



## SATURDAY & SUNDAY SEEDING

<b>Multibreed 1</b>	<b>5RR</b>	<b>5/5</b>	<b>BO/N/A</b>
Crazy Train/No More Tears			19.5
K9 Outlaws/Sunshine Superman			20.5
<b>Regular 1</b>	<b>2 RR</b>	<b>4/4</b>	<b>BO/NA</b>
INXS/The Force Awakens			16.8
Crazy Train/Bark at the Moon			19.0
Barkinn Bandits/Gunslingers			19.2
Blazin' K9s/Life in the Fast Lane			20.5
<b>Regular 2</b>	<b>2 RR</b>	<b>4/4</b>	<b>BO/20.0</b>
K9 Outlaws/Hulk Smash			21.0
So Cal FF/Snoopy			21.5
Blazin' K9s/Running Wild			22.3
Arizona Supercharged/Overdrive			22.4
<b>Open 1</b>	<b>2RR</b>	<b>3/3</b>	<b>BO/N/A</b>
Surf City/Hang Loose			17.9
Flying Colors/True Colors			18.0
Orange Crush/Blind Date			18.5
Crazy Train/Shot in the Dark			19.5
Arizona Supercharged/Rev'd Up			19.6
<b>Open 2</b>	<b>1RR</b>	<b>5/5</b>	<b>BO/19.1</b>
Crazy Train/Mama I'm Coming Home			20.1
Ballaholics/Guys Weekend			20.5
INXS/Attack of the Clones			20.5
Blazin' K9s/Friends!			20.6
K9 Outlaws/Black Widow			22.5
So Cal FF/Peanuts			22.5

### Scoring

One point per heat. Ties within a heat, each team will receive ½ point. Two way ties will be decided by the results of the head to head racing. A Maximum of 5 heats per race. If still tied, the fastest time of the head to head will be used. Three way ties will be decided by the fastest time of the day.