

# 2016 WAO Team Japan Selection Snooker Briefing

Judge: Marquand Cheek

All rules in Section 3.6 of the *WAO Rules and Regulations* apply to the Snooker class.

<http://worldagilityopen.com/rules.html>

This briefing contains specific information for running the 2016 Team Japan Snooker class.

## General Briefing

- Stopwatches or other timing devices are allowed during course walk-through, but may not be used as an aid during the actual competition.
- Course times, by height class, will be listed on the course map provided to competitors.
- If a dog is performing an obstacle when the horn sounds, points will be awarded only IF the obstacle or obstacle combination has been completed, which is the point at which it is no longer possible for the dog to fault the obstacle (that is, landing for jumps, front feet on the ground after having touched the contact zone with at least one foot, front feet have exited a tunnel, head past last weave pole).

## Start Jump

- All dogs must take the start jump as the first obstacle and *must* be taken as indicated on map.
- Time starts when the dog crosses the start jump. The start jump has no point value. 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. 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 horn/buzzer sounds, will result in no time being recorded and the loss of all accumulated points. There will be no penalty if a dog takes additional obstacles on the way to the finish jump.

## Opening Sequence

**(Red #1 successfully, Any Color attempt, Another Red #1 successfully, Any Color Attempt, Another Red #1 successfully, Any Color attempt)**

- Refusals *are not* judged in the opening sequence.
- There are three (3) red jumps on course and all must be attempted.
- If a red jump is faulted, the handler must move on to the next available red 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 for points (except Start Jump which has no value and must be taken in direction indicated on map).
- There are multiple combinations on this 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 in any direction. 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 within 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, 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. After the weaves are entered correctly, a subsequent missed pole will be called a “Fault” by the judge. If “Fault” is called, then the handler 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). 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 (#2-#7)**

- Refusals *are* judged in the closing sequence and the judge will blow the whistle. Proceed to finish jump upon whistle.
- All 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 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 course 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 horn sounds to signal the end of time.
- If an obstacle is faulted and the judge’s whistle blows, or the buzzer/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.