



Sacramento County Mock Trial Ballot System

Instead of referring to a team’s win/loss record the ballot system looks at how many judge ballots each team has received. Below is a summary of what the ballot system is, how it works, and how teams are paired for rounds 1-4.

About the Ballot System:

- Each attorney/scorer uses the same 10-point scale to evaluate each role/performance on the score sheet as they have in the past.
- The computer adds up all of the scores for each judge and assigns a ballot to the team with the most points for that judge.
- There are 3 ballots possible for each round. There are 12 ballots possible for the four preliminary rounds.
- If there are 2 scorers in a room – then the ballots would be pro-rated.
 - A 2-ballot victory would translate into 3 ballots to one team and zero to the other.
 - A split of 1-1 would be counted as 1.5 ballots per team.
- If there are 4 scorers (presiding judge) then the presiding judge score would not be used. This would allow him or her to focus on running the trial.
- If a scorer produces a tied score – each team would get .5 of a ballot.

Why the Ballot System:

The way we did it in the past allows one scoring judge to alter the outcome of the trial. If it is a week scorer and they really favor one team over another the following could occur.

Team A:	Judge 1 - 89	Ballot	Team B:	Judge 1 - 84
	Judge 2 - 87	Ballot		Judge 2 - 83
	<u>Judge 3 - 80</u>			<u>Judge 3 - 97</u>
				Ballot
Total	256		Total	264
				Winner using traditional method

Definitions:

Ballots (B)

- Your record is based on the number of ballots your team wins. Note this is not “round wins”

Strength of Schedule (SOS)

Strength of your opponents

- To calculate SOS, we look at the number of ballots that your opponents have captured.
- We keep a running tally of your SOS throughout the competition which you can view.
- Example: At the end of 4 rounds, you faced L, M, F, D who have captured 5, 7, 9 & 10 total ballots across all of their rounds respectively. That means your total SOS is 31 (the sum of their ballots).

Percentage of Points (PP)

The margin of your wins/losses

- Receiving a larger average of total points by judges is another factor in ranking your team.
- We keep a running tally of your PP throughout the competition which you can view.
- Averages are added together so numbers often get higher than one. For instance – R1 you received a .5343 and R2 you received a .5102 for a total PP of 1.045.

Round 1 Pairing:

We will look at the past 3 years of competition and rank the teams from 1-22 using overall win/loss record and percentage of points earned. We will take the top half and do a random draw and will do the same for the bottom half. New teams are automatically added to the bottom of the line-up.

Pairing Rounds 2-4

We will rank teams based on Ballots won, Strength of Schedule, and Percentage Points earned. We will pair teams high v high. You will never play the same team twice in the preliminary rounds.

Round 2

Your team will flip sides (If you were just Defense for round 1 you will be Prosecution for round 2). We rank all teams that need to go P and those that need to go D and then pair them (highest P v highest D), (next highest P v next highest D), etc.

Round 3

This is a pure high v high match-up (sides don't matter). We rank all of the teams in the competition and then pair them (high v high), (next high v next high), etc. We flip a coin to determine sides.

Round 4

Same as round 2 pairing. We rank all of the teams that must go P and those that must do D and then we pair teams (highest P v highest D), (next highest P v next highest D), etc.

Pairing for Quarterfinals – Top 8 teams

Top 8 teams will be ranked highest to lowest using B, SOS, and PP from preliminary rounds.** Teams will be paired high v low, next highest v next lowest: (1v8), (2v7), (3v6), (4v5). If teams have already faced each other they will switch sides. Otherwise, a coin toss determines sides. If a school has two teams in the quarterfinals they will play each other to determine who moves on.

Pairing for Semifinals – Top 4 teams

Winners of Quarterfinals advance to Semifinals. Winner of (1v8) against winner of (4v5) and winner of (2v7) against winner of (3v6). If teams have already faced each other they will switch sides. Otherwise, a coin toss determines sides.

Pairing for Final & Consolation Rounds

Winners from both Semifinal rounds will face each other in the Final round. Losers from Semifinal rounds will face each other in the consolation round to determine 3rd & 4th place. If teams have already faced each other they will switch sides. Otherwise, a coin toss will take place after Semifinal rounds to determine sides.

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- If any of the top 8 teams are tied in their number of ballots, and
- these teams faced each other in a preliminary round, then
- their trial results (number of ballots received) for that trial will be used to determine ranking.