65th FAI / IPC PLENARY MEETING, VARSHETS, BULGARIA, 31 JANUARY – 01 FEBRUARY 2015

Subject:	SC5 – PROPOSAL RE TIE-BREAKING PROCEDURE	Annex No. -	57
Author:	Dr. Rainer Hoenle, IPC Delegate, Germany	Agenda ref. -	21.1.3
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Proposal for a practical simpler and uniform tie-breaking procedure over all disciplines.

To break a tied situation at the end of a competition, there used to be a rather simple solution. The method to break tie was a head-to-head competition between the contenders in the first 3 places by the application of a tie-break-round. This method used to be uniformly used in all disicplines.

For some reson, some disciplines chose to have different methods. Some do a tie-break round, some do not. Some are taking the highest score in a round instead, some apply a fastest time to a last formation in a round, no matter, if it is a common round or a different round with the highest score.

Despite the fact, that in former years the method of applying the highest round priciple, followed by the second highest, third highest and so on was sufficient to break the tie. The method was simple, but it worked

Over the time this method was dropped and replaced by some disciplines with determining the highest score starting with the last round and going to the fist round. One step less, but obviously, this was not really liked for whatever reason.

The long existing determiation of the fastest time to the last formation in the round with the highest points was not used almost as long as it existed. This was good, especially in the view, that we have the determination of the time in the round with the highest points, no matter if it is the common round, and we also have the determination in the round with the highest COMMON score to the last COMMON completed formation within the working-time.

So far, there is no description, how this time measurement is accomplished in practical terms.

NO SCORING SYSTEM IN USE UP TO TODAY IS CAPABLE TO PRODUCE WHAT THE RULES REQUIRE: TO DETERMINE THE TIME TO A THOUSANDTH OF A SECOND, BECAUSE THIS FUNCTION IS NORMALLY NOT NEEDED IN THE SYSTEM.
THE INBUILD CLOCK TO DETERMINE THE WORKING TIME CANNOT BE TAKEN FOR THE PURPOSE OF DETERMINING THE TIME (Both developpers of the most used systems, Ted Wagner from OSHD! and Dirk Venter from InTime were asked and confirmed).

It is somewhat strange, that for the purpose of determining the tie-break, a manual operated stop-watch has to be taken and also that it is completely open, how he determination is done.

It is a fact, that the original round cannot be used to determine the start of the working time, because only the end of working-time is freeze-framed, but not the start. In the end, it cannot be excluded, that the last point being looked for is not even within the manual determined working-time anymore.

None of the rules, which state the time determination give a description, what is done with the times of the 5 judges. Are all times added up and an average time out of 5 is taken?

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Is the high and low time discarded and the 3 remaining times averaged? Are the 3 closest times taken for averaging?is there a rounding applied to the result and if YES, which type of rounding?

How is a formation determined to be completed, how, when the working time is started. What is the result, when a positive score has only be given by 3 judges but not by all 5.

In my opinion, the timing method needs a better description. The best would be to use simpler methods in general to break the tie, which are easier to apply and can be used uniformly over all disciplines.

Please, take notice of my proposal which will allow in most cases to break a tie in the first 3 places without going to the last resort, the complex determination of the fastest time.

TIE-BREAKING PROCEDURE ALL DISCIPLINES:
1. **ONE (1) tie-breaking round. If still a tie, procedure according 2. a) through d) is applied step by step, starting with a) and ending with d) if the tie is not broken with the method before.**
2. **a) In a first step all results in rounds, which have been thrown away for any rule-reason, like the worst score in a round in CF or the scores in a team accuracy event are included into the respective completed rounds as valid and scoring results for the tie-breaking procedure.**
   b) The team or competitor with the best result in any single round is the winner. If the tie is not broken, the second best, third best etc result is determined to breal the tie until no more round remains. If the tie is not broken with this method
   c) The team or competitor with the higher number of rounds without any infringement is the winner.
   This includes all rounds in team events like CF and FS (5:0 decisions for a point on the collated score sheet or 5 dead centers in AL-team) or in individual events (no OD in SP, no penalty in Style).
   I the tie is not broken:
   d) The highest score of a team or competitor in a single round, starting with the last round and comparing the scores round by round in reverse order until the tie is broken.

   If there is still a tie the method described in 3. is applied
3. **a) Determination of time within the working time to complete the last COMMON formation in the last round, for which both teams show a 5:0 decisions for the point in the sequence as documented in the collated score sheet.**
   b) Timing is done with the use of a timing device, which is able to measure time to the 1/100 of a second.
   c) The location for starting time on the video and for stopping the time at the formation as described in 3a is determinded by a video-preview through the Chief Judge or the Event judge for the dicipline. The location is described/demonstrated by the CJ/EJ leading the procedure.
   d) All times of the judges will be added and the average is determined to the third decimal without a rounding applied.
   The team with the lowest time will be declared to be the winner.
4. **If the tie remains, both teams/ competitors will be ranked ex aequo.**

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