

Aitken for some Racin'
June 6 & 7, 2015
Seeding Chart

Regular 1 – BO n/a

PFT Aviatos	16.3
FNF Airwave	16.4
OMG! Slice	16.4
FAME 4 Trax	16.8
ML HEAT	16.9

Regular 2 – B0 18.4

POD Sea Dogs	19.4
CC Pawtatoes	21
FAME 4 Play	21.3
OMG! Short& Sweet	21.5
FAME 4 Runners	21.9

Open 1 -BO n/a

FNF Blitz	19
FAME 4 Paws	20.2
PFT Red Eye	20.4
OMG! Wink & Nod	20.5

Vets –BO n/a

ML Always faithful	18
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Open 2 – BO 19.6

FAME 4 Sum	20.6
ML Burn	21
OMG! Salt	22

SRR + SE 3/5 on Sat, SRR 3/5 on Sun

1 point for race win, .5 point for race tie.

Saturday total points from RR determine

seeding for elimination round. Placement

determined from placement from RR added to

placement from SE. Sunday total points from

SRR will determine final placings.

SRR + SE 3/5

1 point for race win, .5 point for race tie. Total

points from RR determine seeding for

elimination round. Placement determined from

placement from RR added to placement from

SE

Open 1 & Vets combined in a SRR 4/4, then SE

for Open 1 only 3/5. RR is 1 point for heat

win,.5 point for heat tie. Total points from SRR

determine seeding for elimination round, with

placement for Open determined from placement

from RR added to placement from SE.

Triple RR 3/5 1 point per race win & .5 point for
race tie. Total points accumulated in RR 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.

6 - In the case of a tie after 5 heats in the single elimination round, best time in that race determines the winner. If a tie still persists, the second fastest time in that race will determine the winner and so on until the tie is broken