

10	20	30	40	50	60	70	<p>The objective of this game is to complete the course with the lowest score. The dogs competing will determine the qualifying course time (QCT).</p> <p>T2B will be scored time plus faults. To qualify, the team's score must be less than maximum course time and must be within 150% of the lowest score in the dog's level and combined jump height (for the purposes of this game, 4/8 dogs will be combined and 12/16 dogs will be combined at each level).</p> <p>T2B will be judged in accordance with Beginner standard rules, except the four-paw safety rule is not in effect and, for Games II and III teams, off-courses will result in an elimination.</p> <p>Refusals/runouts will not be faulted. Weave poles will be faulted only for failure to complete.</p> <p>Maximum course times will be determined using Standard yards per second speeds for each level and jump height.</p> <p>For veteran dogs and for disabled handlers, the applicable time allowance will be subtracted from the dog's time.</p>
50						50	
40						40	
30						30	
20						20	
10						10	
10	20	30	40	50	60	70	
<p>Time to Beat - All Levels Canine Sports Complex Buffalo, NY June 20, 2010 Jeff Boyer</p>							

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 Canine Sports Complex
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