

**Draft date: 4 December 2008**

***New Guideline for calculating Divisional Split:***

*This guideline is designed to assist both Competition organisers and Regional representatives when considering competition Divisional splits. As in any Guideline the specific circumstances of each Competition need to be considered to see if there are any unusual seed time situations that may have an impact – for example an exceptionally wide gap in seed times between the second last and last teams may influence a decision to exclude the last team seed time when applying the Guideline.*

This Divisional Split calculation has been written using a Worked Example (see page 4) that shows sample team seed times. Begin with the seed times in a column (Column A), sorted top to bottom in order fastest to slowest.

- a) First identify any obvious gaps between seed times for the splits.
- b) Using obvious gaps, the Worked Example produces 5 divisions (see Col A).
- c) In Column B, calculate the difference between team times.
- d) Subtract the fastest time from the slowest time (Worked Example:  $28.434 - 17.557 = 10.877$ ).
- e) Divide the difference between the fastest time and the slowest time (Worked Example:  $10.877$ ) by the number of divisions you originally estimated – in this case 5. The result is the range (in seconds) of the seedtime for each division:  $10.877 / 5 = 2.1754$  in the Worked Example.
- f) In a new Column C, list the seed times again, sorted top to bottom, from fastest to slowest.
- g) Begin a new Column D, to record the Division Minimums and Maximums as follows:
  - Adding  $2.174$  to the fastest time  $17.557 = 19.732$ . Every seed time under  $19.732$  falls into Division One.
  - Adding  $2.174$  to  $20.519$  (the lowest seed time after  $19.732$ ) =  $22.694$ . Every seed time between  $19.732$  and  $22.694$  falls into Division Two.
  - Adding  $2.174$  to  $23.600$  (the lowest seed time after  $22.694$ ) =  $25.775$ . Every seed time between  $23.600$  and  $24.762$  falls into Division Three.
  - Adding  $2.174$  to  $25.826$  (the lowest seed time after  $25.775$ ) =  $28.001$ . Every seed time between  $25.826$  and  $28.001$  falls into Division Four ( $25.826$  to

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27.000). In the worked example, there is only one team with a seed time slower than 28.001 – add this team to Division Four.

Using Division Minimums and Maximums, the result is four divisions, rather than five. Every division will be racing the same range of times and no division has any advantage over another. The only exception is the slowest team, which logically should race in the slowest division.

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**Worked Example:**

<i>Division split by "Gap method"</i>		<i>Division split calculated using guideline</i>		
<i>Col A</i>	<i>Col B</i>	<i>Col C</i>	<i>Div min / max</i>	<i>Comments</i>
17.557	<b>0.399</b>	17.557	<b>17.557</b>	<i>Everything under 19.732 is in div one - it matches the first split in Col A</i>
17.956		17.956		
19.121		19.121		
19.238		19.238		
20.519	<b>1.281</b>	20.519	<b>20.519</b>	<i>So with this one everything under 22.694 would race in division two meaning that the original split can be changed to join div two and three together. This may "seem" wrong but now div one and div two are racing the same range of seed times as each other so neither division is getting an unfair deal.</i>
20.600	<b>0.081</b>	20.600		
21.780	<b>1.180</b>	21.780		
22.000	<b>0.220</b>	22.000		
22.091	<b>0.091</b>	22.091	<b>22.694</b>	
23.600	<b>1.509</b>	23.600	<b>23.600</b>	<i>Again this one has agreed with the original split.</i>
23.703	<b>0.103</b>	23.703		
24.000	<b>0.297</b>	24.000		
24.500	<b>0.500</b>	24.500		
24.762	<b>0.262</b>	24.762		
25.826	<b>1.064</b>	25.826	<b>25.826</b>	<i>Again, this agrees with the original split. With this one, because there is only one team left and they are the slowest team by a large gap, just include them in this division.</i>
26.000	<b>0.174</b>	26.000		
26.606	<b>0.606</b>	26.606		
27.000	<b>0.394</b>	27.000		
28.434	<b>1.434</b>	28.434		
			<b>28.001</b>	