



BFA Ring Party Training

2022

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Agenda



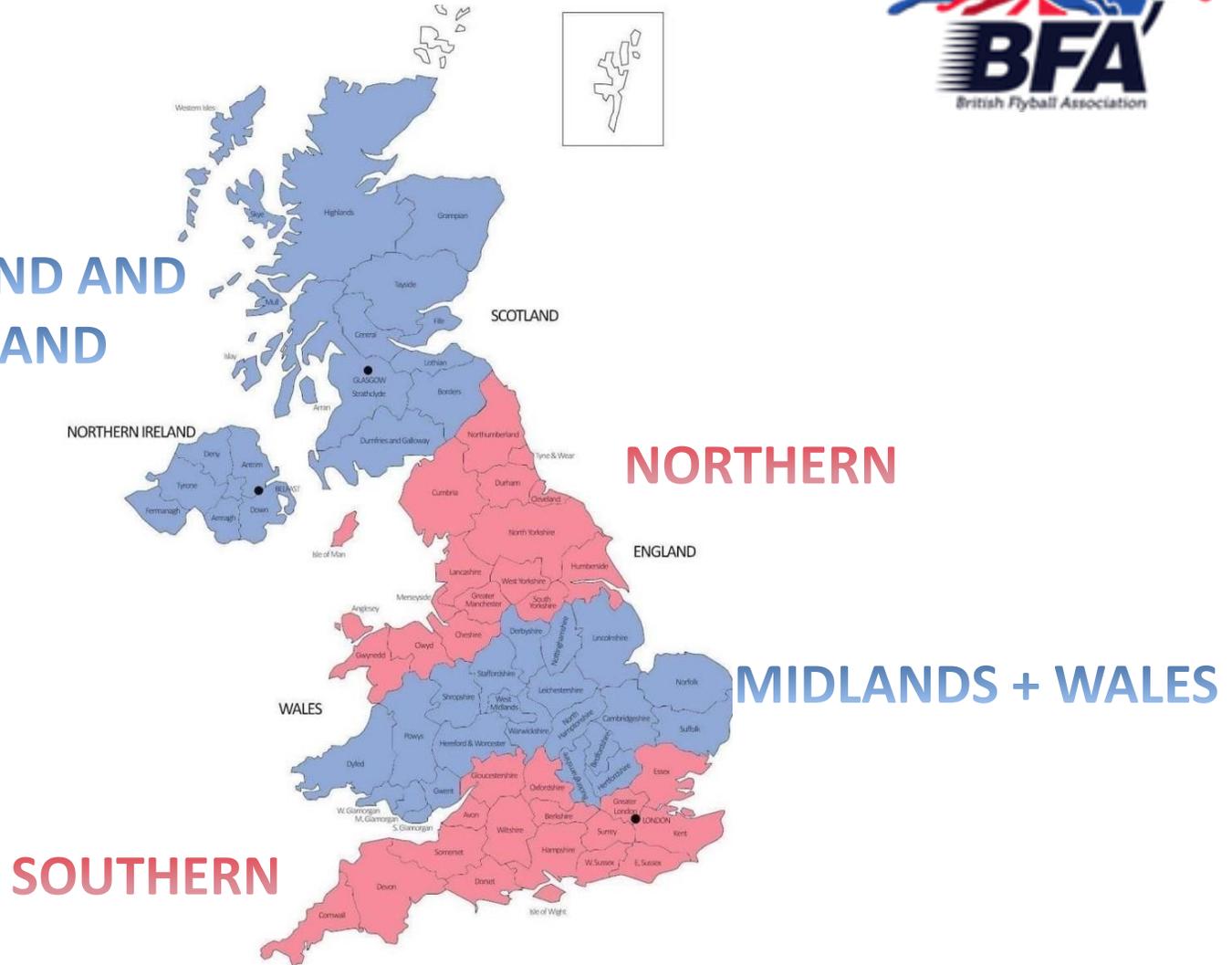
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The Regional Reps!



