Regular 1	**Club**	**Team**	**seed**		
1RR, 1 DE, 3/5	Ruff Enuff	A	15.8	15	11
26 races	Hard Drive	Holy Rollers	15.9		
21-55 heats	Revolution Flyball	Team America	16		
	Rocket Relay	Travellers	16		
(0.5 sec spread)	Fur Fun	Fur Play	16.2		
	Positive Pups	A	16.3		
Regular 2			B/O 16.8		
3RR, 3/5	Rocket Relay	Green	17.8	12	6
18 races	Fur Fun	Fee Fi Fo Fun	18.5		
27-45 heats	Ruff Enough	B	18.6		
	FDA	Group Therapy	19.7		
(1.9 sec spread)					
Regular 3			B/O 19.0		
3RR, 5/5, 3/3, 5/5	Infurno	Rapid Fire	20	12	6
18 races	United We Fly	Franklin 5	20.9		
39 heats	Revolution Flyball	Special Forces	21		
(1.2 sec spread)	TGIF	Aloha Friday	21.2		
Regular 4			B/O 20.8		
3RR, 5/5, 3/3, 5/5	FBI	Special Agents	21.8	12	6
18 races	Two Lane Highway	Slippery When Wet	22		
39 heats	Garden State Barkway	Road Rage	22		
(0.4 sec spread)	Infurno	Fire Balls	22.2		
			B/O 21.4		
Regular 5	Clean Break	Clean Streak	22.4	12	6
3RR, 5/5, 3/3, 5/5	Scallywags	Boarding Party	22.5		
18 races	Corporal Punishment	Shock Treatment	22.5		
39 heats	Release The Hounds	Hoot 'n Holler	22.5		
(0.1 sec spread)					
			B/O 21.8		
Regular 6	No Speed Limit	Light Speed	22.8	10	10
2RR, 5/5	Beltway Bandits	Speeders	22.85		
20 races	Capital Flyers	Frequent Flyers	22.9		
40 heats	Chaos Unleashed	Thunder	23		
	Great Balls of Fire	Great Balls of Fire	23.4		
(0.6 sec spread)					
Multi 1			B/O- N/A		
2RR, 3/5	Ruff Enuff	Stuff	17.5	10	10
20 races	Fur Fun	Four Fun	17.5		
24-40 heats	Infurno	Wild Fire	18		
	Revolution Flyball	Firing Squad	18		
(1.4 sec spread)	Release The Hounds	Quick Release	18.9		
			B/O 20.5		
Multi 2	Revolution Flyball	Black Ops	21.5	6	6
4 RR, 5/5	Two Lane Highway	Haz Mat	22.1		
12 races	No Speed Limit	Sonic Boom	22.8		
40 heats				Total Sat.	Total Sun.
(1.3 sec spread)				Heats	Heats
				89	61
Total races=	292				
Total hrs of racing (2 rings, one schedule)=		Sat.	11.1	166	
15	per Hr.	Sun.	8.4	126	

Vets	**Club**	**Team**	**seed**		
4RR, 4/4	Revolution Flyball	VFW	20	6	6
12 races	Fur Fun	Furklempt	20		
32 heats	FBI	Senior Moments	22.3		
(2.3 sec spread)					
			B/O- N/A		
Open 1					
4RR, 3/5	Ruff Enuff	Open	16.9	6	6
12 races	Hard Drive	Keep On Rollin'	17		
24-40 heats	Positive Pups	Open	17.25		
(0.35 sec spread)					
Open 2			B/O 17.1		
3RR,3/5	Hard Drive	Triple AAA	18.1	12	6
18 races	Fur Fun	Furocious	18.5		
27-45 heats	Revolution Flyball	Splinter Cell	18.5		
(1.65 sec spread)	Rocket Relay	Open	19.75		
Open 3			B/O 20.5		
2RR, 3/3, 4/4	Flash Point	Box Alarm	21.5	21	21
42 races	Beltway Bandits	Greenway	21.75		
42 heats	FDA	Rehabilitated	21.9		
	Jet Set	B-52's	22		
(0.6 sec spread)	TGIF	Party Mix	22		
	Clean Break	Break Out	22		
	Scallywags	Bark-aneers	22.1		
Open 4			B/O 21.3		
2RR, 5/5	Drivin K9s	Speed Demons	22.3	10	10
20 races	Two Lane Highway	Rumble Strip	22.4		
40 heats	Happily Evfur After	Wicked Waggers	22.5		
	FBI	Criminal Minds	22.5		
(0.3 sec spread)	Clean Break	No Breaks	22.6		
Open 5			B/O 21.8		
2RR, 5/5	No Speed Limit	Speeding Ticket	22.8	10	10
20 races	Jet Set	Thunderbolts	22.8		
40 heats	Chaos Unleashed	Lightning	23		
	Capital Flyers	Flight School	23		
(0.2 sec spread)	Two Lane Highway	Rent A Wreck	23		
Open 6			B/O 22.3		
3RR, 5/5, 3/3, 5/5	Flash Point	Mutual Aid	23.3	12	6
18 races	Corporal Punishment	Chain Gang	23.3		
39 heats	Great Balls of Fire	Open Flame	23.4		
	Garden State Barkway	Which Exit	23.75		
(0.45 sec spread)					
Tournament scoring					
				Total Sat.	Total Sun.
				Heats	Heats
				77	65

Regular 1, 2, Multi 1, Open 1 and 2 Round Robin racing-- 1 point for winning the race. No points for tied races or for heats. Regular 1 double elimination will award points as follows: 6 pts for 1st place, 5 pts for 2nd place, 4 pts for 3rd place 3 pts for 4th place, 2 points for 5th place and 1 point for 6th place. Placements for Regular one will be total points accumulated from the round robin added to the double elimination points. All other divisions: 1 point for winning the heat and an additional 2 points for winning the race. No points for tied heats or races. In the event of a tie in tournament placement points, ties will be decided by: 1. fastest time head to head, 2 fastest time overall in the division, 3. tie breaker race best 2/3.