

# UCWDC® SCORING FORMAT: **HEATING, SCORING, & REPORTING RULES**

For all UCWDC® contests, the UCWDC® “Majority Rules” Scoring Format must be used. All contest practices and procedures, to include heating, balloting, scrutineering, scoring, auditing, and reporting of this format will be supervised by a UCWDC®-certified Contest Coordinator, with UCWDC®-certified Scoring Director(s) and/or UCWDC®-certified Scrutineer(s), using vetted and verified UCWDC®-authorized Scoring System(s), according to the following rules:

## **Rule #0 – Heating Rules:**

1. If space, time, and circumstance allow, a heat of competition will be comprised of only those contestants that are in the same division. Each division must be randomized by the scoring system to insure fairness in access to the arena.
2. If a division requires more than 1 heat, then the difference in the total size of contestants per heat shall be no more than 1. When multiple heats are required for a singular division, the division when necessary may be ‘co-mingled’ with other divisions, providing the heats size difference remains no more than 1.
3. When a division requires multiple heats, those heats must be run in a ‘contiguous’ order, one right after another.
4. Whenever possible, multiple heats for a singular division that have different sizes, the lesser size shall precede the greater size as this helps facilitate scratches giving contest officials the ability to move up contestants to continually re-balance the heats for fairness.
5. If space, time, and circumstance require, all heats may be “co-mingled” with multiple divisions in a heat. In each case of “co-mingling” heats, balancing each singular division across the heats is recommended as being the fairest method.
6. At times, “co-mingling” occurs in the case of ProAm, because one instructor, or Pro, has multiple students in a singular division. If the singular division cannot “house” these multiple students within its heats, then some of those students may then be heated as “outliers” in other heats beyond their parent division, providing they are heated contiguously.
7. Regardless of the divisional makeup for “co-mingling” for efficiency, were one or more of the divisions are heated in multiple heats, the difference in the total size of the heats containing a singular division shall be no more than 1 (to include the “co-mingled” contestants), and for each singular division the heats must still be run in “contiguous” order.

## **Rule #1 – Preliminaries Rounds to determine Semi-Finalists:**

1. A Preliminary Round, by definition, will “graduate” contestants to the Semi-Final Round rather than eliminate them. All remaining contestants are then eligible to dance one or more additional Preliminary Rounds to again attempt to make the Semi-Finals.
2. In a Preliminary Round on the ballot, each judge must circle a “Medals” mark for each contestant they seek to graduate to the Semi-Finals, with marks given in ascending order: “HM” (or “M” on some ballots), “B”, “S”, “G”, “GH” (or “H” on some ballots), or “GG”. [ Marks hereafter are designated and called as such: HM is “Honorable Mention”; B is “Bronze”; S is “Silver”; G is “Gold”; GH is “Gold with Honors”; and GG is “Gold Graduate”.] All contestants need not be accounted for in these marks. Contestants not receiving a mark will automatically be given the lowest mark, an “HM”. It is not necessary to rank these marks as ties are acceptable.
3. Rules #3 through #8 (the single-dance rules) are used to determine each contestant’s placement in the dance category for this round of competition. Once the contestants are ranked by the marks in each dance, the overall formula for the division in question will be used to graduate contestants to the next round. The top-ranked contestants, based on a designated number determined by the Contest Coordinator (plus ties, if any), are immediately placed in the Semi-Finals. Each category in which a contestant dances at least one Preliminary Round counts toward his or her Overall Championship eligibility.

## **Rule #2 – Semi-Finals Rounds to determine Finalists:**

1. A Semi-Final Round, by definition, will “eliminate” contestants, with the remaining contestants dancing either another Semi-Finals Round, until the number of contestants remaining according to the Contest Coordinator can constitute the Finals Round.
2. In a Semi-Final Round on the ballot, each judge must circle a “Medals” mark for each contestant they seek to send to the Finals, with marks given in ascending order: “HM” (or “M” on some ballots), “B”, “S”, “G”, “GH” (or “H” on some ballots), or “GG”. All contestants need not be accounted for in the marks. Contestants not receiving a mark will automatically be given the lowest medal, an “M”. It is not necessary to rank these marks as ties are acceptable.
3. Rules #3 through #8 (the single-dance rules) are used to determine each contestant’s placement in the category for this round of competition. Once the contestants are ranked by the marks in each dance, the overall formula for the division in question will be used to eliminate contestants from the next round. The bottom-ranked contestants, based on a designated number determined by the Contest Coordinator (plus ties, if any) are eliminated. Each round of Semi-Finals will eliminate contestants from the bottom of the placement rankings. Each category in which a contestant dances at least one Semi-Finals Round counts toward his or her Overall Championship eligibility.

