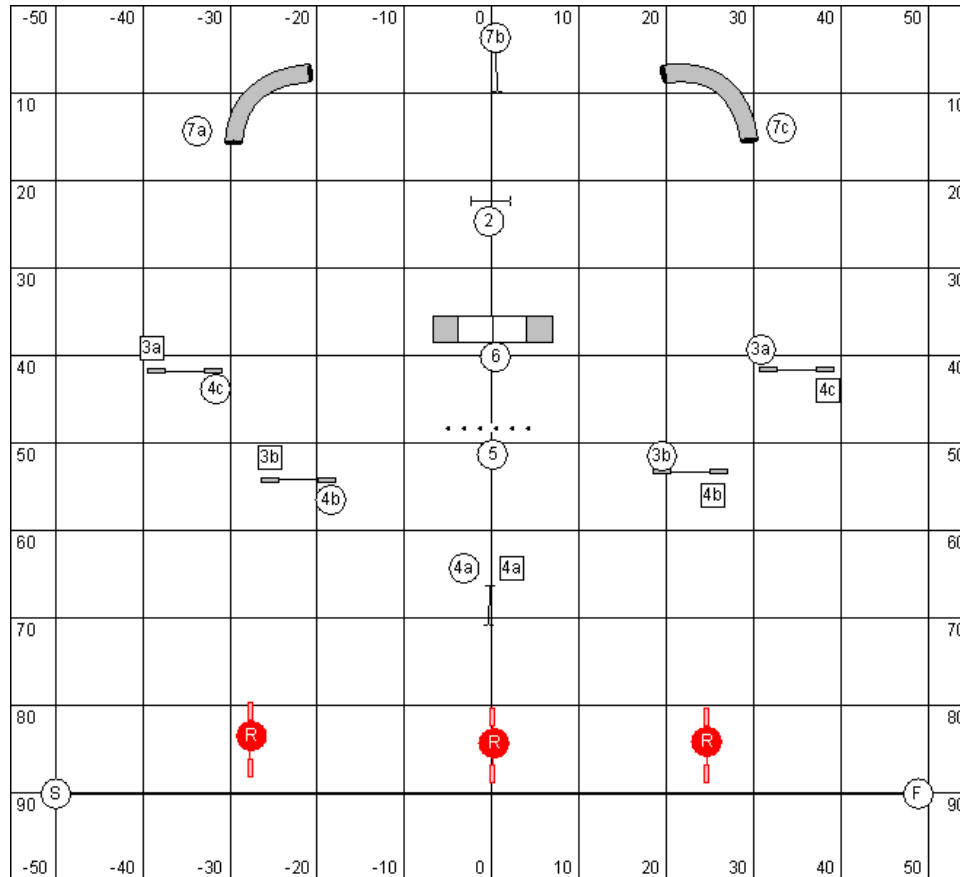


## USDAA 2005 Team Snooker Course Map & Briefing Notes

### Course Map :



### Briefing Notes :

#### Opening:

- All obstacles are bi-directional in opening period. Combinations can be taken in any direction or flow, but each element must be performed.
- #3 is two jumps numbered in either circles on squares – must take both elements or either circles or squares for points.
- #4 is three jumps numbered in circles or squares – must take all elements of either circles or squares for points.
- #7 is tunnel jump tunnel in circles or squares – must take all elements of only.

