

CPE *Snooker*

Liven up your weekend. CPE agility games are fun and fast paced. They demand special skills like working at a distance, obstacle discriminations, and the ability to think on your feet. There are six games >

- **Fun Games** – Fullhouse and Jumpers
- **Strategy Games** – Snooker and Jackpot
- **Handling Games** – Colors and Wildcard

Snooker is a game of strategy. Its name comes from the billiard game of snooker where different colored balls have point values. Likewise, the agility game of snooker has point values. Instead of balls we use agility obstacles. An agility snooker course has flags or cones indicating that obstacle's point value. The point values are 1 – 7.

Red	Yellow	Green	Brown	Blue	Pink	Black
1	2	3	4	5	6	7

Fairly easy to understand. I like to split CPE Snooker into 3 parts; the Opening, Closing and Finish. In reverse order >

- **Finish** - The snooker course ends when your dog places at least one paw on the table obstacle. That stops the clock which gives you a course time. No matter what happens on the course, always finish on the table.
- **Closing** - In the closing you simply take the obstacles labeled 2, 3, 4, 5, 6, and 7 in that order. (See figure 1)
- **Opening** - is a little more complex. Read on!

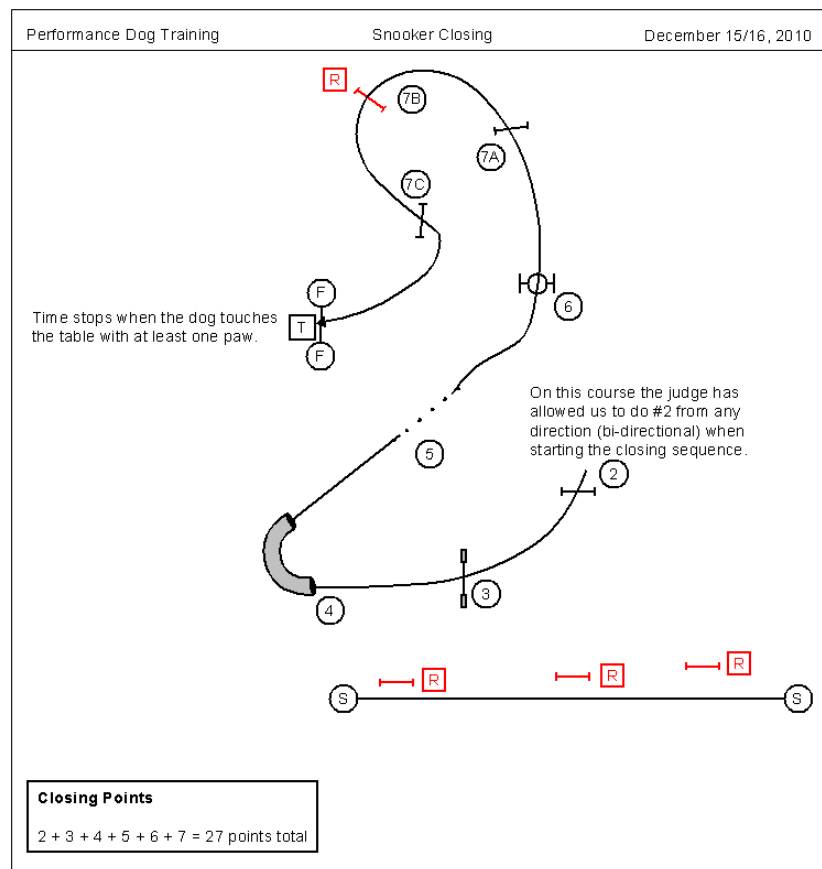


figure 1

The Opening. The most distinct part of snooker is the RED JUMPS in the opening, worth 1 point each. There are 4 of them on a CPE Snooker course. You only have to do 3. They are always jumps. These RED JUMPS are the keys which open the door allowing you to collect higher point obstacles like a green 3 or a black 7. In the opening you must first successfully complete a RED JUMP before gallivanting toward a higher point obstacle. This basic rule is at the core of the snooker opening. Not following this rule will prompt an immediate whistle or “thank you” from the judge – Cha Ching! This means you should stop running the course and quickly finish on the table. Then exit the ring.

