

NIETOC TIEBREAKING PROCEDURES -- MAIN EVENTS – 2025 VERSION

PRELIMS -- In the four preliminary rounds there will be two judges, whose ranks will not be combined. After adjusting all individual ranks of 6 or 7 to a 5, the lowest rank will be dropped. Advancing to an elim round is based on the following:

1. Lowest preliminary cumulative rank total, using the seven best modified ranks
2. Highest preliminary cumulative reciprocal total, using the seven modified reciprocals
3. Lowest preliminary rank total using all eight ranks, reverting to original/unmodified ranks
4. Head-to-head in prelims (two-way ties only) using all eight unmodified ranks
5. Lowest Opponent's Average Rank using all eight unmodified ranks
6. Greatest number of 1s, then greatest number of 2s, all the way down to the worst rank using all eight unmodified ranks
7. Drop the worst unmodified rank (leaving seven unmodified ranks)
8. Drop the best unmodified rank (leaving seven unmodified ranks)

OCTOFINALS -- The octofinal round will be power balanced with three judges in each section. All individual ranks will remain unmodified. Events with 60 will advance 30 to quarters; events with 48 or 40 will advance 24. Those students with the lowest overall cumulative rankings (from octofinal and prelim rounds) will advance to the quarterfinal round based on the following:

1. Lowest cumulative rank total in all rounds (seven best modified prelims + octos)
2. Highest cumulative reciprocal total in all rounds (seven best modified prelims + octos)
3. Lowest rank total in the octofinal round only
4. Highest reciprocal total in the octofinal round only
5. Lowest Panel Rank in Octofinals. Panel Rank will be computed in the following way:
 - A. Students in the section will be ordered according to their octofinal rank total
 - B. In case of a tie, judges' preference will be employed*
 - C. If judges' preference is unable to break the tie, use octofinal round reciprocals to break the panel rank tie.
6. Judges' preference* in octofinal round only (if tied contestants are in the same octofinal panel)
7. Lowest Opponent's Average Rank
8. Greatest number of 1s, then greatest number of 2s, all the way down to the worst rank in all rounds (seven best modified prelims + octofinals)
9. Preliminary rank total using seven best modified ranks

QUARTERFINALS -- The quarterfinal round will be power balanced with three judges in each section. All individual ranks will remain unmodified. The twelve students with the lowest overall cumulative rankings (from the octofinal, quarterfinal and prelim rounds) will advance to the semifinal round based on the following:

1. Lowest cumulative rank total in all rounds (seven best modified prelims + octos + quarters)
2. Highest cumulative reciprocal total in all rounds (seven best modified prelims + octos + quarters)
3. Lowest rank total in the quarterfinal round only
4. Highest reciprocal total in the quarterfinal round only
5. Lowest Panel Rank in Quarterfinals. Panel Rank will be computed in the following way:
 - A. Students in the section will be ordered according to their quarterfinal rank total
 - B. In case of a tie, judges' preference will be employed*
 - C. If judges' preference is unable to break the tie, use quarterfinal round reciprocals to break the panel rank tie.
6. Judges' preference* in quarterfinal round only (if tied contestants are in the same quarterfinal panel)
7. Lowest Opponent's Average Rank
8. Greatest number of 1s, then greatest number of 2s, all the way down to the worst rank in all rounds (seven best modified prelims + octofinals + quarterfinals)
9. Preliminary rank total using seven best modified ranks

SEMIFINALS -- The semifinal rounds will be power balanced with five judges in each section. All individual ranks will remain unmodified. The six students with the best cumulative rankings (from the semifinal, quarterfinal, octofinal and preliminary rounds) will advance to the final round based on the following:

1. Lowest cumulative rank total in all rounds (seven best modified prelims + octos + quarters + semis)
2. Highest cumulative reciprocal total in all rounds (seven best modified prelims + octos + quarters + semis)
3. Lowest rank total in the semifinal round only
4. Highest reciprocal total in the semifinal round only
5. Lowest Panel Rank in Semifinals. Panel Rank will be computed in the following way:
 - A. Students in the section will be ordered according to their semifinal rank total
 - B. In case of a tie, judges' preference will be employed*
 - C. If judges' preference is unable to break the tie, use semifinal round reciprocals to break the panel rank tie.
6. Judges' preference* in semifinal round only (if tied contestants are in the same semifinal panel)
7. Lowest Opponent's Average Rank
8. Greatest number of 1s, then greatest number of 2s, all the way down to the worst rank in all rounds (seven best modified prelims + octofinals + quarterfinals + semifinals)

FINALS -- The final round will have seven judges. The six finalists will speak in a random order. All individual ranks earned in the final round will remain unmodified. Tournament placing will be determined on the following:

1. Lowest cumulative rank total in all rounds (seven best modified prelims + octofinals + quarters + semis + finals)
2. Highest cumulative reciprocal total in all rounds (seven best modified prelims + octos + quarters + semis + finals)
3. Lowest rank total in the final round only
4. Highest reciprocal total in the final round only
5. Judges' preference* in final round only
6. Lowest Opponent's Average Rank
7. Greatest number of 1s, then greatest number of 2s, all the way down to the worst rank in all rounds (seven best modified prelims + octofinals + quarters + semis + finals)

* - Judges' preference: If a student received the top rank among the tied students from a majority of the judges in the section containing the tie, that student will come out of the tie in first via judges' preference. If a three-or-more-way tie is broken in this fashion, a tie may still remain - if so, judges' preference will then be used on it, as well.

