## KineticDog UKI Northeast Cup August 18-21, 2022 Running Schedule

Day 1 Thursday							
Class	Judge	Ring	Start G	roup Height	# Dogs		
1-TDC Speedstakes Challenge - Round 1	Taner	1 (Green)	Blue	4s, 8s, 12s, 16s, 20s, 8, 12 Switch 16, 20, 22, 24	116		
1-TDC Speedstakes Challenge - Round 1	Taner	l (Green)	Yellow	4s, 8s, 12s, 16s, 20s, 8, 12 Switch 16, 20, 22, 24	116		
Flying Dogs Agility Games Challenge - Snooker	Maureen	2 (Red)	Yellow	16, 20, 22, 24 Switch 4s, 8s, 12s, 16s, 20s, 8, 12	101		
Flying Dogs Agility Games Challenge - Snooker	Maureen	2 (Red)	Blue	16, 20, 22, 24 Switch 4s, 8s, 12s, 16s, 20s, 8, 12	101		
Total Dogs					434		

Day 2 Friday Class	Judge	Ring	# Dogs
Hit-It Board Biathlon - Agility	Taner	1 (Green) Yellow 22, 24, 16, 20 Switch 12, 8, 16s, 20s, 4s, 8s, 12s	100
Hit-It Board Biathlon - Agility	Taner	1 (Green) Blue 22, 24, 16, 20 Switch 12, 8, 16s, 20s, 4s, 8s, 12s	100
Wild at Heart Masters Series - Jumping	Maureen	2 (Red) Blue 24, 22, 20, 16 Switch 20s, 16s, 12s, 8s, 4s, 12, 8	99
Wilkd at Heart Masters Series - Jumping	Maureen	2 (Red) Yellow 24, 22, 20, 16 Switch 20s, 16s, 12s, 8s, 4s, 12, 8	99
1-TDC Speedstakes Challenge - Finals	Maureen	1 (Green) 16s, 20s, 4s, 8s, 12s, 12, 8 Switch 22, 24, 16, 20	232
Total Dogs			630

Day 3 Saturday				
Class	Judge	Ring		# Dogs
Hit-It Board Biathlon - Jumping	Maureen	1 (Green)	20, 16, 24, 22 Switch 12, 8, 12s, 8s, 4s, 20s, 16s	200
Awards – 1-TDC Speedstakes Challenge				
Flying Dogs Agility Games Challenge- Gamblers	Taner	1 (Green)	12s, 8s, 4s, 20s, 16s, 12, 8 Switch 20, 16, 24, 22	202
Total Dogs				402
Day 4 Sunday				
Class	Judge	Ring		# Dogs
Wild at Heart Masters Series - Agility	Taner	1 (Green)	20, 16, 24, 22 Switch 12, 8, 12s, 8s, 4s, 20s, 16s	198
KineticDog Blue Ribbon Knockout	Maureen & Taner	1 (Green)	12s, 8s, 4s, 20s, 16s, 12, 8 Switch 20, 16, 24, 22	60
Awards – Flying Dogs Agility Games Challenge				
Awards – Hit-It Board Biathlon Jumping				
Awards – Wild at Heart Masters Series				
Awards – Overall Cup Winners				
T ( 1 D				250
Total Dogs				258

\*\* Switch = Worker Switch