Flyball Function in the Junction

August 23 & 24, 2014

Seeding Chart

**Regular 1 – BO n/a**

16.4 FNF Airwave

17.2 FAME 4 Trax

**Regular 2 – B0 19.0**

20.0 OMG! Wink & Nod

20.4 PP! Fast Forward

21.5 CC Pawtatoes

22.0 FAME 4 Runners

**Open 1  -BO n/a**

16.8 OMG! Slice&Dice

17.0 PFT Red Eye

18.8 FNF Blitz

21.1 FAME 4 Fun

21.2 OMG! Short&Sweet

21.9 PP! Rewind

**Teams play against each other 6 times 3/5**

1 point per race won & ½ point for tie after 5 heats. Total points accumulated determines final placement

**Double RR 3/5** 1 point per heat win & ½ point for heat tie. Total points accumulated in DRR determines final placement

**Single RR 5/5**  1 point per heat win & ½ point for heat tie. Total points accumulated in SRR determines final placement

**TIE BREAKING FORMULA**

1. Head to head

2. Best time of day – head to head

3. Best time of day

4. Second best time of day and so on until the tie is broken

5. In the event of 3 or more teams being tied and head to head does not apply, best time set during the races involved in the tie will be used to determine the placings. e.g. if teams B, D, E tie and head to head will not apply, then the best time in the races B vs D, B vs E, D vs E only will determine placement. If a tie still exists, tie breaker rule 3, then 4 applies.