

Powermatching Sample Explanation
Example Ranking After First Round Results at Regionals
(Highest to Lowest)

Ranking	Team Code	Opponent	Total Wins	Total Ballots	Total Points
1	AB (Plaintiff)	EF (Defense)	1 Win	3	287
2	GH (Defense)	CD (Plaintiff)	1 Win	3	259
3	HI (Defense)	JK (Plaintiff)	1 Win	2	284
4	LM (Plaintiff)	NO (Defense)	1 Win	2	275
5	JK (Plaintiff)	HI (Defense)	0 Wins	1	280
6	NO (Defense)	LM (Plaintiff)	0 Wins	1	273
7	CD (Plaintiff)	GH (Defense)	0 Wins	0	250
8	EF (Defense)	AB (Plaintiff)	0 Wins	0	228

- When looking at the chart above, keep in mind that teams are placed in order of total wins, total ballots, and then total points.
- AB is first because it won the round. It has the highest number of possible ballots from the first round, and the highest number of total points.
- GH is second highest because while it has the same number of wins and ballots as AB, it has fewer points than AB.
- HI is third because while it has the same number of wins as AB and GH, HI has one less ballot. Notice HI has higher points than the second-place team (GH), but this does not matter because GH has one more ballot than HI.
- LM is fourth because the only difference between HI and LM is that HI has more points.
- JK is fifth because it has no wins and all teams with no wins come after all the teams that win their round. Notice that while JK lost the round it still took one of the three possible ballots; which is better than losing without any ballots. Taking that one ballot is what allows JK and NO to be ranked higher than the teams that won no ballots. Notice because JK and NO have one ballot, that a team's total points is what determines who is ranked higher than the other.
- NO is sixth because it has fewer points than JK.
- CD is seventh because it did not win, did not receive any ballots, and had more points than EF's.
- EF is last because it did not win, did not receive any ballots, and had the lowest total points out of all eight teams.

Example Power Matching for the Second Round at Regionals



Ranking	Team Code	Opponent	Total Wins	Total Ballots	Total Points
1	AB (Plaintiff)	EF (Defense)	1 Win	3	287
2	GH (Defense)	CD (Plaintiff)	1 Win	3	259
3	HI (Defense)	JK (Plaintiff)	1 Win	2	284
4	LM (Plaintiff)	NO (Defense)	1 Win	2	275
5	JK (Plaintiff)	HI (Defense)	0 Wins	1	280
6	NO (Defense)	LM (Plaintiff)	0 Wins	1	273
7	CD (Plaintiff)	GH (Defense)	0 Wins	0	250
8	EF (Defense)	AB (Plaintiff)	0 Wins	0	228

- By the directions, all the teams that win their round are in the top bracket and all those that did not win are in the bottom bracket (*Results above are from the first round*).
- Notice the dark line that separates the two groups with a win and without a win.
- There are no pairing conflicts in this example because there were an even number of teams with wins and losses. If there are an odd number of teams in a round, a pairing conflict could occur.
- Pairings are listed as follows: Prosecution/Plaintiff v. Defense
- The first step is to pair AB with LM because the highest is to be paired with the lowest within the same bracket. Notice that in the first round AB played the role of Plaintiff and LM also played the role of Plaintiff. Because AB is the highest of the two and both teams played the same role, AB has to flip roles and play the side of Defense in the second round and LM plays a second round as Plaintiff.
 - **Result: LM v. AB** (LM is Plaintiff and AB is Defense.)
- The next step is to pair GH with HI. They both played the same role as defense in their first round. Because GH is the higher of the two teams, GH flips roles and plays the role of Plaintiff in the second round and HI plays another round as Defense.
 - **Result: GH v. HI** (GH is Plaintiff and HI is Defense.)
- The third step is to pair JK with EF because the highest is to be paired with the lowest within the same bracket. Notice that in this pairing, JK is paired with EF. JK and EF played opposite roles in their first round, so for the second round they flip sides and JK plays Defense and EF plays Plaintiff.
 - **Result: EF v. JK** (EF is Plaintiff and JK is Defense.)
- The fourth step is to pair NO with CD. NO and CD played opposite roles in their first round, so for the second round they flip sides and NO plays Plaintiff and CD plays Defense.
 - **Result: NO v. CD** (NO is Plaintiff and CD is Defense.)