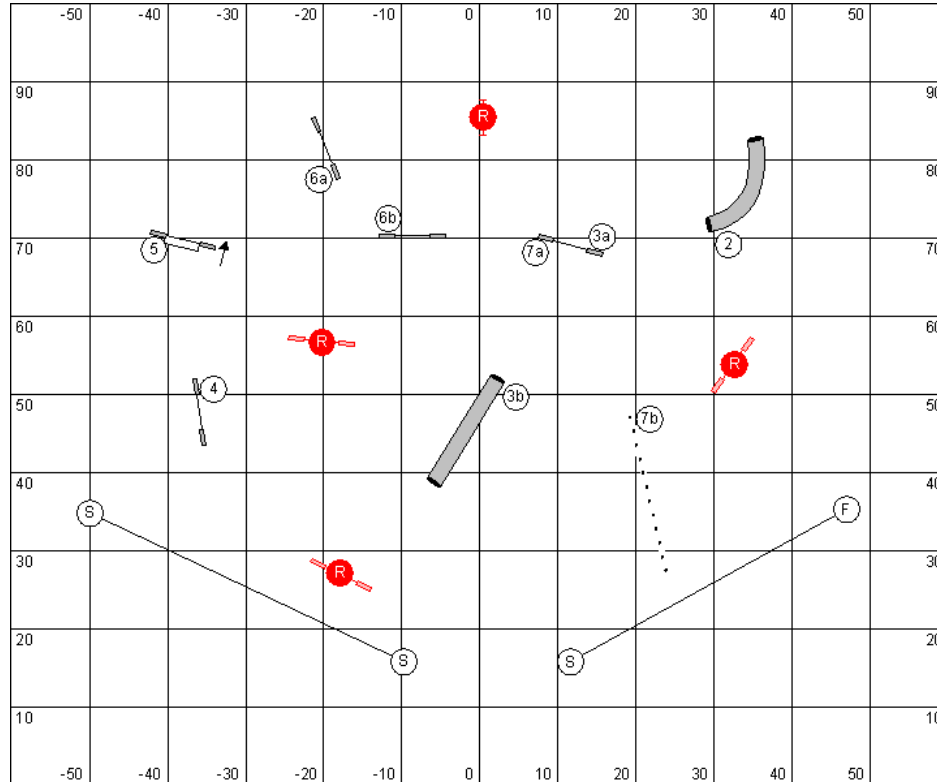
#### Closing:

- Refusals / runout lines will be determined by the dogs initial approach to the obstacle element(s).
- #3 is two jumps (choose either circles or squares) – must be taken in flow as labeled.
- #4 is three jumps (choose either circles or squares) – must be taken in flow as labeled.
- #7 must be taken tunnel-jump-tunnel in flow as labeled (choose either circles or squares)

Time Allowed: 12" – 54 sec, 16" – 49 sec, 22"/26" – 45 sec

## USDAA 2006 Team Snooker Course Map & Briefing Notes

### Course Map :



### Briefing Notes :

#### Opening:

- 4 Reds.
- Combinations may be done in either direction (forward or reverse flow); all other obstacles, except #5, may be taken in either direction.

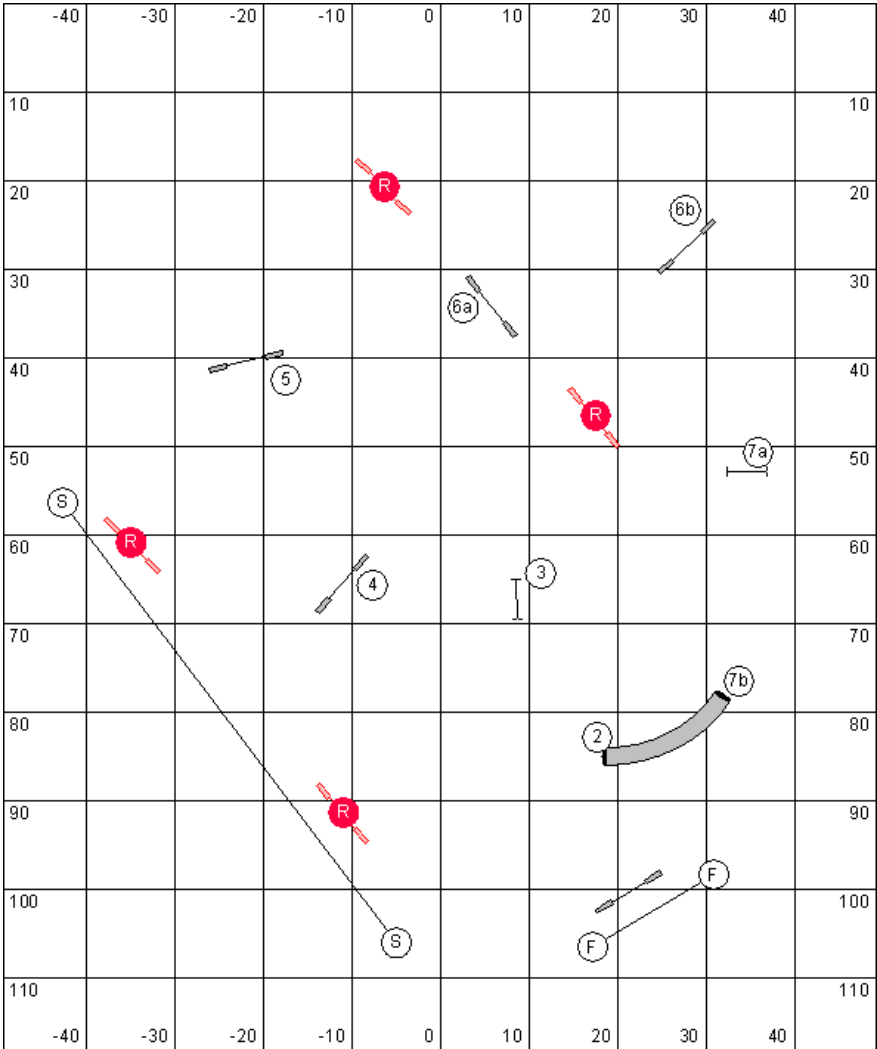
#### Closing:

