

## Précis for Games

### Accept all Games Working Party Interpretations as Rules

## Snooker Rules

### 1. *Introduction:*

- 1.1. Snooker is a two-part game of strategy and teamwork.
- 1.2. Each part is played and scored on a different basis. The parts are described below.
- 1.3. The judge will establish a time limit for Snooker. Refer to 'The Guidelines to Judges'. The course must be completed in within the SCT for a qualification
- 1.4. Points can only be earned within the allotted time.
- 1.5. When the timekeeper signals, the handler must direct the dog to the designated finish to stop the time.
- 1.6. The judge/timekeeper may signal verbally or use a whistle or similar device to signal.
- 1.7. If any part of an obstacle is dislodged by the dog or handler then the obstacle becomes unavailable for further point accumulation in opening or closing sequence.

### 3. *Combination obstacle: (not permitted in Novice Class)*

- 3.1. At the judge's discretion, up to two (2) obstacles in Excellent and up to four (4) obstacles in Master can be combined to become one single coloured obstacle. This is called a combination obstacle. The combination obstacle must be performed in the order and direction specified by the judge. Once a dog has committed to a combination obstacle, all the obstacles in the combination must be performed, regardless of any fault earned on any of the obstacles.
- 3.2. One (1) combinations of up to two (2) obstacles in Excellent and up to three (3) combinations of up to four (4) obstacles each in the Master classes

### 5. *Closing sequence:*

- 5.1. After the opening sequence, the team will perform all coloured obstacles in the numerical sequence indicated by their point value (#2, then #3, and so forth, 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.
- 5.2. If the #2 obstacle was chosen as a coloured obstacle for the last red/colour combination in the opening sequence, the #2 must be repeated to begin the closing sequence. This is the only instance where an obstacle can be taken twice in succession.
- 5.3. At the close of the scoring period, the dog must be directed to the finish line to stop the clock. Failure to do so will result in a Disqualification.

## 8.2 The single bar hurdles used as red jumps are to be clearly identified

### *New Table now reads*

#### 11) *Table 1 Qualification requirements for Snooker*

Snooker		
Level	Minimum Opening Sequence points	Closing Sequence points
Novice	10	27
Excellent	15	27
Masters	20	27

11.1 To qualify a dog must obtain the points listed in the above table and cross the Finish Line within the SCT.

## Gamblers

### 1. Introduction:

- 1.1. The gamblers game specifically showcases a dog's willingness and skills to work at an appreciable distance from the handler.
- 1.2. Gamblers is a two (2) part game consisting of two (2) periods: A 'Point Accumulation Period' and a 'Gamble Period'.
- 1.3. The objective of Gamblers is for the dog and handler team to accumulate as many points as possible in the 'Point Accumulation Period', then to perform a designated Gamble, within the 'Gamble Period'. The Gamble consists of sequence of obstacles that requires the dog to work at a distance apart from the handler.
- 1.4. 'Point Accumulation Period': The length of the 'Point Accumulation Period' is determined from the scoring table. The time begins when the dog performs the start as designated by the Judge. The handler is allowed to lead out. The dog earns points for each obstacle successfully performed. An obstacle can be negotiated any number of times but will only score points for two (2) correct negotiations.
  - 1.4.1. The judge will call out the point value for each obstacle after it has been successfully completed. Scoring for the 'Point Accumulation Period' ends when the timekeeper signals. This signal announces the beginning of the 'Gamble Period'.
  - 1.4.2. The dog is not penalized for failing to negotiate an obstacle in the Point Accumulation Period, it simply fails to score.
- 1.5. 'Gamble Period': The 'Gamble Period' begins on the signal which indicates the completion of the 'Point Accumulation Period'. During the 'Gamble Period' the dog is required to perform a series of obstacles, 'The Gamble', in a certain amount of time and in the direction and sequence indicated by the judge. The handler is required to remain behind the Gamble line. A further signal from the timekeeper indicates the end of the 'Gamble Period'. The time is stopped when the dog crosses the finish line or performs the finish obstacle.
- 1.6. Starting: The Judge may nominate a line, or an obstacle in the course, where the Handler will position the dog to start. i.e. The start may be when the dog crosses a line, leaves the table or crosses the plane of an obstacle.
- 1.7. Finishing:
 

The Judge may define the finish as a line across which a dog must pass or an obstacle which a dog must negotiate to finish. If a Table is used, there is no

requirement for a dog to have all four feet or for any length of time on the Table.

- 1.8. The dog is not penalized for negotiating obstacles when moving from the end of the Point Accumulation Period to the start of the Gamble Period; however, the scores do not count.
- 1.9. If any part of an obstacle is dislodged by the dog or handler then the obstacle becomes unavailable for further point accumulation in opening or closing sequence

4.1.1. The Gamble

Scoring Table						
Accumulation Period			Gamble			
Level	Time allowed for 'Point Accumulation Period' (sec)	Points to be gained in 'Point Accumulation Period'	Gamble distance (metres)	Number of obstacles required	Obstacle permitted in gamble.	
Novice	45	20	3	4	Single Hurdles, Flexi Tunnel (1), Collapsible Tunnel (1), 4 weave poles (1), Broad Jump (1), Table (1).	
Excellent	45	25	5	4 to 5	Single Hurdles, Flexi Tunnel (1), Collapsible Tunnel (1), 8 weave poles (1), Hoop (1), Spread Hurdle (1), Contact Obstacle (1) selected from Scramble or Dog Walk, Broad Jump (1), Table (1).	
Masters	45	30	7	5 to 7	Single Hurdles, Flexi Tunnel (1), Collapsible Tunnel (1), 12 weave poles (1), Hoop (1), Spread Hurdle (1), Contact Obstacle (1) selected from Scramble, Dog Walk or See Saw, Broad Jump (1), Table (1).	

