BFA Ring Party Training

2022

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Agenda

The Regional Reps!

A new way of organising our BFA world, so we have more Reps in each region to help ensure we can support the BFA members quickly and easily

SCOTLAND AND IRELAND

NORTHERN

MIDLANDS

SOUTHERN

bfaregionalreps@gmail.com

The Flyball Lanes

The Flyball Lanes

The Flyball Lane

Min 12 ft / Max 20 ft
Between centre of lanes

Each backboard is in 3-6 sections: 2ft high
Total length = 24 ft.

Min 5- 7 ft

Flyball Box

15 ft

Jump 4

10 ft

Jump 3

10 ft

51 ft

Jump 2

10 ft

Jump 1

6 ft

Start/Finish Line

Changeover Area

4 ft

10 ft

15 ft

Run in

20 ft

25 ft

Run back

30 ft

35 ft

40 ft

45 ft — Always ensure the dogs have a clear run back
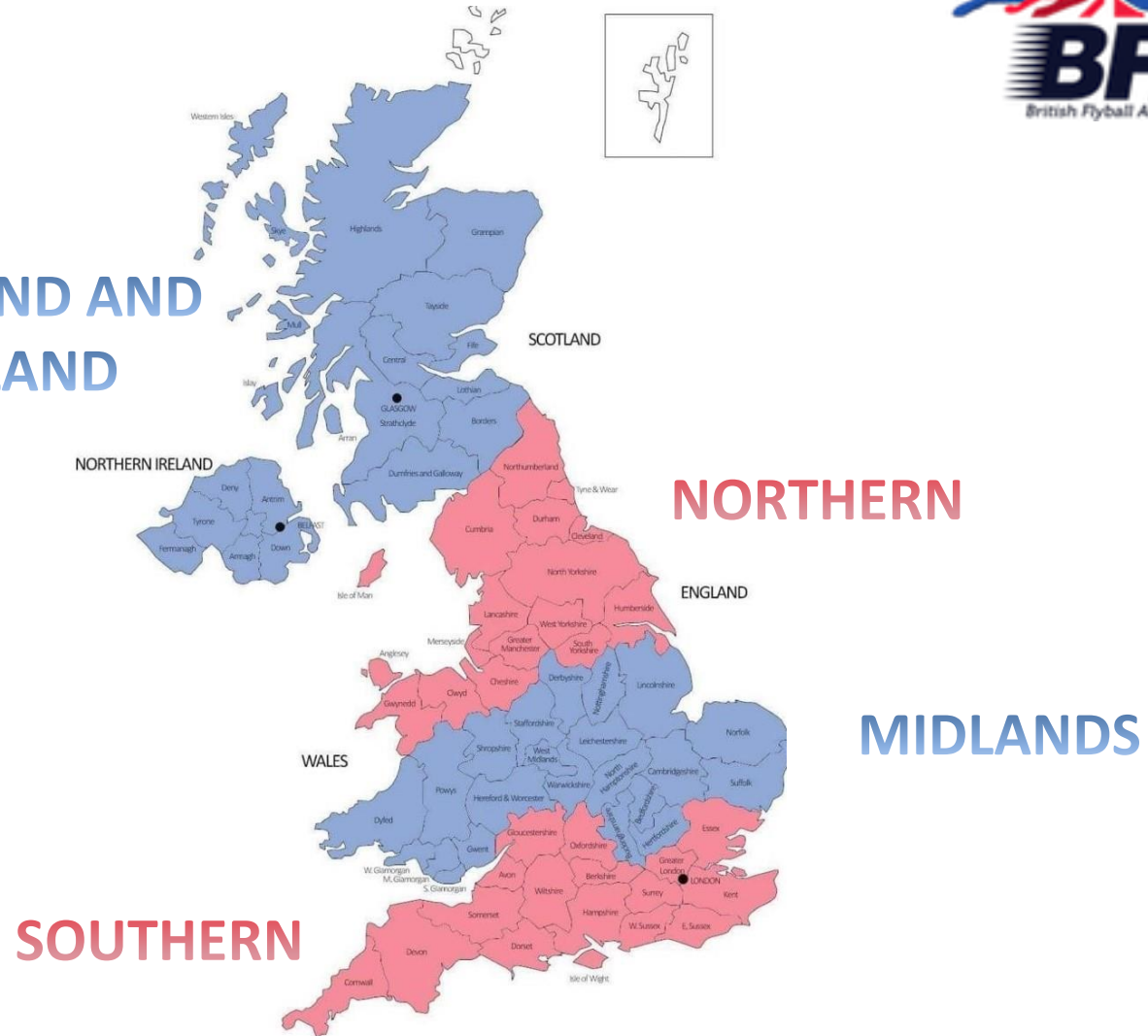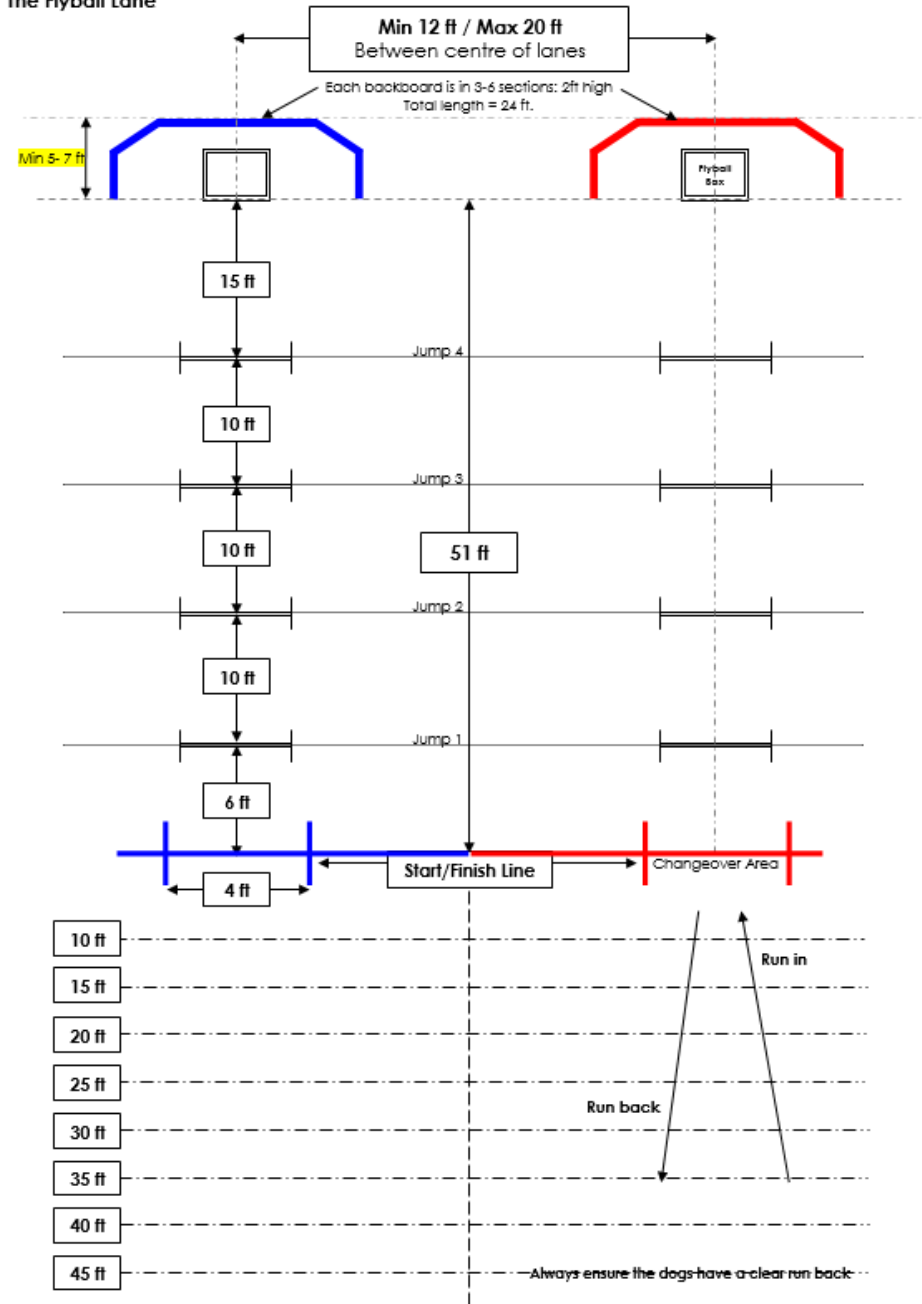
Who Makes Up the Ring Party?

