completed**. Completing an obstacle is the point at which it is no longer possible for the dog to fault the obstacle (e.g., landing a jump, front feet on the ground after having touched the contact zone with at least one foot, front feet out of a tunnel, head past the last weave pole).

Start Jump

- All dogs must take the Start jump as the first obstacle and it *must* be taken from the side indicated on the course map.
- Time starts when the dog crosses the Start jump. The Start jump has no point value, nor is it judged for dropped bars. The Start jump is “live” at all times during the run. Therefore, if the Start jump is taken again *at any time* during the run, it will be judged as an off-course. Point accumulation ends and the handler should go directly to the Finish jump.

Finish Jump

- The Finish jump is also “live” at all times. Therefore, if the Finish jump is taken *at any time* during the run, time will be stopped and point accumulation will end.
- Handlers *must* take the Finish jump to end the run and keep the points they have earned. The Finish jump may be taken in either direction.
- Failure to take the Finish jump after the #7 obstacle is completed in the closing sequence, or after the judge’s whistle blows for faulting an obstacle, or after the buzzer/horn sounds to end time, **will result in no time being recorded and the loss of all accumulated points**.
- There is no penalty if a dog takes additional obstacles on the way to the Finish jump.
- Touching the dog on the way to the Finish jump in a way that aids performance will result in a loss of all points. Incidental contact that does not aid the performance will not be faulted.

Opening Sequence Notes

- The opening sequence is Red #1 successfully, any Color attempt, a different Red #1 successfully, any Color attempt, a different Red #1 successfully, any Color attempt).
- Refusals are *not* judged in the opening sequence.
- There are 3 (three) Red #1 jumps on the course and all of them *must* be attempted.
- If a Red #1 jump is faulted, the handler must move on to the next available Red #1 jump to continue the game. If the third Red #1 jump is faulted, then the handler must begin the closing sequence at #2.
- All obstacles may be taken in either direction in the opening (except the Start jump which has no value and must be taken in the direction indicated on the course map). Any exceptions to this will be noted on your course map.
- If handler touches a dog or an obstacle (whether intentional or accidental contact) in a manner that aids the dog's performance will result in 0 (zero) points being awarded for the obstacle. Go to next Red if any "unused" reds are remaining; otherwise start the closing.
- If a dog refuses a colored obstacle after dog gets on it or in it and then attempts a different colored obstacle, the run is over. Go to Finish jump to stop time. (Must re-do the colored obstacle correctly to get points or go to another Red if any "unused" reds are remaining; otherwise must start the closing.)
- There may be multiple combinations on the course. To earn points for the combinations in the opening, each obstacle in the combination must be completed successfully. The obstacles of the combination may be done in any order and from any direction *unless otherwise noted* on the course map. Points will be awarded provided each "A-B" or "A-B-C" obstacle is done only once during each combination attempt. If any part of a combination is faulted, the judge will call out "Fault" or "Zero" and no points will be awarded. The handler does *not* have to complete the remaining obstacles in that combination and should continue on to the next available Red #1 jump, or start the closing sequence at #2 if all Red #1 jumps have been completed.
- If weaves are present on course, the following rules apply: If the dog misses the entry, it is a refusal which is not faulted in the opening. The handler may re-start the weaves and still earn the points. Once the weaves are entered correctly, a subsequent missed pole will be called a "Fault" by the judge and no points can be earned for the weaves. If "Fault" is called, the handler should continue on to the next available Red #1 jump, or must start the closing sequence at #2 if all Red #1 jumps have been completed. While the dog does not have to complete the weaves in the case of a fault, there is no penalty if the weaves are completed.

Closing Sequence Notes (#2-#7)

- Refusals *are* judged in the closing sequence and the judge will blow the whistle. Proceed directly to the Finish jump upon hearing the whistle.
- Obstacles #2 through #7 must be performed in the correct numeric sequence and direction as marked on the course. Please note that the numbers on the course map are placed on the approach side of each obstacle to show direction in the closing sequence.
- Combination obstacles must be taken in alphabetical order (A-B or A-B-C per the course map) in the direction of the letters. Please note that the letters on the map are placed on the approach side of each obstacle to show direction.
- Handlers should continue their course until they hear the judge's whistle or the buzzer/horn sounds to signal the end of time.

- If an obstacle is faulted and the judge's whistle blows, or the horn goes off, the game is over and the handler should go directly to the Finish jump to stop time. There will be no penalty if a dog takes additional obstacles on the way to the Finish jump.
- Handlers must end their run with the dog taking the Finish jump from either side. **Failure to take the Finish jump will result in no time being recorded and the loss of all accumulated points.**