Example Power Matching for the Third Round at Regionals

Ranking	Team Code	Prev. Round Sides		TOTAL			ROUND ONE RESULTS				ROUND TWO RESULTS			
		1	2	Wins	Ballots	Points	Opponent/ Side	Win	Ballots	Points	Opponent/ Side	Win	Ballots	Points
1	GH	D, P		2	5	543	CD (p)	1	3	259	HI (d)	1	2	284
2	LM	P, P		2	5	539	NO (d)	1	2	275	AB (d)	1	3	264
3	NO	D, P		1	4	541	LM (p)	0	1	273	CD (d)	1	3	268
4	JK	P, D		1	3	571	HI (d)	0	1	280	EF (p)	1	2	291
5	HI	D, D		1	3	563	JK (p)	1	2	284	GH (p)	0	1	279
6	AB	P, D		1	3	545	EF (d)	1	3	287	LM (p)	0	0	258
7	EF	D, P		0	1	491	AB (p)	0	0	228	JK (d)	0	1	263
8	CD	P, D		0	0	493	GH (d)	0	0	250	NO (p)	0	0	243

- By the directions, all the teams are ranked in order of **total** number of wins, ballots, points and then point spread (*if necessary when points are tied*).
- Notice the dotted line between the second and third teams and again between the sixth and seventh teams. These lines separate the teams into three brackets. The first bracket has the teams that won both of their rounds. The second bracket has the teams that have won one round. The bottom bracket has the teams that did not win either of their two rounds.

- The first four teams are shaded because the rules require there to be a minimum of four teams in the top bracket, thus moving teams three and four up.
- Pairings are listed as follows: Prosecution/Plaintiff v. Defense
- The first step is to pair the top team in the top gray bracket GH with the bottom team in that same bracket JK. GH is made Defense and JK is made Plaintiff because they can automatically flip sides based on their previous round performance in the second round with the result of JK as plaintiff and GH as defense, which looks like JK vs. GH. They can play one another since they did not play each other in the previous two rounds. **Stop there.**
- Notice the second team LM would be paired with the third team NO, since they are the two remaining teams in the gray bracket. But, do you also see that LM went up against NO in their first round creating a conflict if paired a second time?
- Since the four teams must play within their bracket, the first pairing of JK v. GH becomes null and void.
- In starting over in pairing this bracket, the top team GH is now paired with the second from the bottom team NO in the same gray bracket. GH and NO have not played one another and both teams played Plaintiff in their previous round. Since GH is the strongest/highest of the two teams, GH flips sides and performs as Defense in their third round. **Result: NO v. GH (NO is Plaintiff and GH is Defense.)**
- The second step is to pair the remaining two teams in the gray bracket LM and JK. Both teams performed opposite sides in their previous round, so they naturally flip side performance in their third round. LM performed as the Plaintiff in both of their two previous rounds, which means LM must perform Defense in their third round. **Result: JK v. LM (JK is Plaintiff and LM is Defense.)**
- The third step is to pair the remaining two teams in the second bracket. Like in the first proposed pairing, HI would naturally pair with AB. Because HI performed Defense in both of their two previous rounds, must perform as Plaintiff in the third round. **Result: HI v. AB (HI is Plaintiff and AB is Defense.)**
- The fourth step is to pair the remaining two teams in the bottom bracket EF and CD. Both teams do a natural flip for side performance and both have performed both sides of the case. **Result: CD v. EF (CD is Plaintiff and EF is Defense.)**