### **Rule #3 – Finals Round, determining the results from the *majority mark*:**

1. In the Finals Round on the ballot, each judge must circle a “Medals” mark for each contestant, with marks given in ascending order: “HM” (or “M” on some ballots), “B”, “S”, “G”, “GH” (or “H” on some ballots), or “GG”. For ProAm Dance, after circling a mark, it is not necessary to rank the marks as ties are acceptable. For Couples Dance or Line Dance, if a circled mark is the same for more than one contestant, then the mark must then be ranked, with the lowest number (“1”, or 1<sup>st</sup>) being the higher rank.
2. “Medals” marks are converted to placements as follows: A higher “Medals” mark always defeats a lower “Medals” mark (for example, “G” always defeats “S”). If the same “Medals” mark is used more than once on a ballot, the marks are ranked by the judge from first (“1”) to last. A “Medals” mark with a lower number value always defeats the same “Medals” mark with a higher number value (for example, “G3” defeats “G4”). When “Medals” marks and their ranks are examined together, “G9” defeats “S1”. Judges must not tie contestants in Couples Dance or Line Dance contests.
3. “Medals” marks for Couples Dance and Line Dance are converted to designated number values as follows: “GG” = 1; “GH” = 2; “G” = 3, “S” = 4, “B” = 5, “HM” = 6. However, “Medals” marks for ProAm have “+” (plus) values for marks within the skill level (as determined by Judge’s Methodology), that is, “GH” (Gold with Honors), “G” (Gold), and “S” (Silver). Therefore, for ProAm Dance, “Medals” marks are converted thusly: “GG” = 1; “GH+” = 2; “GH” = 3; “G+” = 4; “G” = 5; “S+” = 6; “S” = 7; “B” = 8; and “HM” = 9. For ProAm Dance, judges may tie contestants with their “Medals” marks, meaning they can give the same mark multiple times.
4. The majority mark of the judges, here in Rule#3, is the first determination of a single-dance’s results. To arrive at the majority mark, we use the following two steps. Step #1 is to have the marks arranged in a pre-determined judge order that will remain the same in the chart of the results for the entire divisional contest and will be known as the “*raw*” scores. The “*raw*” scores indicate each judge’s marks consistently from one contestant to the next, one dance to the next, and included in this order, must be each judge’s name as revealed. Step #2 then re-arranges each contestant’s marks so they become “*re-ordered*” scores by sorting them in ascending order from the best score to the worst score (*raw* scores: [3,1,2,5,4] becomes *re-ordered* scores: [1,2,3,4,5]). The majority mark is always the *middle* mark (where a contestant gains their “*majority*”) when using an odd number of judges. In the examples above that had 5 judges, the majority mark is “3”. In the case of 7 judges the 4<sup>th</sup> mark is the majority mark, and for 9 judges the 5<sup>th</sup> mark is the majority mark, and for 11 judges the 6<sup>th</sup> mark is the majority mark. If an even number of judges is used for contingency or emergency purposes, then the majority mark is always one mark more than half the marks. For 6 judges, half the number of judges is 3 (which is not a “majority”), but the 4<sup>th</sup> mark would then represent the majority mark. In the case of 8 judges the 5<sup>th</sup> mark is the majority mark, and for 10 judges the 6<sup>th</sup> mark is the majority mark.
5. The majority marks where each contestant gains their “*majority*” are then sorted in ascending order, from the smallest number value (best *mark*) to the largest number value (worst *mark*), from first, “1”, to last. The smallest number value (or highest score) is the best majority mark and receives 1<sup>st</sup> place. The next larger number value (or lesser score) will be awarded 2<sup>nd</sup> place, and on and on, until all contestants in a dance are assigned a unique placement. If a tie persists after Rule #3 is executed fully, then proceed to Rule #4.

