



Each team gets 2 "bowls" - one attempt each for each of the two mini-courses on the field. Entering wrong end of tunnel A or B, or repeating tunnel A or B, is a gutter ball and ends that bowl. Accumulate points for each obstacle performed correctly:

Jumps, tunnel #5, tire = 1 point

Contacts, weaves = 2 points

"Strike" bonus of 5 points for completing a full mini-course correctly.

Tunnels A and B are worth 0 points.

Point accumulation for a mini-course ends when a fault is incurred; team then does second "bowl" if still available or heads to table to end time.

Course time is 60 seconds. Time in excess of 75 seconds will be recorded as 75.00 seconds and team will not qualify. Time begins when dog first crosses start line and ends when dog is fully on table after second "bowl." Table is live after second "bowl."

To qualify, team needs to accumulate a minimum of 30 points.

Boston Bowling - Games III
 Rocky Mountain Agility
 March 15, 2008
 Jeff Boyer

Boston Bowling

The game consists of two short courses, each starting with a specific entry to one of two tunnels. The handler “bowls” his dog by sending the dog ahead into a tunnel entrance. Each dog-and-handler team has two bowls. The handler may not step over the penalty line (the start line) as she bowls her dog into one of the tunnel entrances.

Each tunnel has a designated correct entrance, which is the first obstacle in one of the two courses. The opposite entrance of the same tunnel is designated the gutter lane. The course the dog must run depends upon which tunnel the dog enters. Tunnels A and B are worth zero (0) points.

Both courses consist of 10 points. The team earns points for each obstacle performed correctly, and continues the course so long as no obstacle has been faulted or wrong course has occurred. If an obstacle is faulted, no more pins will drop and scoring ceases. The team then returns to the start line and bowls their second ball if remaining, or goes to the finish line. The finish line is live only after the team has attempted their second course.

The four-paw safety rule is in effect for all levels; refusals and missed weave poles will not be faulted.

The point schedule is:

 Jumps and tunnel #5 = 1 point

 Weaves, chute, contacts = 2 points

A strike is earned if a team performs an entire course without fault; the team will earn a 5-point bonus for each strike.

If a ball is a gutter ball or if the team incurs a fault, then the ball is considered used and no additional points may be earned for that course. If the team has a ball remaining, they may return to the line and bowl again. If no ball remains, the dog must cross the finish line.

The second bowl must be to the tunnel that begins the course not yet bowled. If the bowler selects the same tunnel as previously performed, the bowl is considered a gutter ball.

Boston Bowling is scored points then time. Time breaks ties in points.

To qualify, the team must have a time and must earn the following minimum points:

 Games 1 = 15 points

 Games 2 = 22 points

 Games 3 = 30 points

Note that the maximum possible points is 30 (10 for each mini-course and 5 for each strike bonus).

Maximum course time is 60 seconds. Exceeding a course time of 75 seconds will be scored as NT (no time); the team will keep their points but will not qualify.