In the opening you must successfully complete 3 of the 4 red jumps to qualify. If you knock a RED JUMP bar, you must go try another RED JUMP, before going on. Once you do a RED JUMP that particular one is retired. You cannot take it again. If you do, it will once again prompt the judge to blow a whistle or say “thank you” – Cha Ching! You know what that means? Go to the table!

So, your opening should read like this: Do a RED JUMP, take a higher color obstacle for points - Do a different RED JUMP, take a higher color obstacle for points - Do a different RED JUMP, take a higher color obstacle for points. I have included 3 different openings below. Please note a RED JUMP is part of the #7 combination. (See figure 2, 3, 4)

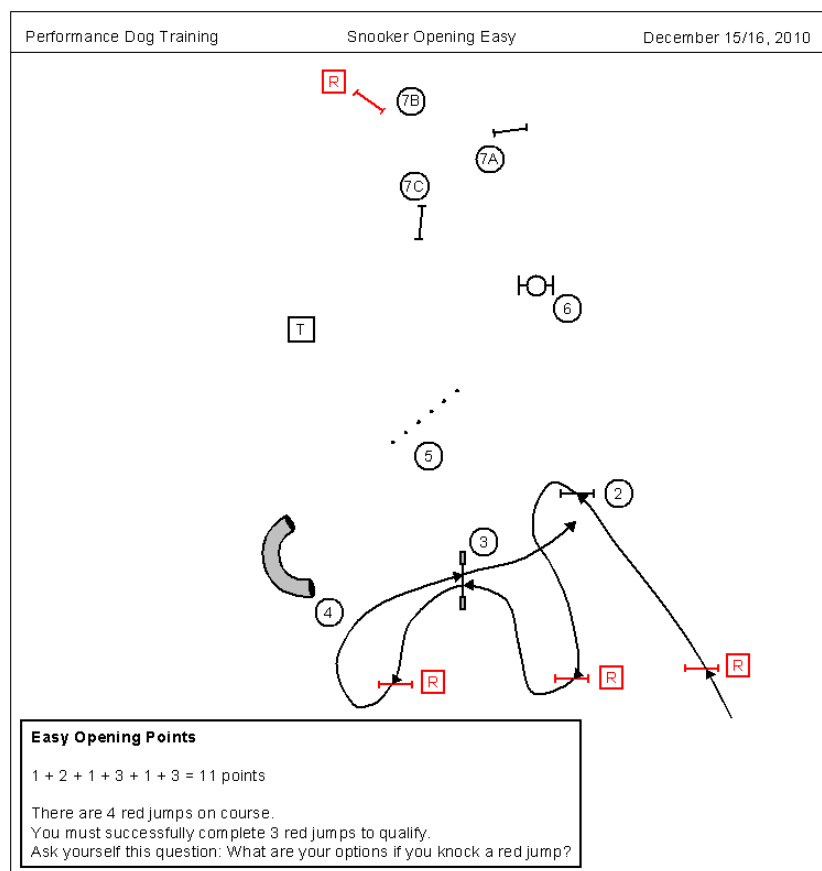


figure 2

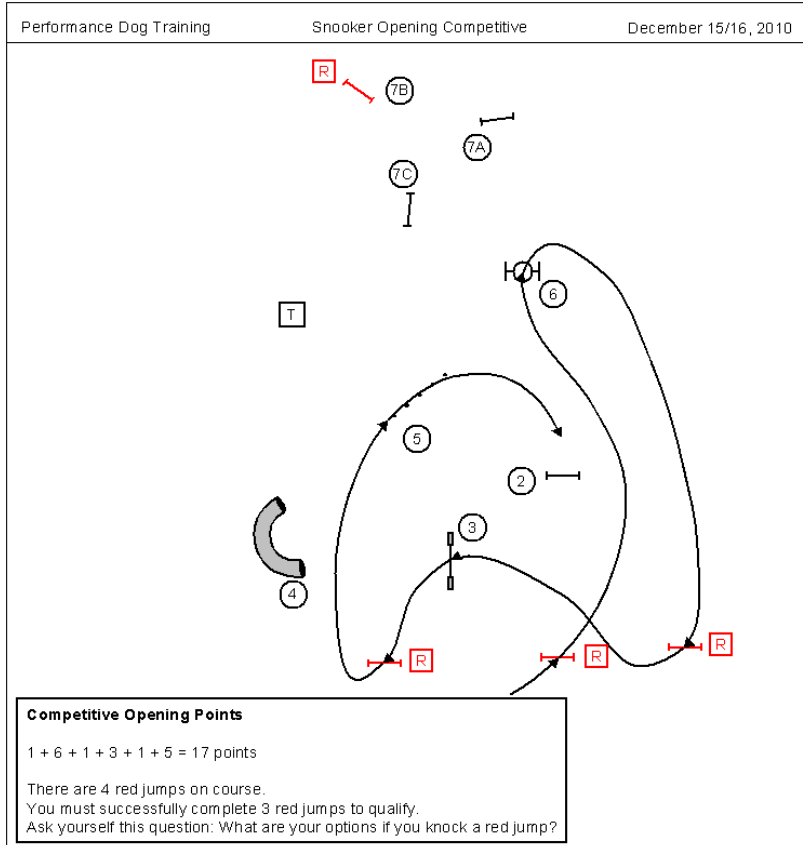


figure 3

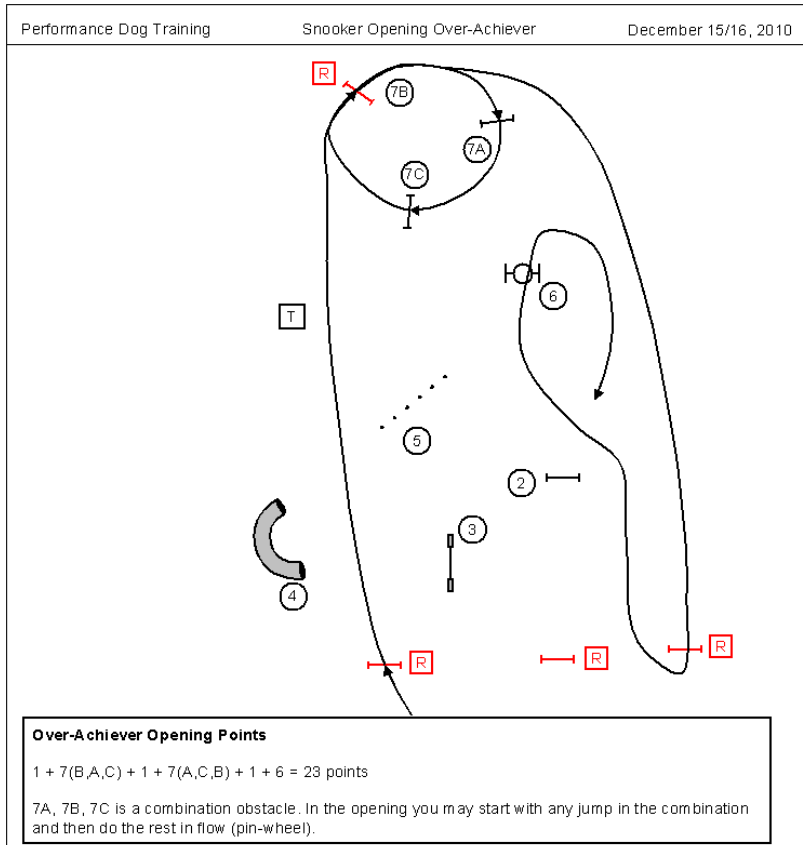


figure 4

Special Forces Skills. After your best strategidoo (aboriginal planning), you need 2 additional skills to beef up your handling quiver. Both involve switching your dog from obstacle focus to handler focus.

1. **Snooker Lead Out:** Assuming you have a start-line stay, the ability for your dog to come directly to you after you lead out, through a maze of other obstacles, without taking those other obstacles. (see figure 5)
2. **Follow-me:** The ability for your dog to follow you, closely at your side, without taking obstacles until given permission. (See figure 6)

