



RING PARTY GUIDANCE

1. Line Judging (Lights)

Line Judges should have a good understanding of the BFA Rules of Racing.
(see section A.3. Rules of Racing of the BFA Constitution & Rules of Flyball available to download from the BFA website)



The line judge sits here.

On the line nearest to the box end.

Check you can see the line, lights display clearly and also the dog in the racing lane.

You should also have sight of the box judge.

Check before the division starts that you are familiar with how the lights work and which is the fault light. If needed, ask the divisional judge to clarify.

Before each heat and racing commences; –

(i) If on the lane with the master switch – set the 2 minute warm up timer as soon as both boxes have been placed in position in the ring. The judge should also indicate to teams that the warm up time is ready to start, so be ready to start the timer at this point.

(i) Check with the scribe for the breakout time shown on the team's C2 form

(i) Raise your hand / arm and give a clear signal to the divisional judge that both you and the scribe are ready.

(ii) If on the lane with the master control of the starting light sequence (ie the master switch) – reset the lights ready for the start of the race.

*NB - If a dog or person breaks the lights in either lane **BEFORE** the start of the race, make sure you reset them again.*

On the signal from the Divisional Judge, set the timing sequence in action to start the heat. (this is the start button on the lights box)

Line Judge's duties - What to look out for

- Early changeovers and handlers triggering the lights (the fault light will indicate this)
- Dropped balls, balls not carried from the box over the line.
(NB: the ball needs to be held in the dog's mouth as it crosses the line – it is NOT the point when the ball touches the floor)
- Dogs missing out the starting gate and any jumps.
- The box judge indicating any faults.
- Jumps knocked over creating a safety hazard, including bowed slats.
(stand up and use arms crossed above the head to indicate any dangers to the judge where the race needs to be stopped)

During the heat / race

Switch on the individual dog's light to indicate a fault by the handler or dog.

Switch off the individual dog's fault light when the dog has re-run (**in the correct order**) and completed successfully.

If the Divisional Judge stops the race with a whistle and arm signal, once any incident has been resolved, stop the timing system and reset the light system. *(remember to make sure any dogs are out of the lane before resetting).*

At the end of the heat

Once all dogs have run and rerun where necessary, stop the race using the stop button to display the time.

If a team has broken-out, inform the Divisional Judge by turning all 4 fault lights on.

Let the Divisional Judge know if a team has not completed by leaving any fault lights showing until the heat result has been decided.

2. Box Judging

Box Judges should have a good understanding of the BFA Rules of Racing.
(see section A.3. Rules of Racing of the BFA Constitution & Rules of Flyball available to download from the BFA website)



The box judge sits here, outside the racing lane but making sure the line judge can see you indicate any faults and you can see the box, box loader and dogs in the lane

Before each leg and race commences –

Raise your hand / arm and give a clear signal to the divisional judge that you are ready.

Box Judge's duties - what to look out for

Check all ball containers and training aids are behind the back boards - they must not be left in the lane or in the box loader area.

Watch the box loader's stance – they need to be standing behind the box and (unless actually loading) standing upright with hands behind their back.

Box loaders should not be leaning over the box, using their hands in front of them to indicate to dogs where the ball is.

Spare balls must also be out of sight and not on show.

If any of the above is witnessed please make the divisional judge aware.

*NB – box loaders must be standing on the box whenever a dog hits the box. **This includes in the race warm up time.***

Make sure the box loader is not signalling physically to the dog coming up the lane – they can only use their voice to encourage the dog. However, ensure the box loader is not distracting the opposing team with loud/aggressive shouting – verbal encouragement only is allowed.

Check the box is positioned correctly – it must be on or behind the white line.

Watch racing carefully – every dog **MUST** trigger the box to release the ball (*be aware and watch carefully to ensure the dog does not steal the ball and trigger the box with its back feet instead of its front ones*)

What else to watch out for

- The dog missing out any jumps.
- The dog dropping the ball on its return up the lane and going back without it. (*NB The dog may drop the ball and even go back over a jump or temporarily go out of the lane to retrieve it as long as it runs up and returns over all 4 jumps*)
- Interference - either the dog from 'your' lane or one from the opposing team - (please signal to the Divisional Judge who will then make the final decision)
This includes in warm up time.

