

Preface

Participants, instructors and assessors should take note of the conditions as laid down in the Award Handbook.

This programme is for guidance and is not to be taken as a rigid syllabus. To indicate the content appropriate to young people with varying degrees of knowledge and experience, it is arranged under three headings: 'For beginners', 'For those with some knowledge' and 'For the more advanced', and participants are free to select as broad or as restricted an aspect of this skill as they wish, but appropriate social and cultural aspects are to be covered.

RECREATIVE SKILLS

BILLIARDS AND SNOOKER

Introduction

This activity may only be undertaken in the participant's youth club, organisation or school club, and the participants Operating Authority should satisfy themselves that the environment in which the young person will pursue this activity is suitable.

Where appropriate, the participant should be knowledgeable about equipment used and its care and maintenance, about the rules and scoring for the games concerned, about the historical and social aspects of the activity and about the organisation and work of the governing body at national and local levels.

For assessment, each individual is to produce evidence of regular application to the activity over the required period, which may take the form of club membership, attendance record, results achieved, diary or log, but should not be solely on the standards of skill attained.

For beginners:

Award participants should:

- 1 Join and attend regularly over the required period and approved billiards and/or snooker club, or attend and play in equivalent conditions in his youth organisation or club.
- 2 Be conversant with the rules, and the spotting of the several balls before, and during play.
- 3 Be able to use a correct cue action, bridge and stance.
- 4 Know the methods of scoring, and appreciate the methods of breaking building at both games.
- 5 Know the value of any shot; together with knowing foul strokes and the respective penalties.
- 6 Know the use of equipment other than his personal cue.
- 7 Be able to act as marker for any game, or frame.
- 8 Practice as much as possible and learn by watching more skilful plays.

For those with some knowledge:

Award participants should:

- 1 Know the value of cushion angles for making cannons; making or defeating snookers.
- 2 Know the value of "side", "bottom", or "top" for the execution of different strokes.
- 3 Know the effect of playing with, or against the nap of the cloth.
- 4 Be learning cue-ball control, and the chief principles of break building.
- 5 Know how to care for his cue, and cue-tip; and know how to re-tip.
- 6 Study the duties of a referee.
- 7 Continue practice, and join in competitive individual, and team games.

For the more advanced:

Award participants should:

- 1 Be a member of his club team, or an entrant in individual competitive games.
- 2 Be able to referee any game, or frame, with confidence in his knowledge of the Rules.
- 3 Be, if not a player, an active member of the Committee organising games and competitions.
- 4 Be able to give instructions to younger members, or services.
- 5 Keep up to date with matters relevant to both games.