

## INTERPRETATIONS

### SNOOKER

#### *Current Rule 2.8*

2.8 The opening sequence ends when the team has performed or attempted the number of reds specified for the course and has performed or attempted a corresponding coloured obstacle after each successfully performed red.

#### ***Interpretation:***

*The Opening Sequence ends when the Team has performed or attempted 3 reds, and has performed or attempted the corresponding coloured obstacle after each successfully performed red.*

#### *Current Rule 2.10*

2.10 A dog that faults a contact obstacle or a 'combination obstacle' by missing the approach colour or faulting an obstacle comprising part of a 'combination obstacle', will gain no points for that obstacle but must complete the obstacle/'combination obstacle' before attempting another. The dog should continue the opening sequence by performing another red. If the faulted coloured obstacle is the last obstacle in the opening sequence, the dog should start the closing sequence.

#### ***Interpretations numbered to correspond with rule book:***

- 2.11 *A dog cannot be faulted until it 'starts' the obstacle. A dog starts an obstacle only when it places a paw on a ramp, jumps over or runs under or through a jump, or any part of the dog enters a tunnel or any part of the weave poles.*
- 2.12 *An obstacle may only be re-attempted when an attempt has occurred which would be classed as a 'refusal' in Agility or Jumping. Refusals are not penalised and the selected obstacle maybe re-attempted without penalty. That obstacle must be performed either successfully or not before continuing the Game.*
- 2.13 *The refusal section of the obstacle must be completed prior to a penalty for 'faulting' the obstacle. A fault will occur if an error is made on an obstacle after it has been successfully started. Example, if a dog fails to weave a pole after starting correctly, the obstacle has been faulted and is not scored. Another 'red' must be attempted before continuing. In the case where the third 'red' has been attempted the dog must start the Closing Sequence. A faulted coloured obstacle in the Opening Sequence, fails to score for that attempt, however, the obstacle remains in play for additional scoring in the Opening and Closing Sequence unless the obstacle has been rendered unable to be performed.*
- 2.14 *The dog should continue to perform the remaining parts of a faulted obstacle in the case of combination obstacle and long obstacles. This is primarily to ensure that a dog is not called off an obstacle at the risk of injury/safety or in an attempt to gain a time advantage. Where a dog*

*mounts the dog walk and misses the colour up it has faulted the obstacle and cannot score. The dog must be taken to the other end of the obstacle to dismount safely. Handlers will be penalised if they call the dog off the dog walk regardless of their apparent purpose. All parts of a Combination obstacle must be completed, with or without fault.*

- 2.15 *Any performance that is considered unsafe will result in the dog and handler being disqualified.*

#### *Current Rule 4.7*

4.7 Cease of scoring will be signalled by the judge (using a whistle or similar) indicating the Handler should immediately attempt the closing sequence and finish.

#### ***Interpretations numbered to correspond with rule book:***

4.8 *Cease of scoring in the Opening Sequence - The dog must go to the first obstacle of the Closing sequence when:*

- 4.8.1 *The Third Red/Colour combination has been attempted/completed; or*
- 4.8.2 *The Judge has indicated the cease of scoring in the opening sequence.*

#### *Current Rule 6*

6 *Cease of scoring in closing sequence:*

During the closing sequence, scoring will cease when any of the following occurs:

***Interpretation:*** *The dog must go to the finish line.*

- 6.1 An obstacle is faulted
- 6.2 An obstacle is taken out of numerical sequence
- 6.3 The #7 obstacle is performed
- 6.4 The allotted course time expires

#### ***Interpretations numbered to correspond with rule book:***

- 6.5 *The dog attempts any obstacle other than the first obstacle of the Closing Sequence, after the end of the Opening sequence.*
- 6.6 *The dog attempts the Closing Sequence prior to completing 3<sup>rd</sup> 'red'/colour combinations of the Opening Sequence.*
- 6.7 *When the final obstacle in the Closing sequence is attempted/completed...*

#### *Current Rule 7*

### **7 Scoring:**

- 7.1 Placings will be determined by ranking qualifying scores above non-qualifying scores.
- 7.2 The dog with the highest points will be ranked first

- 7.3 The dog with the next highest score will be ranked second etc.
- 7.4 The dog with the faster time will be ranked higher where dogs achieve equal point scores.
- 7.5 The judge will call out the point value of each obstacle correctly performed during the 'Opening sequence' and the 'closing sequence'.
- 7.6 The dog must have reached the contact zone of contact obstacles within the allotted time to gain the points for that obstacle.

***Interpretations numbered to correspond with rule book:***

- 7.7 *When the judge indicates a cease of scoring in the Opening sequence the dog cannot qualify.*

## GAMBLERS

### *Current Rule 1.4*

- 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'.

***Interpretations numbered to correspond with rule book:***

- 1.4.2 *The dog is not penalized for failing to negotiate an obstacle in the Point Accumulation Period, it simply fails to score.*

### *Current Rule 4.2*

## **4.2 Gamble Faults**

- 4.2.3 No points for the Gamble will be awarded if:
- 4.2.3.1 The handler loiters near the start of the gamble whilst time remains in the 'Point Accumulation Period'.
- 4.2.3.2 The dog performs any two (2) obstacles of the gamble sequence in any order during the 'Point Accumulation Period'.

***Interpretations numbered to correspond with rule book:***

- 4.2.3.2.1 *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.*
- 4.2.3.3 *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.*

### *Current Rule 1.7*

#### 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.

#### ***Interpretations numbered to correspond with rule book:***

- 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.

*Current Rule 5*

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

- 5.1 The dog and handler will be disqualified if the judge considers any performance during the game is unsafe.

#### ***Interpretations numbered to correspond with rule book:***

- 5.1.1 *The Handler is not permitted to jump over, duck under or run through any obstacle, the penalty will be disqualification.*

### STRATEGIC PAIRS

*Current Rule 4*

#### **4 Penalties:**

##### 4.1 **There are no:**

- 4.1.1 Off-course penalties, or
- 4.1.2 Refusal penalties.

- 4.2 A penalty will not be recorded if the active team correctly performs the obstacle.

##### 4.3 Both teams will be disqualified if:

- 4.3.1 The judge considers any performance on the course is unsafe.
- 4.3.2 The rules are breached warranting a disqualification.
- 4.3.3 A team completes the course without successfully performing an obstacle.
- 4.3.4 The Maximum Course time is exceeded.
- 4.3.5 The handlers use any method other than natural voice to communicate with each other during the competition.

#### ***Interpretations numbered to correspond with rule book:***

- 4.3.6 *If the handler interferes with any obstacle.*