

For all courses, you may come across my pair of roving controls- one pink, one black- these may be useful to you- if so they are carrying the appropriate control box for your use.

For all courses, if a non-roving control you find is not on your map, it's not on your course!

Snooker O scoring rules – Adults (>16)

- This is a score event with **time limit of 60 minutes** with punching start and punching finish. Maximum break and points gained in minimum time, adjusted by the BOF recommended age/sex handicaps values, wins overall. There is a bonus for 'clearing the table' within the allocated time limit.
- Lateness penalties of 20 points per minute and part minute will be deducted if you return after the maximum allowed time
- The event is based on the scoring rules of snooker. There are 18 'balls', 12 reds (101 to 112) and 1 each of 6 different colours. Red balls are worth 10 points, yellow (121) 20, green (131) 30, brown (141) 40, blue (151) 50, pink (161)60 and black (171) 70. Controls representing the balls are pre-marked on the map in the correct colour with the code and nominal points value marked in text for reference.
- In snooker (and so for this event) the reds are cleared before the colours. However every time a red is cleared, a colour of your choice must follow, then another (different) red, another colour etc. until **10 total of the possible 12** reds are cleared. You choose which 10 reds to clear of the 12.
- Following the last red, you must clear one more colour of your choice before moving on to the colours themselves.
- During the REDS collecting sequence, the choice from the six colour balls you follow each red with is up to you- however, as once you have been to a colour the first time, and will then know where it is located, any subsequent visit to that colour during the reds collecting sequence will see its points value **DECREASE by 25%**. For instance, the first time you visit the PINK it will be worth 60 points, decreasing to 45 the second time, 30 the third time, 15 the fourth – and 0 for any other visits. Once all the reds and last colour after the last red are cleared however all colours revert to their nominal values as above for the colours collecting sequence.
- With the above in mind, it 'may' even be tactically advantageous to accept zero points for a colour ball visited previously 4 times depending on its location relative to the red(s) in question- it would still be valid even if scoring zero- I'm saying no more.....
- You must collect 10 in total **DIFFERENT** reds - duplications are invalid as would any points related to a colour collected after the duplicated red. Unless your memory is good I recommend taking a pen and marking them on your map as you collect them to avoid the above duplication error or omitting any of them. If you have not collected all 10 reds followed by a colour, no colours you subsequently collect during the colour ball sequence will score- even if in the correct order.
- If after taking a red, no colour is correctly punched before the next red, then the next red and subsequent colour will be invalid and no points will score for them.
- Following the last colour taken after the last red, you will move straight on to the colours themselves in the order stated below.
- The colour balls **MUST** be taken in the standard snooker sequence of YELLOW, GREEN, BROWN, BLUE, PINK and finally the BLACK to score. If any colour balls are taken out of order, they **WILL NOT COUNT** to your final score, nor will any subsequent colours even if these are in correct order. The correct order will be marked on the map to remind you.
- The minimum number of punches needed to clear all the balls correctly will be 26. Some older Slicards, including the standard club hire ones, have a maximum capacity of 32 punches,(including start and finish) You can therefore make one or two mispunches only or risk running out of punch capacity on your card before completion. Modern Slic cards and newer standard cards (Slicard 10 and above) have much larger capacities so better to use these if you can (the club has a stock of SIAC available to hire- free for this event)
- Plan your strategy to maximize points within the time limit and punch carefully – GOOD LUCK!

Juniors (<16)

- Collect any 10 different red controls in any order **WITHOUT PUNCHING ANY OTHER CONTROLS**- this would invalidate your score!
- After the last red, you will move straight on to the colours themselves in the standard snooker sequence of YELLOW, GREEN, BROWN, BLUE, PINK and finally the BLACK to score. If any colour balls are taken out of order, they **WILL NOT COUNT** to your final score, nor will any subsequent colours even if these are in correct order. The correct order will be marked on the map to remind you.
- **The time limit is 60 minutes** with punching start and punching finish. Maximum points gained in minimum time wins.
- Lateness penalties of 20 points per minute and part minute will be deducted if you return after the maximum allowed time.

Open Course (for family groups etc.)

- Collect all the controls in any order you like - do not duplicate as these will not contribute to your score.
- **The time limit is 60 minutes** with punching start and punching finish. Maximum points gained in minimum time wins.
- Lateness penalties of 20 points per minute and part minute will be deducted if you return after the maximum allowed time.

