



## 2007 TDA A Petit Prix Judges Briefing



### Snooker

Snooker was patterned after the British billiards game of the same name. It involves obstacles known as “reds” and other obstacles known as “colors”. It also involves an “opening” and a “closing” sequence.

Reds consist solely of wingless jumps marked on the map with the number “1”. Colors are any other obstacle (possibly including jumps) and are numbered on the course 2-3-4-5-6-7. There is a possibility of a color consisting of more than one obstacle in which case it is referred to as a combination and will be numbered a-b (-c) as required. In this course, 6 is a combo consisting of 6a-6b-6c and 7 is a combo consisting of 7a-7b.

**Opening:** In the opening, the handler designs a course for her dog. The team begins by completing a red jump. Each successful red is worth 1 point. Successful completion of the red earns the team the right to perform a color. Each color is worth the points designated on the map. The team then completes another red. Each red must be unique (i.e., the team cannot repeat a red). After completion of the red, the team again attempts a color. Unlike reds, colors do not need to be unique and the team may use the same color more than once. If at any time the dog drops the bar on a red jump, the team must successfully complete a different red (one that has not already been used) before attempting a color. In the opening, all colors may be taken in any direction (except obvious exceptions like the chute and teeter if on the course). Refusals are not faulted in the opening. A color is attempted if the dog commits with 4 paws, lifts for a jump, or crosses the line of weave poles. See the special rule below regarding combinations.

There are 4 reds on the course. The team must attempt at least three red-color sequences. (An attempt means that the dog either completed the red successfully and attempted a color or knocked the bar on a red.) The team may elect to attempt the fourth red-color sequence before moving into the closing if the handler so chooses. If dog drops the third red attempted, the team may either attempt the final red in order to earn the right to complete a color or they may move directly to the closing. If at any time in the opening the dog repeats a red obstacle or takes two color obstacles in a row (without successfully competing a red between) scoring will stop (judge will say “thank you”) and the dog must be directed to the finish line to stop time.

**Closing:** Once the team has completed 3 or 4 red-color sequences, the team then moves to the closing. In the closing, the dog must be directed to complete the color obstacles in order (i.e., 2-3-4-5-6-7). If a jump bar was knocked in the opening, it will not be reset. In the closing, however, the dog should be directed through the uprights to earn points for the obstacle. If the dog fails to complete any obstacle successfully in the closing or takes an off course obstacle in the closing, scoring stops (judge will say “thank you”) and the team should run to the finish line to stop time. Refusals will be faulted in the closing on contact obstacles only. If you hear a whistle, you are out of time and should direct your dog to the finish line as quickly as possible. You must have a time in order to qualify. It is possible to qualify without finishing the closing sequence as long as you have the required points for your level. **Do not touch your dog before crossing the finish line as you will receive a no time.** Once your dog has completed obstacle number 7 or after the whistle or a “thank you” from the judge, any obstacles taken on the way to the finish line are immaterial. You are merely wasting time.

**Special rules for combinations:** If a color is a combination (6 or 7 in this case), the team needs to successfully perform each obstacle of the combination in order to earn the points. Each part of the combination can be completed in any order and in any direction so long as



## 2007 TDAAGAA Petit Prix Judges Briefing



each obstacle is completed once. If any part of the combination is faulted, the team still must complete the remaining obstacles in order to earn the right to continue. For example, if the color consists of two jumps and the dog knocks the bar of the first jump, it still must attempt the second jump before moving to the next red or the closing. Failure to attempt all parts of a combination will result in the judge saying “thank you.”

**Special note on obstacle No. 2:** If you use the number 2 obstacle as your final color in the opening, you **MUST** repeat it (in the order directed by the judge) to start your closing. Failure to do so will result in a “thank you.”

**Special note on weave poles:** In the opening, weave poles need only be completed to earn points. Once attempted, however, they must be completed before attempting another red or the close. Failure to complete weaves will result in a “thank you.” In the close, weave poles must be completed in one continuous motion. Once the dog has gotten the correct entrance, a popout or missed pole will be faulted.

**4 paw safety rule:** The 4 paw safety rule will be enforced on contacts in the opening. Therefore, if your dog commits to the contact with all 4 feet and bails, you need to move on (either to another red or the closing as appropriate). If your dog reattempts the contact (on his own or at your direction) you have now taken two colors in a row and will hear a “thank you.”

**Scoring:** The team earns 1 point for each red completed and the designated points for each color in the opening. In the close, the team earns the designated points for each obstacle completed. For example, a scribe sheet may read 1-3-1-5-1-2-2-3-4-5-6-7, in which case the team has earned 40 points. The maximum points available is 59. Snooker is scored points then time for placement purposes.

**Time:** Mini dogs (4/8) will have 55 seconds.  
Big dogs (12/16) will have 50 seconds.

**Qualifying:** You must earn the respective points for your level in order to qualify.  
Games 1: 34  
Games 2: 35  
Games 3: 37

**To recap:** The following events will result in termination of point accumulation.

- Expiration of game time.
- Taking two reds in a row (including back jumping a red).
- Taking two colors in the opening without a successful red between them.
- Knocking a red and taking a color before completing another red.
- Repeating a red at any point.
- Failure to attempt all obstacles in a combination in the opening.
- Failure to complete weaves if attempted in the opening.
- A refusal in the closing (contacts only).
- Any other fault in the closing (knocked bar, off course, missed contact, etc.).
- A weave pole fault in the closing (must get entry before weave poles are judged).