Who makes up the Ring Party :

Divisional Judge

Blue Lane

Scribe
Line Judge
Box Judge

Red Lane

Scribe
Line Judge
Box Judge

What we ask of you all

- Have a sound knowledge of the Rules of Racing (Section 5).

  This training will help you with that! But we do encourage you to download and look at the BFA Rules on the website.

- Which ever role you are doing, work as a team with the rest of the Ring Party

The Box Judge

Where the box judge sits

- At the box end of the lane outside the line of the jumps and the box

- Seated so the following can be seen:

  ✓ box

  ✓ box loader

  ✓ line judge

  ✓ dogs coming all the way down the lane

  ✓ the line of jumps.

Box Judge Duties

Check the following:

- the box is positioned correctly

- ball containers and training aids are behind the backboards

    (if not, let the box loader know - #bekind)

Watch the Box Loader:

- Stance – behind the box and (unless actually loading the box) standing upright

- Hands and balls are behind their back, out of sight

- That they are not distracting the opposing team with loud/aggressive shouting - verbal encouragement is allowed

- During warm up - the box loader must remain on the box whilst the dogs are turning on the box

Watch the Dog:

- The dog MUST trigger the box to release the ball

    (Watch carefully as the dog may steal the ball and still trigger the box with their back feet!)

Box Judge – what else to watch for

THE BOX ITSELF!

- **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 claims there is a malfunction the Box Judge must stand up, raising both arms above their head crossed at the wrists

  The Box Judge must also make sure no-one tampers with the box before the Divisional Judge is able to check it.

Box Judge – what else to watch for

THE DOG!

- missing out any jumps

- dropping the ball on its return up the lane and going back without it

  (the dog may drop the ball and even go back over a jump or temporarily out of the lane to retrieve it as long as it returns over all 4 jumps)

- interference – either the dog from 'your lane' or one from the opposing team – (the Divisional Judge will make the final decision) – this includes during warm up

- during warm up if someone is using treats as a reward that they are given from the hand (not dropped on the floor) and from a secure container.

The Line Judge

Where the Line Judge sits

- At the start/finish line end of the lane outside the line of the jumps and facing the line judge on the opposite lane

- The nearest to the box.

Line Judge Duties

Before the division starts:

- Make sure you are familiar with the lights system being used – if in doubt ask the Divisional Judge

- With your scribe, go through the pre-race checks.

At the start of each leg:

- Signal clearly to the Divisional Judge when asked that both you and your scribe are ready

- If on the lane with the control of the starting light sequence – on the signal from the Divisional Judge, set the timing sequence in action to start the leg.

Line Judge Duties

During the leg:

- Switch on the individual dog's light if the dog faults in any way
- 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 signal stop the timing system and reset the light system.

Also watch out for:

- early change-overs and handlers triggering the lights
- dropped balls
- dogs missing out the starting gate and any jumps
- the box judge indicating any faults
- jumps knocked over creating a safety hazard

Line Judge Duties

At the end of the leg

- Check the times

- Give the time to the scribe (depends on whether there are external timers)

- If a team has broken-out, inform the Divisional Judge (some judges ask that this is done by turning all 4 fault lights on)

- Let the Divisional Judge know if a team has not completed.

- In the event of a close heat, the Divisional Judge shall consult with their ring party. If no clear winner is identified then the race shall be declared a tie. (Rule B4.1.1.)
     It is now the Divisional Judge's decision not the Line Judges.

The Scribe

Where the Scribe sits

- At the start/finish line end of the lane outside the line of the jumps and facing the scribe on the opposite lane.