4.1.2. The gamble period is to be determined by the judge after measuring the length of the Gamble and applying a rate of travel appropriate to the class and the obstacles being used in the Gamble

#### **4.1 Gamble Faults:**

- 4.1.1 There are no refusal faults in Gamblers
  - 4.1.2 A Gamble fault will be incurred if:
  - 4.1.3 The dog exceeds the 'Gamble Period'.
  - 4.1.4 The dog faults an obstacle in the Gamble sequence.
  - 4.1.5 The dog negotiates an obstacle out of order.
  - 4.1.6 The dog negotiates an obstacle in the wrong direction.
  - 4.1.7 The handler steps on or over the Gamble line/s after the signal has been sounded for the completion of the Point Accumulation Period. .
  - 4.1.8 Having commenced the Gamble, the dog also negotiates any obstacle that is not a designated obstacle of the Gamble. If the handler is inside the gamble zone when the signal sounds there will be no penalty so long as (1) the handler immediately moves outside the gamble zone, and (2) the dog only starts to perform the first obstacle in the gamble after the handler is outside the gamble zone.
- Note:** When a fault occurs in the Gamble Sequence, scoring will cease however the dog will retain all points scored up to that point.
- 4.1.9 No points for the Gamble will be awarded if:
  - 4.1.10 The handler loiters near the start of the gamble whilst time remains in the 'Point Accumulation Period'.
  - 4.1.11 The dog performs any two (2) obstacles of the gamble sequence in any order during the 'Point Accumulation Period'.
  - 4.1.11.1 During the Point Accumulation Period (Opening Sequence), a dog performs any two of the obstacles of the Gamble consecutively (in either direction) or any one obstacle immediately a second time, ie. back to back.
  - 4.1.12 The dog or handler dislodges or interferes with an obstacle in the Gamble sequence during the 'Point Accumulation Period', making the correct performance of the obstacle during the 'Gamble Period' impossible.

#### **5. General rules:**

- 5.1. The dog and handler will be disqualified if the judge considers any performance during the game is unsafe.
- 5.2. The Handler is not permitted to jump over, duck under or run through any obstacle, the penalty will be disqualification.
- 5.3. Back-to-back performance of obstacles is permitted during the 'Point Accumulation Period'.
- 5.4. The Seesaw must only be negotiated in the correct direction.
- 5.5. The dog must have reached the contact zone of a contact obstacle when the 'Point Accumulation Period' expires to gain points for that obstacle.
- 5.6. The course must be completed in within the SCT for a qualification
- 5.6 Once the Colour contact zone has been passed, the dog should complete the obstacle or be disqualified for unsafe performance

### **STRATEGIC PAIRS**

**1. Introduction:**

- 1.1. Strategic Pairs is a pair's relay; two dog-and-handler teams are on the course at the same time.
- 1.2. It is conducted on a single course with 20 to 25 sequentially numbered obstacles.
- 1.3. One dog of the pair may compete in the next height above or below their classification.
- 1.4. One team is considered the active team at any one time. The other team is free to move anywhere on course.
- 1.5. The inactive team is not judged, but may cause disqualification of both teams if the judge considers a performance to be unsafe or the team incurs the appropriate penalty.
- 1.6. The teams can exchange as many times as is necessary or is strategically planned.
- 1.7. A whistle or similar device will be used to signal faults or maximum course time.

**3. Performance:**

- 3.1. The course must be completed in numerical order by either team.
- 3.2. The course must be completed within the Maximum Course time.
- 3.3. Exchange is simply undertaken by one team taking over the active role on the course from the other.
- 3.4. If the active team faults an obstacle, the judge will signal the fault either verbally or by using a whistle or similar device.
- 3.5. The inactive team becomes active and must attempt to perform that obstacle before the course can be resumed.
- 3.6. If both teams fault the same obstacle, they must continue alternately attempting the obstacle until it is correctly performed before resuming the course. Only after the obstacle has been successfully performed can the course be resumed and no penalty will be recorded.
- 3.7. If one team drops a bar, the other team must perform that obstacle even if the performance is simply to send the dog through the jump uprights. The bar does not need to be reset and no penalty will be recorded.
- 3.8. Handlers may talk to each other during the run.
- 3.9. Communications between handlers on the course must be by natural voice using no devices.
- 3.10. Inactive dog cannot be physically restrained in any way. Penalty disqualification.

**4. Penalties:**

- 4.1. There are no:
- 4.2. Off-course penalties with exception of Rule 7.2, or
- 4.3. Refusal penalties.
- 4.4. A penalty will not be recorded if the active team correctly performs the obstacle.
- 4.5. Both teams will be disqualified if:
- 4.6. The judge considers any performance on the course is unsafe.
- 4.7. The rules are breached warranting a disqualification.
- 4.8. A team completes the course without successfully performing an obstacle.
- 4.9. The Maximum Course time is exceeded.
  - 4.9.1. The handlers use any method other than natural voice to communicate with each other during the competition.
  - 4.9.2. If the handler interferes with any obstacle.

**7. *The Course:***

- 7.1. The order and direction of performance of the obstacles is decided by the judge.**
- 7.2. If judge specifies the direction in which the obstacles must be negotiated, the active dog will be faulted if the obstacle is performed in the wrong direction.**
- 7.3. The course should not be flowing in design. It should be somewhat disjointed with 180<sup>o</sup> turns and variable distances - some of them very long - between obstacles. However, the course should not be so disjointed that it completely dictates the transitions between the teams. A lot should be left to strategy of the competitors.**
- 7.4. Once the Colour contact zone has been passed, the dog should complete the obstacle or be disqualified for unsafe performance**