





Tumbleweed Park 745 E Germann, Chandler, AZ 85286

Schedule for the Day

Packets Must Be Returned by 7:30am Check in - 7:00am Measuring - 7:15am Box Check - 7:30am Captain's Meeting - 7:45am Racing Starts – 8:00am

Regional Director:

Tournament Director: Lynette Anderson – 480-381-6797 Meagan Langs – 480-776-9356



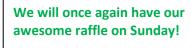
Judges: Steve Heine Jeff Wright

Set Up & Parking

You may setup between 3:00pm – 5:00pm on Friday afternoon The City asks that only those who have heavy equipment to drop off (tents, boxes, etc) to drive onto the field as they want to keep the number of cars on the grass to a minimum.

You may enter through the South Park entrance on Friday ONLY to drop off and unload. On Saturday morning everyone MUST enter the park from the North Side by the recreation center, (entrance on Germann Rd). This is very important as it ensures all traffic is going in the same direction.

Once you have unloaded please remove any vehicles from the field immediately.







There will a **RED LIGHT BUCKET** & donation iar at the score table to collect donations for the American Service Animal Society (ASAS) which is the Organization the Woofstock event supports. Please make a donation if you have any flags throughout the weekend (early starts, early passes, dropped balls...) or if you just want to donate!

There will be pools available on Saturday afternoon once the event concludes as well as on Sunday in the event it is warm over the weekend.





Sunset is scheduled for approximately 5:30pm. All racing must be completed by then. It is important that racing move along at a steady pace in order to finish all races timely.



Saturday		
Multibreed 1 5 RR 5/5	BO/N/A	
Blazin' K9s/Faster than the Speed of Life	18.6	
Crazy Train/No More Tears	18.9	
Regular 1 2 RR 4/4	BO/NA	
INXS/Clever Girl	16.9	
Crazy Train/Bark at the Moon	16.9	
Crazy Train/Mama I'm Coming Home	20	
Blazin' K9s/Light My Fire	20.1	
Regular 2 2 RR 3/3	BO/19.5	
AZSC/Overdrive	20.5	
K9 Outlaws/Barking Bad	20.5	
Bay Racers/Spinnakers	20.5	
K9 Outlaws/Iron Dog	21.5	
So Cal FF/Snoopy	22	
Open 1 2RR 4/4	BO/N/A	
INXS/Jurassic Bark	18.4	
Bay Racers/Salty Dogs	18.4	
Surf City/Drop-ins	18.4	
Crazy Train/Perry Mason	18.9	
Open 2 2RR 4/4	BO/19.0	
INXS/Chaos Theory	20	
K9 Outlaws/Super Pawer	20.3	
Blazin' K9s/Move Over	20.5	
Orange Crush/Pups Just Want to Have		
Fun	21	
Open 2 2 PP 4/4	RO/21.0	
Open 3 2 RR 4/4	BO/21.0	
Bad Company/Rock Steady	22	
So Cal FF/Peanuts	22	
AZSC/Irons in the Fire	22.1	
Bad Company/Gunslingers	22.8	

Sunday		
Regular 1 3 RR 4/4	BO/NA	
INXS/Clever Girl	16.9	
Crazy Train/Bark at the Moon	16.9	
Blazin' K9s/Faster than the Speed of Life	18.6	
Regular 2 2 RR 4/4	BO/19.1	
Blazin' K9s/Light My Fire	20.1	
AZSC/Overdrive	20.5	
K9 Outlaws/Barking Bad	20.5	
Bay Racers/Spinnakers	20.5	
Regular 3 3 RR 4/4	BO/20.5	
Crazy Train/Mama I'm Coming Home	21.5	
K9 Outlaws/Iron Dog	21.5	
So Cal FF/Snoopy	22	
Open 1 2RR 4/4	BO/N/A	
INXS/Jurassic Bark	18.4	
Bay Racers/Salty Dog	18.4	
Surf City/Drop-ins	18.4	
Crazy Train/Perry Mason	18.9	
Open 2 2RR 4/4	BO/19.0	
INXS/Chaos Theory	20	
K9 Outlaws/Super Pawer	20.3	
Blazin' K9s/Move Over	20.5	
Orange Crush/Pups Just want to Have Fun	21	

Open 3	2 RR 4/4	BO/21.0
Bad Compa	any/Rock Steady	22
So Cal FF/P	eanuts	22
AZSC/Irons	in the Fire	22.1
Bad Compa	ny/Gunslingers	22.8

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.