

Add dog to kennel

1. Log in to FastTrack.
2. On the blue menu, click the **My Dogs** tab.
3. At the top of the page, click the **Add dog to kennel** link.

The screenshot shows the GRV FASTTRACK website interface. At the top, there is a navigation bar with links for GENERAL, CLUBS, GAP, PARTICIPANTS, RACING, CALENDAR, STEWARDS, STATISTICS, and CLIENT LOGIN. Below this is a blue menu with tabs for My Notices, Race Meetings, My Dogs, My Litters, My Account, Club Trials, Apply to Participate, and Move to Victoria. The 'MY DOGS' section is active, showing a table of dogs and their details. A red arrow points to the 'Add dog to kennel' link in the top navigation bar.

Name	Date Whelped	Relationship	Next Race	Nominations (for dogs you own or train)	Last Race	Options
E TEL ALLEN	06/10/2010	Trainer			The Meadows 23/05/2012	Actions
ALLEN CEASAR	06/10/2010	Trainer		Geelong 25/09/2012	Sandown Park 03/06/2012	Actions
DORIKI ALLEN	06/10/2010	Trainer			Sandown Park 03/06/2012	Actions
ALLEN GASPAR	06/10/2010	Trainer			Warrambool 30/05/2012	Actions
NAPTHINE BALE	26/09/2010	Trainer		Traralgon 08/09/2012	Sandown Park 20/05/2012	Actions

4. Enter the greyhound's name, ear-brand number, and the last four digits of the greyhound's microchip number in the fields provided.

ADD DOG TO KENNEL

To take over the training of a new dog (Kennel Return), please insert the greyhound name, ear brand and microchip number of the dog.

Dog Name *

Ear Brand *

Microchip Number (last 4 digits) *

How do you want any stakemoney (prize money) to be distributed between the owner and trainer of this dog?

50% to trainer, 50% to owner

100% to trainer

By submitting this form you are agreeing to take responsibility for the tracking of the dog, and house the dog within the rules of Greyhound Racing Victoria at your registered kennel address.

I agree

5. Select the stake money split for this greyhound by selecting the button for either:
 - 50% to trainer, 50% to owner, or
 - 100% to trainer
6. Click the "I agree" checkbox.
7. Click **Submit**.