

2.) Non-NSW – Non-Feature Allocations & Automatic Box Draw



All Non-NSW Non-Feature Races Work Flow

Create Race Events – Non-NSW Non-Feature Race Events have "Seeded Reserves" set to No

Allocate Runners to Race

Allocate Reserves to Race

Automatic "Runner Box Draw"

- Randomly draw Pick Order for Runners – 1 to 8
- Assign Pick Order to Runners in Seq. order
- Randomly draw Runner Box Numbers between 1 & 8
- Assign Drawn Runner Box Numbers to Runner Greyhounds in Pick Order

Automatic "Reserve Number Draw"

- Randomly draw Pick Order for Reserves – only 1 & 2
- Assign Pick Order to Reserves in Seq. order
- Randomly draw Reserve Box Numbers – only 9 & 10
- Assign Drawn Reserve Box Numbers to Reserve Greyhounds in Pick Order (or if only 1 then that one)

Scratch Runner

Scratch another Runner

Finalise Scratchings and Allocate Reserves

- Randomly draw Pick Order for Reserves – only 1 & 2
- Assign Pick Order to Reserves in Seq. order
- Randomly draw Scratched Box Numbers
- Assign Scratched Box Numbers to Reserve Greyhounds in new Pick Order (or if only 1 then that one) as Assigned Box No.

Allocate Assigned Box No.'s

- Create Assigned Box No for all non-Scratched Runners

Examples of Data

Dog Name	Seq	Type
Dog A	123	Runner
Dog B	124	Runner
Dog C	125	Runner
Dog D	126	Runner
Dog E	127	Runner
Dog F	128	Runner
Dog G	129	Runner
Dog I	130	Runner
Dog X	131	Reserve
Dog Z	132	Reserve

Pick Order
8
7
6
5
4
3
2
1

Dog Name	Seq	Type	Pick Order
Dog A	123	Runner	8
Dog B	124	Runner	7
Dog C	125	Runner	6
Dog D	126	Runner	5
Dog E	127	Runner	4
Dog F	128	Runner	3
Dog G	129	Runner	2
Dog I	130	Runner	1
Dog X	131	Reserve	
Dog Z	132	Reserve	

Drawn Box No
2
4
6
8
1
3
5
7

Dog Name	Seq	Type	Pick Order	Drawn Box No
Dog A	123	Runner	8	7
Dog B	124	Runner	7	5
Dog C	125	Runner	6	3
Dog D	126	Runner	5	1
Dog E	127	Runner	4	8
Dog F	128	Runner	3	6
Dog G	129	Runner	2	4
Dog I	130	Runner	1	2
Dog X	131	Reserve		
Dog Z	132	Reserve		

Pick Order
2
1

Drawn Reserve Box No
9
10

Dog Name	Seq	Type	Pick Order	Reserve Drawn Box No
Dog X	131	Reserve	2	10
Dog Z	132	Reserve	1	9

Dog Name	Seq	Type	Pick Order	Drawn Box No	Reserve Drawn Box No
Dog A	123	Runner	8	7	
Dog B	124	Runner	7	5	
Dog C	125	Runner	6	3	
Dog D	126	Runner	5	1	
Dog E	127	Runner	4	8	
Dog F	128	Runner	3	6	
Dog G	129	Runner	2	4	
Dog I	130	Runner	1	2	
Dog X	131	Reserve	2		10
Dog Z	132	Reserve	1		9

Dog Name	Seq	Type	Pick Order	Drawn Box No	Reserve Drawn Box No
Dog A	123	Runner	8	7	
Dog B	124	Runner	7	5	
Dog C	125	Runner	6	3	
Dog D	126	Runner	5	1	
Dog E	127	Runner	4	8	
Dog F	128	Runner	3	6	
Dog G	129	Runner	2	4	
Dog I	130	Runner	1	2	
Dog X	131	Reserve	2		10
Dog Z	132	Reserve	1		9

Dog Name	Seq	Type	Pick Order	Drawn Box No	Reserve Drawn Box No
Dog A	123	Runner	8	7	
Dog B	124	Runner	7	5	
Dog C	125	Runner	6	3	
Dog D	126	Runner	5	1	
Dog E	127	Runner	4	8	
Dog F	128	Runner	3	6	
Dog G	129	Runner	2	4	
Dog I	130	Runner	1	2	
Dog X	131	Reserve	2		10
Dog Z	132	Reserve	1		9

Pick Order
1
2

Scratched Box No
4
3

Dog Name	Seq	Type	Pick Order	Drawn Box No	Assigned Box No.
Dog A	123	Runner	8	7	
Dog B	124	Runner	7	5	
Dog C	125	Runner	6	3	
Dog D	126	Runner	5	1	
Dog E	127	Runner	4	8	
Dog F	128	Runner	3	6	
Dog G	129	Runner	2	4	
Dog I	130	Runner	1	2	
Dog X	131	Reserve			
Dog Z	132	Reserve			

Dog Name	Seq	Type	Pick Order	Drawn Box No	Assigned Box No.	Reserve Pick Order
Dog A	123	Runner	8	7	7	
Dog B	124	Runner	7	5	5	
Dog C	125	Runner	6	3		
Dog D	126	Runner	5	1	1	
Dog E	127	Runner	4	8	8	
Dog F	128	Runner	3	6	6	
Dog G	129	Runner	2	4		
Dog I	130	Runner	1	2	2	
Dog X	131	Reserve				1
Dog Z	132	Reserve				2