



How to Break a Tie

The following shows how ties are broken. You would need the individual scores of the teams involved in the tie to be able to break it down.

When looking at your individual scores you have them in order from Judge 1 to Judge 6. The numbers are non-weighted and appear in the following order: Appearance, Taste and Tenderness.

Team #1

Judge 1	Judge 2	Judge 3	Judge 4	Judge 5	Judge 6
8 8 7	9 9 9	8 9 9	9 9 9	8 8 8	8 8 8

Team #2

Judge 1	Judge 2	Judge 3	Judge 4	Judge 5	Judge 6
9 8 8	9 9 8	8 8 8	9 9 9	9 7 7	9 9 9

Next, the weighting factors are calculated. They are: Appearance=.5714, Taste=2.2858, Tenderness=1.1428. To figure these you would take the first number (appearance) and multiply it by the weight for appearance (.5714). Then take the second number (taste) and multiply it by the weight for taste (2.2858). Last, take the third number (tenderness) and multiply it by the weight for tenderness (1.1428). You will do this for each judge.

Team #1

Judge #	Appearance (.5714)	Score	Taste (2.2858)	Score	Tenderness (1.1428)	Score
1	8	4.5712	8	18.2864	7	7.9996
2	9	5.1426	9	20.5722	9	10.2852
3	8	4.5712	9	20.5722	9	10.2852
4	9	5.1426	9	20.5722	9	10.2852
5	8	4.5712	8	18.2864	8	9.1424
6	8	4.5712	8	18.2864	8	9.1424

Team #2

Judge #	Appearance (.5714)	Score	Taste (2.2858)	Score	Tenderness (1.1428)	Score
1	9	5.1426	8	18.2864	8	9.1424
2	9	5.1426	9	20.5722	8	9.1424
3	8	4.5712	8	18.2864	8	9.1424
4	9	5.1426	9	20.5722	9	10.2852
5	9	5.1426	7	16.0006	7	7.9996
6	9	5.1426	9	20.5722	9	10.2852

The scores are then added and the lowest score for each team is dropped.

Team #1

Judge #	Appearance (.5714)	Score	Taste (2.2858)	Score	Tenderness (1.1428)	Score	Total
1	8	4.5712	8	18.2864	7	7.9996	30.8572
2	9	5.1426	9	20.5722	9	10.2852	36
3	8	4.5712	9	20.5722	9	10.2852	35.4286
4	9	5.1426	9	20.5722	9	10.2852	36
5	8	4.5712	8	18.2864	8	9.1424	32
6	8	4.5712	8	18.2864	8	9.1424	32
							171.4286

Team #2

Judge #	Appearance (.5714)	Score	Taste (2.2858)	Score	Tenderness (1.1428)	Score	Total
1	9	5.1426	8	18.2864	8	9.1424	32.5714
2	9	5.1426	9	20.5722	8	9.1424	34.8572
3	8	4.5712	8	18.2864	8	9.1424	32
4	9	5.1426	9	20.5722	9	10.2852	36
5	9	5.1426	7	16.0006	7	7.9996	29.1428
6	9	5.1426	9	20.5722	9	10.2852	36
							171.4286

Team #1 drops the scores for Judge 1 and Team #2 drops the scores for Judge 5.

At this point you see we have a tie between both teams. Each of them has a total score of 171.4286.

The computer then uses the following criteria to break the tie between the teams in a category:

The scores for the 5 remaining judges (remember, we dropped the lowest score for each) are compared for the highest cumulative scores in Taste, then Tenderness and lastly Appearance.

If still tied, then the low score, which was thrown out, will be compared and the higher of the low scores will break the tie. If still tied, then a computer generated coin toss will be used.

Taste

Team #1

Judge #	Taste (2.2858)	Score
1	8	18.2864
2	9	20.5722
3	9	20.5722
4	9	20.5722
5	8	18.2864
6	8	18.2864
		98.2894

Team #2

Judge #	Taste (2.2858)	Score
1	8	18.2864
2	9	20.5722
3	8	18.2864
4	9	20.5722
5	7	16.0006
6	9	20.5722
		98.2894

Tenderness

Team #1

Judge #	Tenderness (1.1428)	Score
1	7	7.9996
2	9	10.2852
3	9	10.2852
4	9	10.2852
5	8	9.1424
6	8	9.1424
		49.1404

Team #2

Judge #	Tenderness (1.1428)	Score
1	8	9.1424
2	8	9.1424
3	8	9.1424
4	9	10.2852
5	7	7.9996
6	9	10.2852
		47.9976

We can see from this example that the scores are still tied after comparing Taste.

Moving on to Tenderness, Team #1 clearly has the highest score in Tenderness, making Team #1 the winner.

If the scores would have still been tied, the computer would then compare the Appearance scores in the same manner that Taste and Tenderness were compared. If still tied, then the low score, which was thrown out, will be compared and the higher of the low scores will break the tie. If still tied, then a computer generated coin toss will be used.