

ROUND ROBIN SEEDING TOURNAMENT  
OCTOBER 9, 2017 - CLASSES 6A, 5A, 4A, 3A, 2A, and A

ROOM A

Round 1	3:30-	4:10	-	Team A vs. Team B
Round 2	4:15-	4:55	-	Team A vs. Team C
Round 3	5:00-	5:40	-	Team A vs. Team D
			or	
Round 1	4:30-	5:10	-	Team A vs. Team B
Round 2	5:15-	5:55	-	Team A vs. Team C
Round 3	6:00-	6:40	-	Team A vs. Team D
			or	
Round 1	6:00-	6:40	-	Team A vs. Team B
Round 2	6:45-	7:25	-	Team A vs. Team C
Round 3	7:30-	8:10	-	Team A vs. Team D

ROOM B

Round 1	3:30	-	4:10	-	Team C vs. Team D
Round 2	4:15	-	4:55	-	Team D vs. Team B
Round 3	5:00	-	5:40	-	Team B vs. Team C
				or	
Round 1	4:30	-	5:10	-	Team C vs. Team D
Round 2	5:15	-	5:55	-	Team D vs. Team B
Round 3	6:00	-	6:40	-	Team B vs. Team C
				or	
Round 1	6:00	-	6:40	-	Team C vs. Team D
Round 2	6:45	-	7:25	-	Team D vs. Team B
Round 3	7:30	-	8:10	-	Team B vs. Team C

## STATISTICS

TEAM	ROUND 1	ROUND 2	ROUND 3	+30 POINTS/WIN	AVERAGE
A.					
B.					
C.					
D.					

To compute average, add points from each round played. Add 30 points for each win. Divide total by number of games played and round to the nearest hundredth. A forfeit counts as a game played by the forfeiting team with 0 points added into the total. A forfeit does not count as a game played for the team to which the game was forfeited.

Teams will exit from the seeding tournament such that the team with an undefeated record will be ranked number one and all remaining teams will be ranked by the average score per round. If no team is undefeated, then all teams exiting the seeding tournament will be ranked by the average score per round.

If two teams are tied by the average score per round, the team that won over the other shall receive the higher seed.

If three or more teams are tied by the average score per round, the following tie breaking criteria will be used to determine the winner:

- A. The team that has answered the greater number of toss-up questions from all district games.
- B. The team that has answered the greater number of first quarter toss-up questions from all district games.
- C. Anytime the tie breaking criteria reduces the number of teams tied to two, the team that won over the other shall receive the higher seed.

**\*\*\* ALL TIES ON AVERAGES WILL REVERT TO HEAD-TO-HEAD COMPETITION TO DETERMINE THE SEEDING PLACEMENTS.**

## RESULTS

#1 Seed \_\_\_\_\_

#2 Seed \_\_\_\_\_

#3 Seed \_\_\_\_\_

#4 Seed \_\_\_\_\_