### **Rule #4 – 1<sup>st</sup> Tiebreaker, determining the *majority size* (to the ‘right’ of the *majority mark*):**

1. In the case of a tie at Rule #3, the majority size for each contestant is determined by counting the number of marks to the ‘right’ of the majority mark that have a larger number value (or lesser score), for example, [1,2,3,4,5] has 2 marks that are of a higher number value than the majority mark; [2,2,3,3,4] has 1 mark that has a higher number value than the majority mark; and [3,3,3,3,3] has 0 marks that have a higher number value than the majority mark. Note that all three sample groups have the same majority mark of “3” (as determined by Rule #3).
2. The majority size for all the tied contestants is sorted in ascending order, from the smallest number value (best *size*) to the largest number value (worst *size*). The smaller number value represents a greater majority size, that is, more marks at the majority mark or better. The contestant with the smaller majority size number value is awarded the higher placement. The contestant with the next larger number value will be awarded the next higher placement, and on and on, until all tied contestants are assigned a unique placement. If a tie persists after Rule #4 is executed fully, then proceed to Rule #5.

### **Rule #5 – 2<sup>nd</sup> Tiebreaker, determining the *majority sum* (to the ‘left’ of the *majority mark*):**

1. In case of a tie at Rule #4, the majority sum for each contestant is determined by totaling the marks that are to the ‘left’ of the majority mark will, for example, [1,2,3,4,5] has a totaled value of 3; [2,2,3,4,5] has a totaled value of 4; [2,3,3,4,5] has a totaled value of 5; and [3,3,3,4,5] has a totaled value of 6. Note that all four sample groups have the same majority mark of “3” (as determined by Rule #3) and the same majority size of “3” (as determined by Rule #4).
2. The majority sum for all the tied contestants is sorted in ascending order, from the smallest number value (best *sum*) to the largest number value (worst *sum*). The smaller number value represents the better majority sum, given that the majority mark is the same and the majority size is the same. The contestant with the smaller majority sum number value is awarded the higher placement. The contestant with the next larger number value will be awarded the next higher placement, and on and on, until all tied contestants are assigned a unique placement. If a tie persists after Rule #5 is executed fully, then proceed to Rule #6.

### **Rule #6 – 3<sup>rd</sup> Tiebreaker, determining *look-ahead* columns (to the ‘right’ of the *majority mark*):**

1. In case of a tie at Rule #5, each contestant’s *re-ordered* marks that are to the ‘right’ of the majority mark create a look-ahead number ‘group’ to be compared, column by column, for example, [1,2,3,4,4] has a look-ahead group of [4,4]; [1,2,3,4,5] has a look-ahead group of [4,5]; [1,2,3,5,5] has a look-ahead group of [5,5]. All three groups have the same majority mark of “3” (as determined by Rule #3); the same majority size, “3” (as determined by Rule #4); and the same majority sum, “3” (as determined by Rule #5).

- When looking at each column of the look-ahead 'group' (with each successive mark so indicated as separated by a comma) from left to right, the first mark of each tied contestant creates a column of number values to compare. The next mark in the look-ahead sequence creates a second column, with the next mark (if there is one) a third column, and on and on, until all marks (to the 'right' of the *majority mark*) for all tied contestants are each placed in a column of values. Each column is considered one at a time from left to right and sorted in ascending order from the smallest number value (best *mark*) to the largest number value (worst *mark*). When the first column of the look-ahead is compared, if the tied contestants have the same mark, the next column is then compared. If the marks are still the same, the next column (if there is one) is compared, until each column of values to the "right" of the *majority mark* has been compared after finding the previous column's marks to be the same. When looking at any single column of values and comparing marks in sequence, the contestant with the smaller look-ahead number value is awarded the higher placement. The contestant with the next larger number value is awarded the next higher placement, and on and on, until all tied contestants are assigned a unique placement. If a tie persists after Rule #6 is executed fully, then proceed to Rule #7.

