

United Dog Sports LLC

"Where dogs instinctively have fun..."

Shed Hunt Snooker Guidelines

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Introduction

Shed Snooker is a point-basis strategy game based on the popular game of snooker. In this game, each team develops a strategy to accumulate as many points as possible in the allotted time. Shed Snooker challenges handling skills and a dogs' responsiveness to commands.

In Shed Snooker, seven antlers are placed in an arena, each near a sign denoting its value. Antlers may be either white or brown. The concept is simple: the harder the retrieve, the higher the points. Antlers may be covered or uncovered. Covered obstacles may be placed on the course to make the retrieve more difficult.

Shed Snooker requires handlers to direct their dogs to the scented antlers. The dog with the highest number of points is the winner. If any two dogs have the same score, the dog with the fastest time is the winner.

All regular shed hunt guidelines apply to snooker classes with the following exception(s). In snooker classes, handlers may verbally and nonverbally (hand signals) direct their dogs to the general area of the antlers.

Shed Snooker is a placement sport (first, second, and third). Dogs that complete the requirements in the allotted time will be awarded placement ribbons. There are no qualifying scores. All dogs can earn points toward their titles in each competition. The points earned during each run are applied to title requirements.

Point Values

Antlers should be marked with numbers and/or colored tape. The chart below denotes the color and corresponding point value of each antler.

Color	Point Value	Color Antler	Covered	Advanced Challenge
Red	1	White	No	
Yellow	2	White	No	
Green	3	White	Yes	
Brown	4	White	Yes	

Color	Point Value	Color Antler	Covered	Advanced Challenge
Blue	5	Brown	No	
Pink	6	Brown	Yes	Water
Black	7	Brown	Yes	Pen

Antler Placement

Antlers 1-3 are located within the middle third of the trial arena. Antlers 4-7 are placed near the corners of the trial arena. Antlers are placed within 10 feet of each sign.

Obstacles

Water hazards and fenced pens are added to the advanced courses to make the retrieves more challenging. In the advanced class, antler 6 (pink) will be located in a water hazard. Antler 7 (black) will be located in an enclosed pen.

Pens must be constructed in such a fashion as to allow small dogs to either jump or climb under the rails to retrieve the antler. Adjustments shall also be made for wheelchair dogs by removing a section of fence. Fencing should be no higher than 32 inches at the top of the post. Three rail fencing is ideal. When possible fencing dug into the ground is preferred. Removable pens can be easily constructed using cement blocks and landscape timbers. Pens shall be a minimum of 16' x 16' to 20' x 20'.

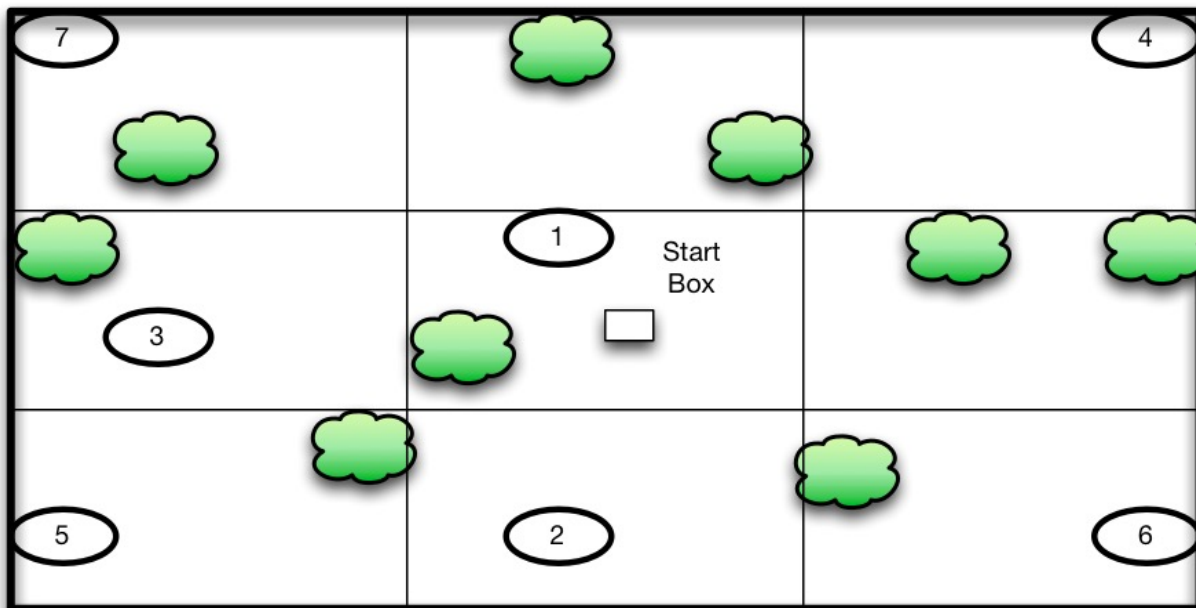
Example course set up. Numbers represent antler placement. Green objects are added obstacles like: trees, brush, corn stalk, banners, etc.