- The nearest to the run back area

Scribe Duties

- Check you have the correct C2 paperwork

- Circle around the appropriate number 1 – 6 for the four dogs running in each leg (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 leg. (If you see that jumps have been set to the wrong height let the Team Captain know - #bekind.)

- keep an eye open for interference in the run back area

- if someone is using treats as a reward that they are given from the hand from a secure container behind the 25 ft mark in the run back area.

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's BFA Number
Boxloader's BFA Number

Boxloader Name

	Dog	Dogs BFA No	Breed	Height	Handler	Handler's BFA No
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		Team 1	1 2 3 4 5 6		W L T		W L
2	2		1 2 3 4 5 6		W L T		
3			1 2 3 4 5 6		W L T		Fastest Time
4			1 2 3 4 5 6		W L T		
5			1 2 3 4 5 6		W L T		
6			1 2 3 4 5 6		W L T		
1		Team 3	1 2 3 4 5 6		W L T		W L
2	4		1 2 3 4 5 6		W L T		
3			1 2 3 4 5 6		W L T		Fastest Time
4			1 2 3 4 5 6		W L T		
5			1 2 3 4 5 6		W L T		
6			1 2 3 4 5 6		W L T		
1		Team 2	1 2 3 4 5 6		W L T		W L
2	7		1 2 3 4 5 6		W L T		
3			1 2 3 4 5 6		W L T		Fastest Time
4			1 2 3 4 5 6		W L T		
5			1 2 3 4 5 6		W L T		
6			1 2 3 4 5 6		W L T		
1		Team 4	1 2 3 4 5 6		W L T		W L
2	10		1 2 3 4 5 6		W L T		
3			1 2 3 4 5 6		W L T		Fastest Time
4			1 2 3 4 5 6		W L T		
5			1 2 3 4 5 6		W L T		
6			1 2 3 4 5 6		W L T		
1		Team 5	1 2 3 4 5 6		W L T		W L
2	13		1 2 3 4 5 6		W L T		
3			1 2 3 4 5 6		W L T		Fastest Time
4			1 2 3 4 5 6		W L T		
5			1 2 3 4 5 6		W L T		
6			1 2 3 4 5 6		W L T		

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	

Interference

Now have codes for Interference:

A = Accidental

B = Crossed Line No Chase

C = Crossed Line Chased

D = Aggression

X = Contact Made

R = Interference in Run Back

T = Dropped Treats

Interference In Warm Up or

Interference During the Race

If a dog on your side interferes with a dog from the other team the Divisional Judge will ask you to put the dog's number (1-6) and one or two codes from the list.

Scribe Duties – Break Outs (B/O)

- B/O are now 0.25sec below the fastest team or declared time.

- A team can now only B/O twice

- Check B/O (times on the C2 it will show whether the B/O time is for the division or the team

- B/O's do not apply to Division 1

- Divisional B/O times will apply to all teams running under their current seed time

- Team B/O time will apply to a team running under a declared time

- Inform the Line Judge and Divisional Judge immediately if the team ran a B/O time

- Tick the B/O Box

Scribe Duties

At the end of each leg:

- listen to the Divisional Judge who will inform of any no times, i.e. N/T or INT N/T etc.

- record the time for the team on the C2 and circle whether it was a W (win), L (lost) or T (tied)

- if the team ran cleanly then tick the clean box

Scribe Duties

At the end of the race:

- Any alterations are to be initialled by the Divisional Judge

- Circle the W or L (win or loss) for the race result as appropriate and document the time of the fastest leg

- Check that everything that should be is completed.

- Pass the clipboard with the C2 sheet on it to Admin team and collect the C2 form for the next race.

The Importance of the Ring Party

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- You are a Team!

- Alongside the Divisional Judge, you support them to manage the racing.

- You help ensure fair and fun racing.

- If you have any questions don't be afraid to ask!

- If you haven't done Ring Party before please speak to the Tournament Organiser! If there is a Rep at the show we will be more than happy to guide and help you.

- The Reps can be reached at: bfaregionalreps@gmail.com

The Divisional Judge