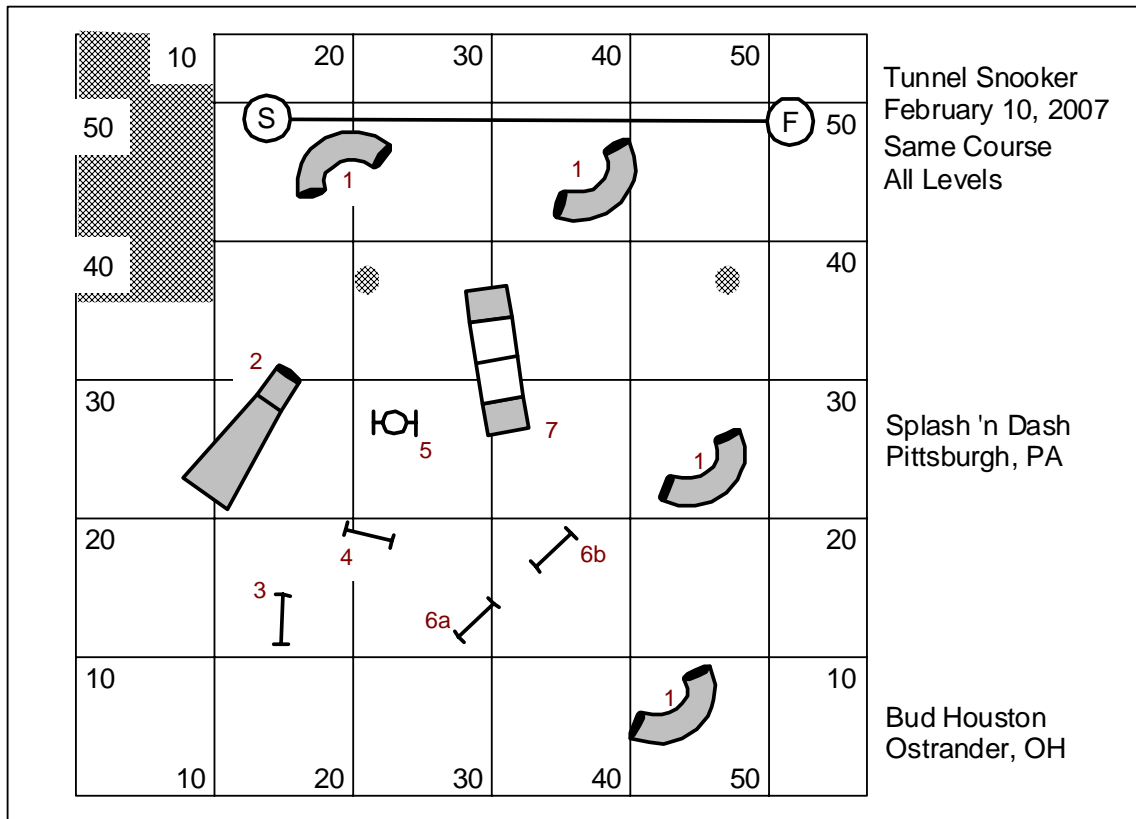


Tunnel Snooker



Briefing

Snooker is a two-part game. Each part is played and scored on a different basis. The parts are described below. Course times shall be: 60 seconds for Beginners; 54 seconds for Intermediate; 48 seconds for Superior.

Opening Sequence – Begin by performing red obstacles, the tunnels, valued at 1 point each. A successfully performed red earns the team the right to attempt one of the numbered obstacles on the course, valued at 2 to 7 points. The team earns those points if the dog successfully performs the numbered obstacle.

If the dog faults a tunnel—by backing out after starting the entry—the dog cannot go on to a numbered obstacle. Instead, the dog must perform another red correctly. The order in which reds are performed is up to the handler. Which numbered obstacle is performed after a red is also up to the handler. The handler can choose to take the same numbered obstacle after each successful red. Each red may be taken only once.

The opening sequence ends when the team has performed or attempted all of the red jumps specified by the judge and has performed a corresponding colored obstacle after each.

Refusals are not faulted in the opening sequence. If the dog commits to an obstacle and then refuses, he is obligated to perform that obstacle, not another. A run-out type of refusal does not signify commitment.

Performance faults (such as missed contacts) for colored obstacles are not faulted in the opening; the dog just won't receive points for that obstacle. Even if an obstacle is faulted it must be completed, despite the fact that no points are earned. The dog should then continue the opening sequence by performing another red. If the faulted colored obstacle is the last obstacle in the opening sequence, the dog should start the closing sequence.

Once a dog has committed to any combination obstacle all of the obstacles in the combination must be performed, regardless of any faults on any of the obstacles.

During the opening, scoring will cease (judge blows his whistle) if: **a)** The dog commits to a numbered obstacle without first successfully performing a tunnel; **b)** The dog performs a tunnel immediately after performing another tunnel; **c)** The dog performs a tunnel that has already been performed; **d)** The dog faults a numbered obstacle and then attempts to perform the same or another numbered obstacle.

Closing Sequence – After the opening, the team run the numbered sequence indicated by their point value (#2 through #7). The dog and handler team will earn the value assigned to each of these obstacles as long as the obstacle is not faulted. At the close of scoring the dog must be directed to a finish line.

During the closing, scoring will cease when any of the following occurs: **a)** An obstacle is faulted; **b)** An obstacle is taken out of numerical sequence; **c)** The #7 obstacle is performed; **d)** The course time expires.

Scoring

Tunnel Snooker is scored points then time.

The judge will call out the point value of each obstacle performed correctly for points. The judge will also whistle to end point accumulation if the dog faults during the run.

The timekeeper whistles to signal the end of scoring time. Time does not stop, however, until the dog reaches the designated finish point.

The time the judge gives to perform the course represents the time allowed for scoring, not to get to the finish. Time will not stop until the dog reaches the finish. Any obstacles performed after the allotted time expires are not counted. The dog keeps all points earned before the whistle was blown. If the dog fails to go to the designated finish, he will retain his points but no time will be recorded.

Qualifying

37 points are required to qualify at all levels.