During warm up if someone is using treats as a reward watch and check they are given from the hand (not dropped on the floor) and they are used from a secure container. If you are concerned, speak to the judge.

If you witness a fault, raise your arm clearly to ensure the line judge sees your indication.

Box malfunction

The box loader may be experiencing problems loading the box; or the ball may pop out of the box before the dog reaches the box.

If the box loader raises his/her arms above their head crossed at the wrist to alert a malfunction, be ready to stand up with your arms crossed at the wrist above your head to signal the Divisional Judge.

Make sure no-one tampers with the box before the Divisional Judge is able to check it. Speak to the box loader and remind them of this!

Important - DO NOT make the decision that the box is malfunctioning yourself. It is the box loader's decision to make, you are just helping to emphasize this to the judge so that racing can be stopped accordingly.

Other things to be aware of

Make sure your feet are tucked under the chair and not putting dogs off by being stretched out in front of you.

Sit as still as you can and do not make sudden movements that may distract or frighten a dog in the racing lane.

Outdoor racing – some dogs will not like the presence of umbrellas or hats – be prepared to remove these if requested by the judge.

Remain attentive – if an incident occurs the judge may ask your opinion on what has happened in the box end of the lane.

3. The Scribe

Scribes should have a good understanding of the BFA Rules of Racing.

(see section A.3. Rules of Racing of the BFA Constitution & Rules of Flyball available to download from the BFA website)



The scribe sits here.

In front of the line nearest to the runback area.



Before each heat and racing commences; –

Check you have the correct C2 paperwork for the division, team and lane.

Circle around the appropriate number 1 – 6 for the four dogs running in each heat *(the Team Captain or their representative should inform you – if not ask!)*

Check the jump height is correct according to which dogs are actually running in each heat. *(If you see that jumps have been set to the wrong height let the Team Captain know - #bekind.)*

Advise the line judge of the breakout time on the team C2.

Scribe duties - What to look out for

During the heat / race

Scribes should always be watching for interference in the run back area *(this includes in the warm up time)*

Indicate to the judge if interference is witnessed and prevents a team from running or re-running their dogs.

If someone is using treats as a reward look to see that they are given from the hand from a secure container behind the 25 ft mark in the run back area and not thrown on the floor.

If interference takes place, assist the divisional judge with the dog number if necessary. The judge will note up any interference on the back of the C2.

At the end of the heat

Complete the C2 (see C2 guidance) with the heat result and record the time

Breakouts – if a team breaks out prompt the line judge to put all 4 lights on to indicate the breakout

Listen to the Divisional Judge who will inform of any no times, i.e. N/T or INT N/T etc. and should also announce whether it's a clean heat or not.

If in doubt, please check with the line judge or ask the divisional judge.

Remember – the C2 is an important document recording the race results so please complete it clearly and neatly.

PLEASE ALSO SEE C2 TIMESHEET GUIDANCE BELOW

4. C2 Timesheet Guidance

The C2 is the racing timesheet which records the race results.

It is the scribe's responsibility to complete the timesheet accurately and clearly.