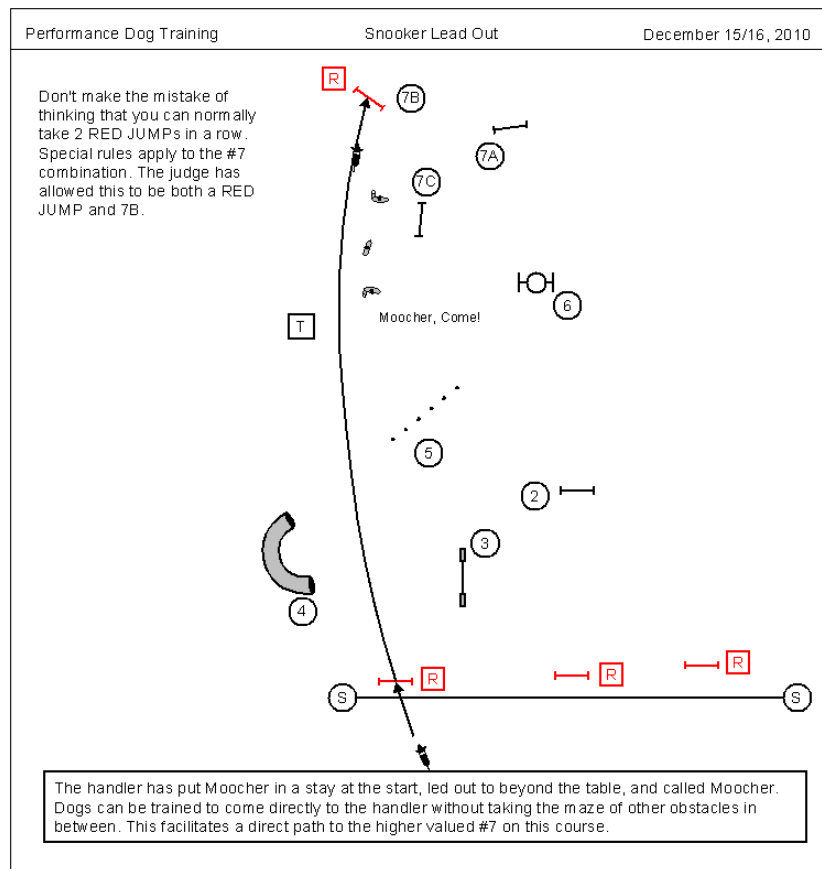


figure 5

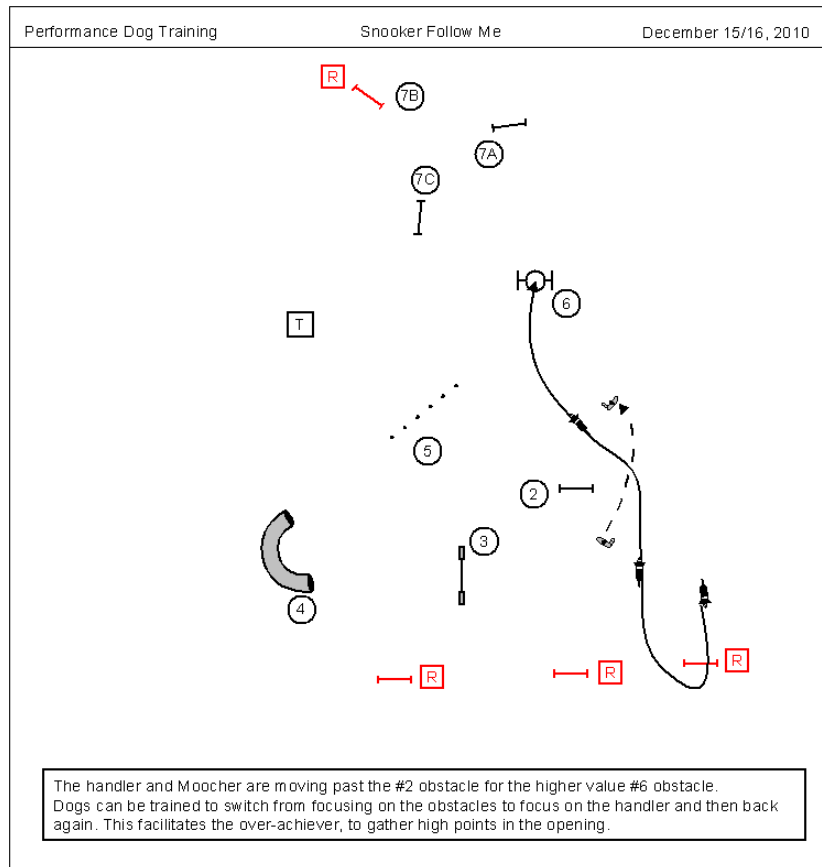


figure 6

Scoring and Placements. Remember, in order to receive a Qualifying Score, the team must have successfully completed 3 “reds” and accumulated a minimum number of points during the run. (see table 1)

