

Tournament \_\_\_\_\_

Date \_\_\_\_\_

Head Judge \_\_\_\_\_

Host Team: \_\_\_\_\_

Team _____	Team Registration No: _____
Captain _____	Captain's BFA Number _____
Box loader Name _____	Boxloader's BFA Number _____

	Dog	Dogs BFA No						Breed	Height	Handler	Handler's BFA No					
1																
2																
3																
4																
5																
6																

Note: Handlers BFA number must be completed

**BREAKOUT TIME: \_\_\_\_\_ DIVISION OR TEAM B/O \_\_\_\_\_**

Heat	Race	Opponent	Dogs	Time	B/O	Clean	Interference		Race Result
							Dog	Code(s)	
1		_____	1 2 3 4 5 6	_____					W L T
2		Interference-Warm Up	1 2 3 4 5 6	_____					W L T
3		Dog Code(s)	1 2 3 4 5 6	_____					W L T
4			1 2 3 4 5 6	_____					W L T
5			1 2 3 4 5 6	_____					W L T
6			1 2 3 4 5 6	_____					W L T
									<b>W L</b>
									Fastest Time

1		_____	1 2 3 4 5 6	_____					W L T
2		Interference-Warm Up	1 2 3 4 5 6	_____					W L T
3		Dog Code(s)	1 2 3 4 5 6	_____					W L T
4			1 2 3 4 5 6	_____					W L T
5			1 2 3 4 5 6	_____					W L T
6			1 2 3 4 5 6	_____					W L T
									<b>W L</b>
									Fastest Time

1		_____	1 2 3 4 5 6	_____					W L T
2		Interference-Warm Up	1 2 3 4 5 6	_____					W L T
3		Dog Code(s)	1 2 3 4 5 6	_____					W L T
4			1 2 3 4 5 6	_____					W L T
5			1 2 3 4 5 6	_____					W L T
6			1 2 3 4 5 6	_____					W L T
									<b>W L</b>
									Fastest Time

1		_____	1 2 3 4 5 6	_____					W L T
2		Interference-Warm Up	1 2 3 4 5 6	_____					W L T
3		Dog Code(s)	1 2 3 4 5 6	_____					W L T
4			1 2 3 4 5 6	_____					W L T
5			1 2 3 4 5 6	_____					W L T
6			1 2 3 4 5 6	_____					W L T
									<b>W L</b>
									Fastest Time

1		_____	1 2 3 4 5 6	_____					W L T
2		Interference-Warm Up	1 2 3 4 5 6	_____					W L T
3		Dog Code(s)	1 2 3 4 5 6	_____					W L T
4			1 2 3 4 5 6	_____					W L T
5			1 2 3 4 5 6	_____					W L T
6			1 2 3 4 5 6	_____					W L T
									<b>W L</b>
									Fastest Time

Division	Insert Div Number	Place	Fastest Time:
<b>INTERFERENCE CODES:</b>			
A = ACCIDENTAL (EG. FUMBLE/BALL)    B = CROSSED LANE (NO CHASE)    C = CROSSED LANE - CHASED			
D = AGGRESSION    X = CONTACT MADE    R = INTERFERENCE IN RUN BACK    T = DROPPED TREATS			