

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

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

Regular 2 – B0 19.0

20.0 OMG! Wink & Nod
20.4 PP! Fast Forward
21.5 CC Pawtatoes
22.0 FAME 4 Runners

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

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

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.