12) 2.5" X 2.5" X 8' rounded landscape timbers

16) 16" X 12" X 8" concrete blocks

Care should be taken to make sure concrete blocks are on level ground. It is also important to secure blocks to each other to strengthen them.

Water hazards can be natural or man made. A 3-4 foot in diameter kiddie pool or a hole dug in the ground lined with plastic or other suitable water tight material can be used. When the antler is placed in the water at least one point must be exposed.



Example course set up. Numbers represent antler placement. Green objects are added obstacles like: trees, brush, corn stalk, banners, etc.

Handlers Accompanying Junior Handlers

Handlers accompanying junior handlers may also participate in the same trial.

Class Levels

There are three skill levels. From easiest to most difficult these are: started, intermediate, and advanced. Skill levels are differentiated by the course size, dog requirements, and antler order. Handlers start in Started then move to Intermediate, and finally to Advanced. Titles are awarded based on points accumulated in each class. In each run a dog/handler team can accumulate up to 28 points. In each class there are four levels of accomplishment: pewter, bronze, silver, gold, and platinum. Once platinum is achieved in the maiden and intermediate classes the dog/handler team must move up to the next class level.

Class	Pewter	Bronze	Silver	Gold	Platinum
Started	100	200	300	400	500
Intermediate	100	200	300	400	500
Advanced	100	200	300	400	500

Once the Advanced Platinum title is completed dogs may continue to compete for Championship points (1000, 2000, 3000 and 4000).

Register of Merit status is awarded after earning 5000 championship points.

Titles

Shed Dog Snooker Started (SDSS) 100, 200, 300, 400, 500

Shed Dog Snooker Intermediate (SDSI) 100, 200, 300, 400, 500

Shed Dog Snooker Advanced (SDSA) 100, 200, 300, 400, 500

Shed Dog Snooker Champion SDSCH 1000, 2000, 3000, 4000

Register of Merit Shed Dog Snooker (ROMSDS)

Dual Register of Merit Shed Dog (DROMSD)

Course Time

The course time for all classes is 6 minutes.

A 30 second time warning will be given to handlers when time is about to expire.

A judge may officiate no more than 80 runs per day.

Entering the test area and releasing the dog

Handlers must bring their dogs into the trial area on lead. The dog may wear a flat buckle collar, harness or run "naked" during the competition. To begin, a dog/handler team positions itself in the start box in the center of the arena. Once in the start box the handler announces to the judge: his class, dog's name, and entry number. Once the judge is ready the dog is put in a sit position. The leash is removed from the dog's collar or harness and placed securely in the handler's pocket. If the lead is a hunting lead (Jäger lead) it is draped over the handler's shoulder, across their bodies and securely attached. The handler announces to the judge, "ready" meaning that they are ready to compete. The dog must hold its position until the judge gives the "go" command. Time starts when the judge gives this command. At that time, the dog is released to search the area. The handler must remain in the 4 x 8ft start box for the duration of the run. There is no penalty for dogs dropping antlers, on retrieves as long as they pick them up and deliver them to their handlers' hands. The judge will announce to handlers "good retrieve" when satisfied that sheds has been delivered to hand. Dogs are then sent to find the next shed.

Classes

Started

Trial arena 200 x 100 ft.

Dogs may be held in the start box by the handler.

Any dog that is sent before the judge has told the handler to send the dog will receive a NQ.

Antlers may be retrieved in any order.

Intermediate

Trial arena 100 x 200 ft

Dogs may not be held in the start box by the handler.

Antlers must be retrieved in the following order: Red - 1 Point, Yellow - 2 Points, Green - 3 Points, Brown - 4 Points, Blue - 5 Points, Pink - 6 Points, Black - 7 Points

When a shed is retrieved out of order, those points will be deducted from the total.

Dogs must sit/stay unrestrained and off-lead.

Dogs must sit/stay until the judge tells the handler to send the dog. Failure to do so will result in an NQ.

Dogs that leave their sit/stay and leave the starting box will be NQed.

Any dog that is sent before the judge has told the handler to send the dog will be NQed.

Advanced

Sheds must be retrieved in color order. If the shed is retrieved out of order the game is over (NQ). Antlers are retrieved in the following order: Red - 1 Point, Yellow - 2 Points, Green - 3 Points, Brown - 4 Points, Blue - 5 Points, Pink - 6 Points, Black - 7 Points

Dog must be sit/stay unrestrained and off-lead. Failure to do so will result in an NQ.

Dogs must sit/stay until the judge tells their handler to send them. Failure to do so will result in an NQ.

Dogs that leave their sit/stay and leave the starting box will be NQed.

Any dog that is sent before the judge has given the "go" command will be NQed.