

Team Snooker Briefing Notes
Attempt only 3 out of 4 reds

Opening

Colors #2-6 bi-directional

Combo #6 may done in any order/direction

If combo #6 is faulted or part of the combo is repeated before completion, finish it for zero points to keep playing

Combo #7 must be done in the order and direction as labeled. If part of the #7 combo is repeated, performed out of order, or in the wrong direction, scoring will end.

Closing everything taken as numbered

Start and finish jumps are bi-directional. If start jump is repeated after start, it will be ignored. Finish jump is live at all times.

Times;

Champ: 24"-22"-20"= 44sec, 16"-14"= 50sec, 12"-10"= 55

PVP: 20"-16"-14"= 44sec, 14"-12"= 50sec, 8"= 55

Vet: 16"-12"= 44sec, 8"= 50sec, 4"= 55