- Perform all obstacles and combinations in direction indicated by number placement (i.e., number labels approach side)

Time Allowed: 12" – 55 sec, 16" – 49 sec, 22"/26" – 45 sec

*USDAA 2007 Team Snooker Course Map & Briefing Notes*

Course Map :



Briefing Notes :

Opening:

- 3 or 4 Reds may be used.
- All obstacles bi-directional.
- #6, #7 can be taken in any order / flow in opening.

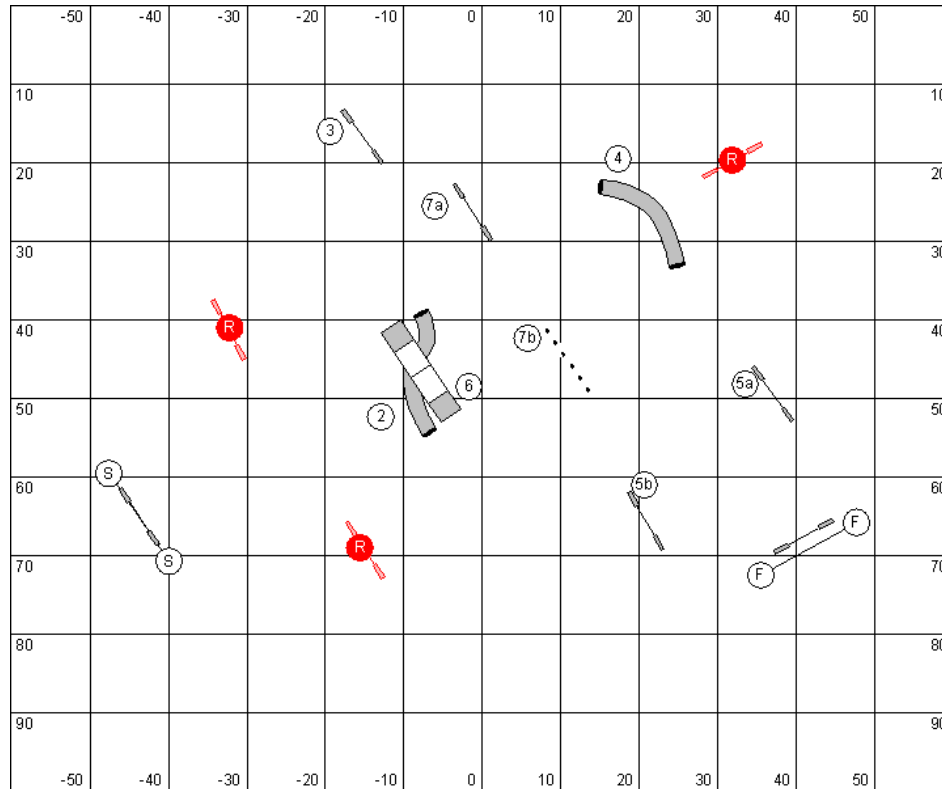
Closing:

- All obstacles as indicated.

Time Allowed: 12" – 54 sec, 16" – 49 sec, 22"/26" – 45 sec

## USDAA 2008 Team Snooker Course Map & Briefing Notes

### Course Map :



### Briefing Notes :

#### Opening:

- Must perform all 3 Reds.
- In opening obstacles 2/3/4/6 are bi-directional.
- #5 can be taken in any order / flow in opening.
- When attempting #5 each obstacle should be performed only 1 time (i.e., don't backjump).
- Repeat of an obstacle when completing #5 will be treated as off course.
- #7 is always performed 7A, (either direction), then 7B(as marked).
- If #7 is attempted out of order (weaves first), you must complete the combination in the proper order (no points) to continue.
- After completion of 7A, if 7A is repeated, it is an off course.

#### Closing:

- In closing everything as indicated.
- #2 bi-directional in close.
- Taking the finish jump (accidentally or intentionally) end run.

Time Allowed: 12" – 55 sec, 16" – 49 sec, 22"/26" – 45 sec