Regular 1 – BO n/a

PFT Aviators	16.1
FAME 4 Trax	16.5
Maple Leaps Heat	16.6
OMG Slice & Dice	16.7
FNF Airwave	16.8

Regular 2 – B0 18.0

POD Sea Dogs	19.0
OMG Salt & Piper	19.3
Maple Leaps Scorch	19.5
CC Pawtatoes	21.0
FAME 4 Runners	21.2

Open 1 -BO n/a

PFT Red Eye	19.0
OMG Wink & Nod	20.0
ML Burn	20.0
FAME 4 Play	20.3

Open 2 – BO 19.5

FNF Blitz	20.5
FAME 4 Fun	20.5
FAME 4 Sum	21.7
OMG Short & Sweet	22.0

Vets –BO n/a

ML Fast Leaps	20.5

SRR + SE 3/5

1 point for race win, ½ point for race tie. Total points from RR determine seeding for elimination round. Placement determined from placement from RR added to placement from SE.

SRR 4/4 + SE 3/5

1 point for race win, ½ point for race tie. Total points from RR determine seeding for elimination round. Placement determined from placement from RR added to placement from SE

DRR 3/5

1 point per race win & 1/2 point for race tie. Total points accumulated in DRR determines final placement.

Open 2 & Vets combined in a SRR 4/4, then SE for Open 2 only 3/5.

RR is 1 point for heat win, ½ point for heat tie. Total points from SRR determine seeding for elimination round, with placement for Open 2 determined from placement from RR added to placement from SE.

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