

TEAM / PVP SNOOKER

CYNOSPORT® 2019

3 OR 4 REDS may be ATTEMPTED.

START LINE as indicated. The START JUMP is your FIRST RED and is worth 1 point if properly executed or 0 points if the bar falls (which means go on to your next RED).

OPENING:

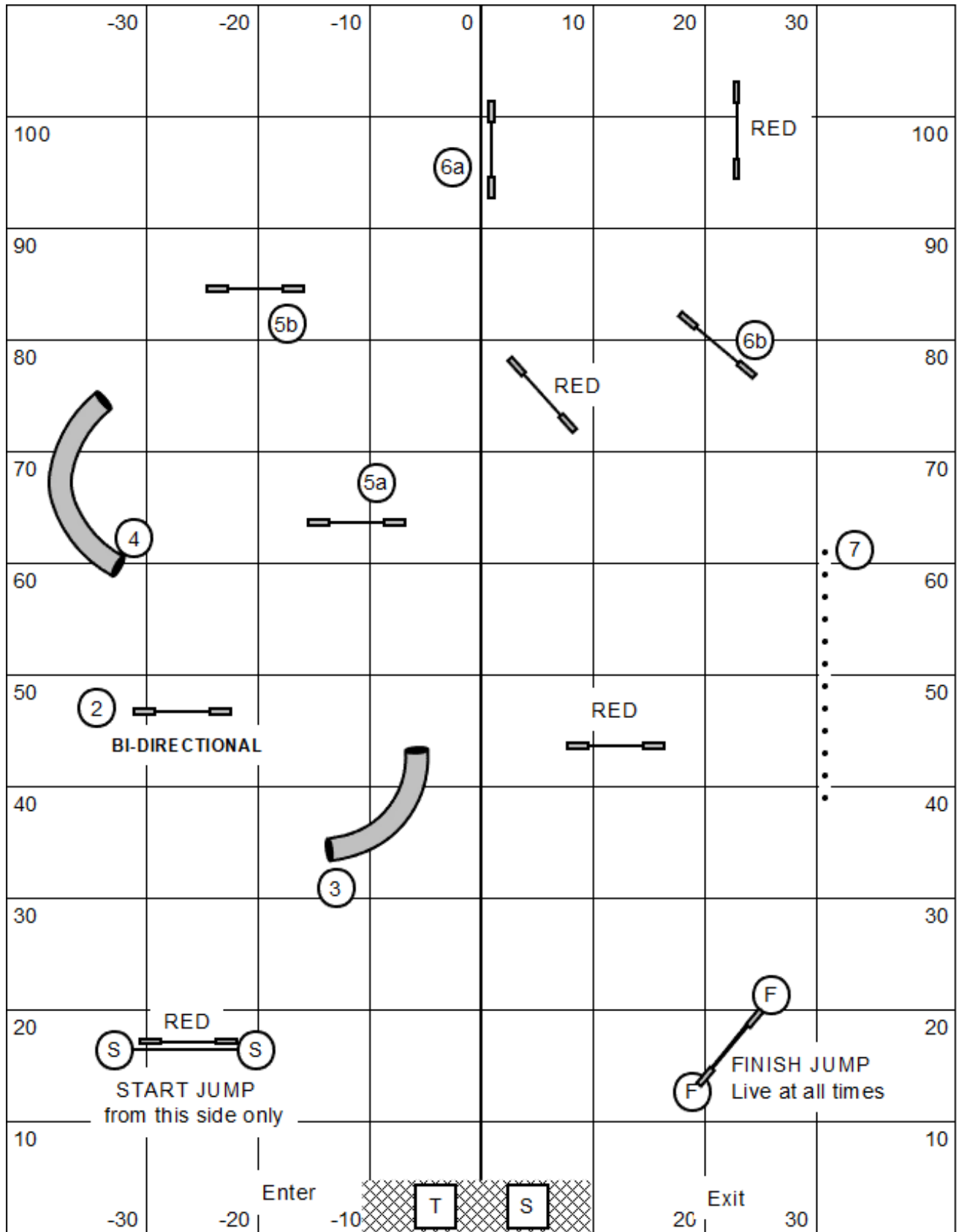
- All obstacles may be taken from any side in the Opening.
- Combination 5a-5b; 6a-6b may be taken in any order, direction, flow in the Opening, as long as each element is taken only once.
- Repeating an obstacle in the attempt of a combination will end scoring.
- If an obstacle is faulted in a combination, the combination must be completed for Zero points.
- The FINISH JUMP is LIVE at all times. Taking the FINISH JUMP at any time will end scoring.

CLOSING:

- All obstacles must be taken as numbered in the Closing.
- #2 is bi-directional in the Closing and will not be judged for Refusals no matter the approach.

TIMES: TEAM: 20", 22", 24" – 45s; 14", 16" – 50s; 10" – 55s.

PVP: 14", 16", 20" – 45s; 12" – 50s; 8" – 55s.



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Cynosport World Games 2019

Saturday, October 26th, 2019
 Designed by Patty Drom