

HOW TO BREAK TIES FOR BEST 2 OF 3 FOR STATES QUALIFIERS

FOR BREAKING TIES											
Name	GS	GS	GS	GS	Is	Identify	Identify What	Total	Rank		
First Last	1/10	1/17	1/31	Best of 2	There a Tie?	Tie Rule	Specific Element Wins the Tie	Time If Needed	Within Tie	Comments	
Racer A	12	15	16	31	YES	1	3 races		1		
Racer B	18	13		31	YES	1	2 races		2		
Racer A	42	40	0	82	YES	1	3 races		1		
Racer B	38		44	82	YES	1	2 races		2		
Racer A	0	15	16	31	YES	1	3 races		1		
Racer B	18	13		31	YES	1	2 races		2		
Racer A	23	25	21	48	YES	2a	21		1		
Racer B	24	15	24	48	YES	2a	15		2		
Racer A	42	40	37	82	YES	2a	37		1		
Racer B	38	0	44	82	YES	2a	0		2		
Racer A	0	9	16	25	YES	2b	16		1		
Racer B	15	10	0	25	YES	2b	15		2		
Racer A	26	29	28	57	YES	2c	lowest time	261.06	1		
Racer B	28	26	29	57	YES	2c	lowest time	261.13	2		
Racer A	10		12	22	YES	3a	10		1		
Racer B	9	13		22	YES	3a	9		2		
Racer A	8	10		18	YES	3a	10		1		
Racer B		8	10	18	YES	3a	8		2		
Racer A	9	0		9	YES	3b	lowest time	116.92	1		
Racer B		0	9	9	YES	3b	lowest time	118.34	2		
Racer A	6	7		13	YES	3b	lowest time	234.01	1		
Racer B		7	6	13	YES	3b	lowest time	237.35	2		
Racer A	13			13	YES	4	lowest time	117.86	1	Not eligible for States	
Racer B			13	13	YES	4	lowest time	119.13	2	Not eligible for States	
Racer A		9		9	YES	4	lowest time	127.84	1	Not eligible for States	
Racer B		9		9	YES	4	lowest time	129.15	2	Not eligible for States	

TIE RULES

When 2 or more racers are tied after selecting the best 2 of 3 races, the tie rules below are used (in the order listed, as applicable).

1. IF one Racer started more races than the other Racer, The racer with the greater number of starts is the higher seed. In another words, a "0" is worth more than a "blank".
2. IF both Racers started all 3 races in a discipline:
 - a. They are tied for points in their best 2 of 3 races. The racer with higher points in the race, which is not counted in the best 2 of 3 races, is the higher seed.
 - b. If still tied, the racer with highest finish place (highest of the 3 races) in the discipline will be the higher seed. This will also cover the situation where one Racer "finished" more races than the other Racer.
 - c. If still tied, look to total time. The racer with the lowest total time for the 3 races will be the higher seed.
3. IF both Racers started only 2 races:
 - a. The winner of the common race will be the higher seed. For instance, if Racer A has finished only races 1 and
 - b. If the common race is a tie, look to total time. The racer with the lowest total time in the 2 races will be the higher seed.
4. IF both Racers started only 1 race, look to total time. The racer with the lowest total time for their race will be the higher seed. Note that these Racers are not eligible for States, but still break the tie.

Notes

- "Finish" is defined as "started the race and finished it without a DNF or DQ". DNS, DNF, DQ do not count as a
- "Start" is defined as "went through the start gate and either finished, DNF'd, or DQ'd".
- Enter a "blank" for a DNS.
- Enter a "0" for a DNF or DQ.
- "0" is worth more than a "blank"
- A racer must have 2 starts to be eligible to go to States. But break the tie anyway.