Rule Notification 2022/1 – Breakouts

At its meeting on 6 June 2022 the AFA committee considered the rule changes required to give effect to the decision at its meeting on 2 May 2022 regarding breakouts and seed times.

The AFA committee decided that the rule changes relating to breakouts as set out below would be placed on trial effective from 1 August 2022. This means that the rule changes will apply to all race meetings held on or after 1 August 2022. The effects of the rule changes are:

- the breakout time for a team racing in scratch format and using a web seed time will be 0.5 seconds (reduced from one second) faster than the fastest seed time in the division;
- the breakout time for a team racing in scratch format using a declared seed time or racing in handicap format will be 0.5 seconds (reduced from one second) faster than the team's declared seed time;
- a team will forfeit all subsequent heats and the right to place at the race meeting after breaking out twice (reduced from three times) or if its first breakout is by 0.5 seconds or more;
- where manual timing is used, the breakout time is 1.5 seconds (reduced from two seconds) faster than the relevant seed time;
- an authorised approver may disallow a team's use of a declared seed time slower than a web seed time if the authorised approver is not satisfied with the justification given by the team for the slower time.

Example 1: Team A is using a web seed time and is in a division where the seed time of the fastest team is 19.123 seconds. Team A's breakout time is 18.623 seconds. Team A runs a heat in 18.456 seconds and runs a later heat in 18.321 seconds. As Team A has had two breakouts it forfeits all subsequent heats.

Example 2: Team B is using a declared seed time of 20.789 seconds. Team B's breakout time is 20.289 seconds. Team B runs a heat in 19 678 seconds. As the time is 0.5 seconds or more than the breakout time Team B forfeits all subsequent heats.

The AFA committee decided to defer rule changes relating to seed times for teams which include four dogs that together have set a current web seed time for any team until it was satisfied that the proposed rule changes can be implemented easily and transparently.

The rules published on the AFA website will be updated to reflect the rule changes.

Affected rules with rule changes shown by tracking

Amend definitions of *breakout time* and *breakout team:*

breakout time means the time ~~one~~0.5 second~~s~~ (or if *manual timing* is used, ~~two~~1.5 seconds) faster than:
- for racing in *scratch format*:
  - a *team's declared seed time*; or
  - if the *team* does not have a *declared seed time*, the fastest *seed time* of all *teams* in the relevant *division*;
- for racing in *handicap format* a *team's seed time*.

breakout team means a *team* which <u>at a *race meeting* </u>has<u>;</u>
- ~~three or more~~<u>a</u> *breakout~~s~~* <u>in two *heats*</u>~~at a *race meeting*~~<u>.</u><u>; or</u>

- a *major breakout* in any *heat*.

Insert a new definition:

major breakout means that a *team* has finished a *heat* in a time 0.5 seconds or more faster than its *breakout time*.

Amend rule 2.9:

2.9 Seed times

Each *team* entered in a *race meeting* is seeded based on its *web seed time* unless the *team*:
- does not have a *web seed time*, in which case the *team* must provide a *declared seed time*; or
- elects to use a declared seed time.

*Note: If a team elects to use a **declared seed time** slower than its **web seed time** it must include on its **entry form** a proper justification for doing so. If the **authorised approver** is not satisfied with the justification the **authorised approver** may require the **team** to use its **web seed time**.*

Amend rule 6.22:

6.22   Breakout

*Note: This **rule** does not apply to **teams** in Division One of **regular class** racing in **scratch format**.*

A *team* which has a *breakout* in a *heat* forfeits that *heat*.

If a *team* has;
- a *breakout* in ~~three~~two *heats*; or
- a *major breakout* in any *heat*,

the *breakout team* forfeits all subsequent *heats* and the right to place at the *race meeting*.

*Note: This means that a **breakout team** racing in **round robin format** cannot participate in run offs to decide placings.*

All normal *rules of racing* apply to a *breakout team* except that:
- *false starts* do not apply to the *breakout team,* and before each *heat,* the *EJS* must be set up with a *false start* for the *breakout team*;
- a dog may not run again after a fault.

A *team* scheduled to run in a *race* against a *breakout team*:
- to earn *race meeting points* for a win in the *race* must run the *required number* of *heats* and finish at least one of those *heat*s;
- is otherwise subject to all normal *rules of racing.*

Amend last bullet point under **Rules for handicap format** in Appendix 4:

- all *teams*, including *teams* in *division* one, will have a *breakout time* which is 0.5~~one~~ second~~s~~ faster~~less~~ than the *team's seed time*.

Amend example under **Programming the EJS console** in Appendix 4:

Example:

- *Team 1 has a **seed time** of 20.890 seconds and Team 2 has a **seed time** of 26.973 seconds;*
- *The **handicap time** is 6.083 seconds (26.973 seconds minus 20.890 seconds);*
- *Team 1's **breakout time** is 20.390~~19.890~~ seconds and Team 2's **breakout time** is 26.473~~25.973~~ seconds.*

*The **EJS** console is programmed by:*

- *entering zero as the handicap for Team 1 and 6.083 seconds for Team 2;*
- *entering 26.473~~25.973~~ seconds (~~20.890~~20.390 seconds plus 6.083 seconds) as the breakout for Team 1 and 26.473~~25.973~~ seconds as the breakout for Team 2.*