Points Total = Opening Points + Closing Points

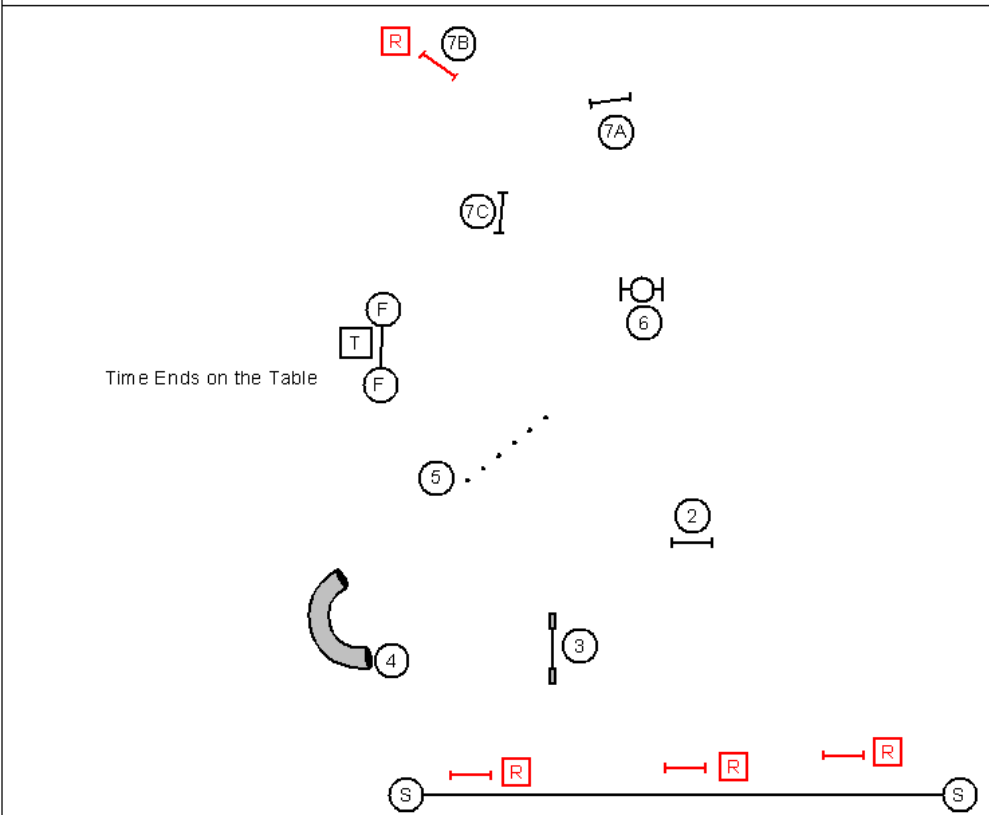
The team must have a time to qualify. Meaning - make sure you go to the table to stop the clock. The maximum allowed time for this course is 50 seconds. Any team with a time of 50 seconds or less, with the minimum points for their level, earns a qualifying score. Placements are reserved for the teams earning the highest points, in the least amount of time.

Table 1

Qualifying Regular Points	
Level	Points
1	26
2	28
3	30
4, 5, C	32

Plan your own course: I have included a blank snooker course below. This is the same course that we will run in class this week. Use this blank course to pencil in your Opening obstacles and approach to #2 for the closing. All students who prepare 2 different Opening courses on paper win a gift. All students who earn a qualifying score in class win yet another gift. Finally, any “over-achieving” student who can earn a total qualifying score of 48 or higher wins a \$\$ gift certificate.

Performance Dog Training
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Level	Regular Qualifying Points	Course Time (sec)
1	26	50
2	28	50
3	30	50
4, 5, C	32	50

Bonus Question. What are the maximum points a team can earn? How would you do it?

CPE Rule Book. For more information on Snooker please visit the CPE Website and download the rulebook: <http://www.k9cpe.com/rcall2007.htm> - I'm sure you have questions. We'll answer them in class. Have Fun!

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