



**2024 CSJ Agility Open
Snooker Briefing.
Thursday 13th June.
Judge: Marko Mäkelä**

All rules in Section 2.6 of the *CSJ Agility Open Rules and Regulations* apply to the Snooker class. This briefing contains specific information for running the 2024 CSJ Agility Open Snooker classes.

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 has engaged with 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 must be taken in the correct 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 Colour attempt, a different Red #1 successfully, any Colour attempt, a different Red #1 successfully, any Colour attempt.
- If there are 4 (four) Red #1 jumps on the course only 3 (three) of them may be completed *successfully*.
- 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 fourth Red #1 jump (if there is one) is faulted, then the handler must begin the closing sequence at #2. If they do not do this then the run is over and they should go to the finish jump to stop the time.
- If any one of the red jumps is faulted, the handler may choose to take the 4th red (if there is one) followed by a colour before proceeding to the closing sequence. This is not compulsory and the handler can choose to go straight to the closing after the 3rd red & colour attempt.
- All obstacles may be taken in either direction in the opening (except the Start and Finish jumps which must be taken in the direction indicated on the course map). Any exceptions to this will be noted on your course map.
- If the handler touches a dog or an obstacle (whether intentional or accidental contact) in a manner that aids the dog's performance, this 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.
- No refusals are judged in the opening sequence; therefore, the dog will get points as long as the obstacle is completed correctly. For example, if the dog misses the weave pole entry but then corrects it and finishes weaving all the poles, points will be awarded. Or, if the dog starts up the A-frame, jumps off the *up ramp*, and then gets back on the obstacle and successfully completes the A-frame, points will be awarded.
- Snooker definition of Engaged – the dog get onto an obstacle, goes into an obstacle, touches any part of an obstacle in any way, running under any part of an obstacle, jumps over any part of an obstacle.
- Snooker definition of Standard fault – a missed down contact, a pole/brick/long jump element knocked down, breakaway tyre opening, missing a weave pole after entering correctly.
- A dog is deemed to have started an obstacle once it engages with the obstacle. Once a dog engages with a coloured obstacle they must continue with the obstacle to the point of completion or standard fault. If they do not, this is game over and they should go to the finish. Refusing a coloured obstacle after engaging with it and then attempting a different coloured obstacle is game over.
- Combination Obstacles: If there are any combination obstacles on course then they may be taken in any order and/or direction in the opening.
- Once a combination is started, subsequent obstacles in that combination must be attempted to the point of completion, unless the dog incurs a standard fault on one of the obstacles. If this occurs (the judge will call out the fault), the handler does not have to finish the combination and may leave the obstacle to continue to the next red jump or to start the closing as appropriate. No points will be awarded and time will be wasted if the dog finishes the combination. In the absence of a standard fault, if the dog leaves the combination before attempting all the elements this is game over. If the dog returns to a previously completed obstacle in the combination, this is game over. If the dog takes a non-combination obstacle during the combination, this is game over. If the dog takes the combination out of a designated order or direction, this is game over.

- If weaves are present on course, the following rules apply: If the dog misses the entry, but it engages with the weave, it is a refusal which is not faulted in the opening. The handler must re-start the weaves, from the same direction, and still earn the points. Once the dog enters the weaves correctly, if he does miss a pole, it is a standard fault. The judge will call “Fault or Zero” and the handler should continue on to the next red or start the closing. While the handler does not have to complete the weaves in the case of a fault, there is no penalty if he does finish the weaves.

Closing Sequence Notes (#2-#7)

- Any faults or refusals in the closing will mean the Game is over 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 the correct side.

Failure to take the Finish jump will result in an elimination.



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