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

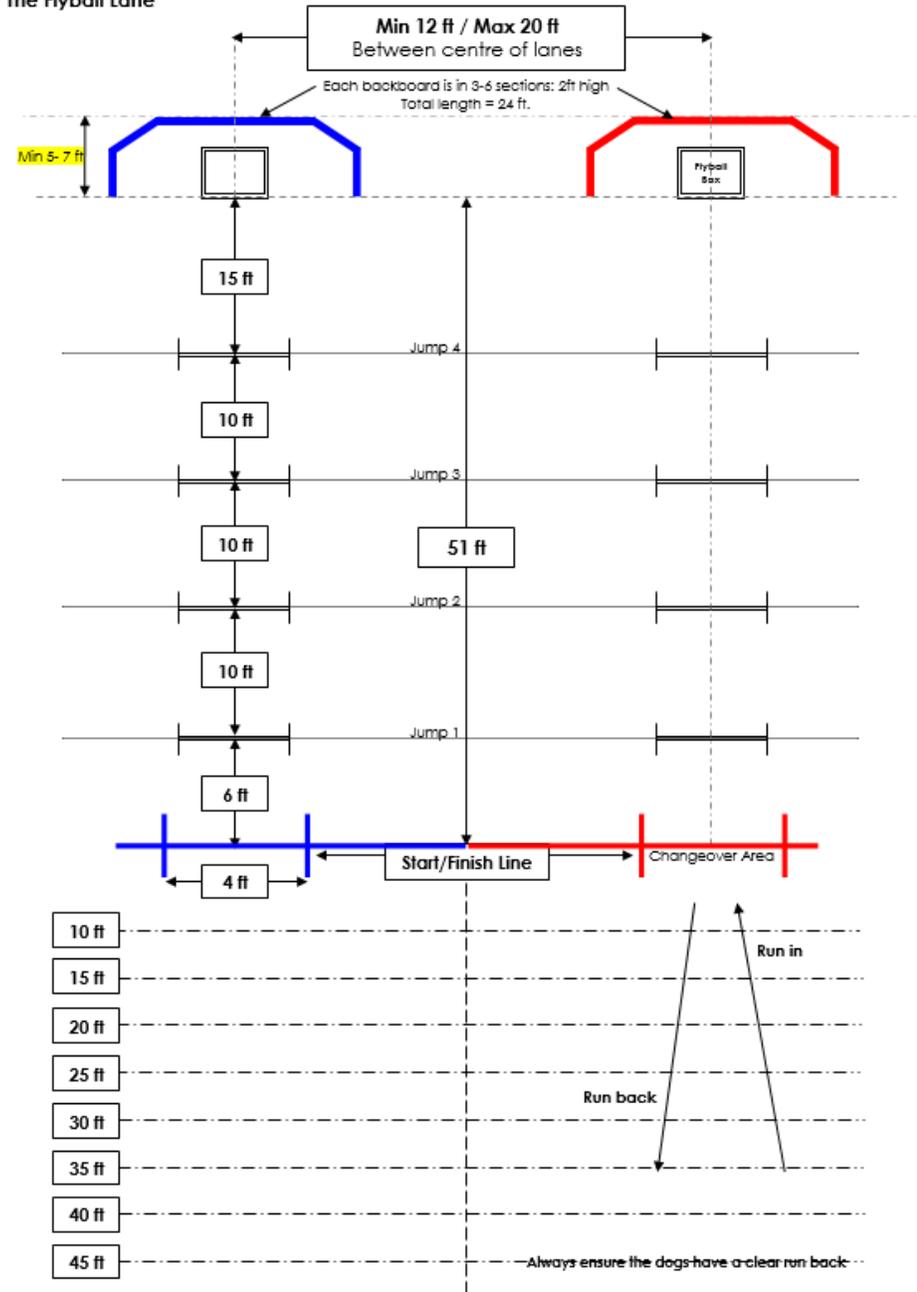




The Flyball Lanes

The Flyball Lanes

The Flyball Lane





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



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.



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						Box loader's BFA Number					
Dog	Dogs BFA No	Breed	Height	Handler	Handler's BFA No						
1											
2											
3											
4											
5											
6											
Note: Handler's BFA number must be completed						BREAKOUT TIME: -0.25		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				W L T	W L			
2			1 2 3 4 5 6				W L T	Fastest Time			
3			1 2 3 4 5 6				W L T				
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	4	Team 3	1 2 3 4 5 6				W L T	W L			
2			1 2 3 4 5 6				W L T	Fastest Time			
3			1 2 3 4 5 6				W L T				
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	7	Team 2	1 2 3 4 5 6				W L T	W L			
2			1 2 3 4 5 6				W L T	Fastest Time			
3			1 2 3 4 5 6				W L T				
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	10	Team 4	1 2 3 4 5 6				W L T	W L			
2			1 2 3 4 5 6				W L T	Fastest Time			
3			1 2 3 4 5 6				W L T				
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	13	Team 5	1 2 3 4 5 6				W L T	W L			
2			1 2 3 4 5 6				W L T	Fastest Time			
3			1 2 3 4 5 6				W L T				
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. PU MBLE/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									

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.

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				Box loader's BFA Number			
Dog	Dogs BFA No	Breed	Height	Handler	Handler's BFA No		
1							
2							
3							
4							
5							
6							
Note: Handler's BFA number must be completed				BREAKOUT TIME: -0.25	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		W L T		W L
2			1 2 3 4 5 6		W L T		Fastest Time
3			1 2 3 4 5 6		W L T		
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	4	Team 3	1 2 3 4 5 6		W L T		W L
2			1 2 3 4 5 6		W L T		Fastest Time
3			1 2 3 4 5 6		W L T		
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	7	Team 2	1 2 3 4 5 6		W L T		W L
2			1 2 3 4 5 6		W L T		Fastest Time
3			1 2 3 4 5 6		W L T		
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	10	Team 4	1 2 3 4 5 6		W L T		W L
2			1 2 3 4 5 6		W L T		Fastest Time
3			1 2 3 4 5 6		W L T		
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	13	Team 5	1 2 3 4 5 6		W L T		W L
2			1 2 3 4 5 6		W L T		Fastest Time
3			1 2 3 4 5 6		W L T		
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					



The Importance of the Ring Party

The Importance of Ring Party

- 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