C.2	Time Sheet	BFA Rules and Policies apply	TO BE COMPLETED IN INK								
Tournament	Insert Tournament Name _____	Date	Insert Date _____								
Head Judge	Insert Head Judge Name _____	Host Team:	Insert Host Team _____								
Team	Team 6 _____		Team Registration No: _____								
Captain	_____		Captain's BFA Number _____								
Box loader Name	_____		Boxloader's BFA Number _____								
	Dog	Dogs BFA No	Breed								
1											
2											
3											
4											
5											
6											
Note: Handlers BFA number must be completed											
BREAKOUT TIME: -0.26 DIVISION OR TEAM B/O DIVISION											
Heat	Race	Opponent	Dogs	Time	Clean	B/O	Race Result				
1	2	Team 1	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">W L T</td> </tr> <tr> <td style="text-align: center;">W L T</td> </tr> <tr> <td style="text-align: center;">Fastest Time</td> </tr> <tr> <td style="height: 40px;"></td> </tr> </table>	W L T	W L T	Fastest Time	
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4	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>							
5	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>							
6	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>							
1	4	Team 3	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">W L T</td> </tr> <tr> <td style="text-align: center;">W L T</td> </tr> <tr> <td style="text-align: center;">Fastest Time</td> </tr> <tr> <td style="height: 40px;"></td> </tr> </table>	W L T	W L T	Fastest Time	
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1	7	Team 2	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">W L T</td> </tr> <tr> <td style="text-align: center;">W L T</td> </tr> <tr> <td style="text-align: center;">Fastest Time</td> </tr> <tr> <td style="height: 40px;"></td> </tr> </table>	W L T	W L T	Fastest Time	
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4	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>							
5	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>							
6	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>							
1	10	Team 4	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">W L T</td> </tr> <tr> <td style="text-align: center;">W L T</td> </tr> <tr> <td style="text-align: center;">Fastest Time</td> </tr> <tr> <td style="height: 40px;"></td> </tr> </table>	W L T	W L T	Fastest Time	
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1	13	Team 5	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">W L T</td> </tr> <tr> <td style="text-align: center;">W L T</td> </tr> <tr> <td style="text-align: center;">Fastest Time</td> </tr> <tr> <td style="height: 40px;"></td> </tr> </table>	W L T	W L T	Fastest Time	
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4	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>							
5	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>							
6	1 2 3 4 5 6	_____	<input type="checkbox"/>	<input type="checkbox"/>							
Division	Insert Div Number	Place	Fastest Time:								
INTERFERENCE CODES: A = ACCIDENTAL (EG. FUMBLE/BALL) B = CROSSED LANE (NO CHASE) C = CROSSED LANE - CHASED D = AGGRESSION X = CONTACT MADE R = INTERFERENCE IN RUN BACK T = DROPPED TREATS											
Race											
Dog											
Code											

At the top of the C2 you will find the team name, team captain, box loader details and a list of the dogs and handlers competing in the team.

Against each dog there will be the height they run at (remember FH = full height 12").

In the red box will be the breakout time for that team (team or divisional breakout). Make sure the line judge is aware of the breakout time before the race starts.

Before the start of each heat, circle the number corresponding to the dogs which are running – the team captain or designated team member on the line will tell you this.

Check that the jump height is set at the dog that is running in that particular heat with the lowest height. **Be aware of dogs changing throughout the race which may mean jump heights also need to be changed.**

When the heat has ended – complete the time for that heat – Make sure that if the team hasn't completed you record a no time (NT or N/T)

Clean heats – tick the clean box where the team has completed with 4 dogs and no faults.

If the team has broken out (ie - run faster than the breakout time shown) prompt the line judge if they haven't already indicated this by displaying all 4 lights and tick the break out box (B/O)

DO NOT USE ANY CROSS OR OTHER SIGN IN THESE 2 BOXES APART FROM A TICK – LEAVE THEM BLANK IF THEY DO NOT APPLY TO THE HEAT

Circle W / L / T (Win/ Loss or Tie) to record the heat result.

At the end of the race circle the large W / L to indicate the result and record the fastest time of the heats run in that race.

Other things to look out for and record

Where a team has broken out twice already (2 ticks in the B/O boxes) make sure the divisional judge is aware.

Interference

If your lane's team has been interfered against, the race will be stopped by the judge and your team will be awarded the heat. As no time will have been recorded, the time to show will be **AV 4 (INT)** (if clean) **AV 5 (INT)** (if one fault light is lit & so on)

If a dog from your lane has interfered, the judge will record this on the C2, using the dog's number, code and write a description on the back of the form. The result for that heat will be **N/T (INT)**

ALWAYS LISTEN TO THE JUDGE AS THEY WILL ANNOUNCE THE RESULT OF EACH HEAT (EG BLUE LANE WIN, CLEAN, RED LANE LOSS, CLEAN)

IF IN DOUBT ASK!