### **Rule #7 – 4<sup>th</sup> Tiebreaker, determining *look-behind* columns (to the 'left' of the *majority mark*):**

- In case of a tie at Rule #6, each contestant's *re-ordered* marks that are to the 'left' of the *majority mark*, create a look-behind number 'group' to be compared, column by column, for example, [1,3,3,4,5] has a look-behind group of [1,3]; [2,2,3,4,5] has a look-behind group of [2,2]. Both groups have the same *majority mark* of "3" (as determined by Rule #3); the same *majority size*, "3" (as determined by Rule #4); the same *majority sum*, "4" (as determined by Rule #5); and the same *look-ahead* of "4,5" (as determined by Rule #6).
- When looking at each column of the look-behind group (with each successive mark so indicated as separated by a comma) from left to right, the first mark of each tied contestant creates a column of values to compare. The next mark in the look-behind sequence creates a second column, with the next mark (if there is one) a third column, and on and on, until all marks (to the 'left' of the *majority mark*) for all tied contestants are each placed in a column of values. Each column is considered one at a time left to right and sorted in ascending order from the smallest number value (best *mark*) to the largest number value (worst *mark*). When the first column of the look-behind is compared, if the tied contestants have the same mark, the next column is then compared. If the marks are still the same, the next column (if there is one) is compared, until each column of values to the 'left' of the *majority mark* has been compared after finding the previous column's marks to be the same. When looking at any single column of values and comparing marks, the contestant with the smaller look-behind number value is awarded the higher placement. The contestant with the next larger number is awarded the next higher placement, and on and on, until all tied contestants are assigned a unique placement. If a tie persists after Rule #7 is executed fully, then proceed to Rule #8.

### **Rule #8 – 5<sup>th</sup> Tiebreaker, determining "Head-to-Head" results (*wins/losses/ties*) from comparing judges' marks; and if there is a *final tie*, averaging shared Finals placements to determine a *carry-forward* value:**

- The final proof of a tie at Rule #7 is that the *re-ordered* marks for a single-dance initially determined in Rule #3 is that the tied contestants will have identical marks. If this is not true, a scoring error has occurred, and the previous rules must be re-calculated. If the marks are identical, a tie still exists.
- In case of a tie at Rule #7, only the tied contestants are now compared for wins/losses/ties between each contestants' marks on each judge's ballot. Within the group of tied contestants, a judge's mark for a specific contestant when compared with the mark for another tied contestant will either yield a *win*, or a *loss*, or a *tie* between the two contestants for that specific judge. That in turn will yield a record of wins/losses/ties across all tied contestants, each contestant against each other contestant in each judge's marks. Please note, in wins/losses/ties the "numeric" difference in the marks is now not considered, only whether it was a *win*, or a *loss*, or a *tie*. Like in other sports, the number of wins, losses, and ties against the competition reads like a record for the contestant in question, that is, 4 wins, 3 losses, and 0 ties reads as a record, 4-3-0, which then is higher than the record, 3-4-0, where more wins are attained by the first contestant. A record of 11-7-4, is higher than the record, 11-8-3, where fewer losses and more ties are attained by the first contestant. In all cases the total number of wins, losses, and ties for each contestant in the tied contestant group should be the same. If this is not true, a scoring error has occurred, and the wins/losses/ties should be re-calculated. (A numeric recording of wins/losses/ties may be done by computing either the "*win*" percentage, or the "*loss*" percentage, depending on whether the reporting is to show the "highest" or the "lowest" value is best in the reporting format. Reporting is shown as a 3-place decimal value computed from a total of "1.000", where considering the highest "*win*" value, a ".667" is better than a ".600", and where considering the lowest "*loss*" value, a ".300" is better than a ".333". When computing either "*wins*", or "*losses*", into a numeric value, note that "*ties*" are a numeric 'push' between contestants and therefore not part of the computation.) The contestant with the best record of wins/losses/ties is awarded the higher placement. The contestant with the next best record (or percentage) is awarded the next higher placement, and on and on, until all tied contestants are assigned a unique placement. If a tie persists here in Rule #8, then the tie between those contestants is considered 'final', therefore proceed to part #3 of Rule #8.
- The contestants with a final tie share the placements for which they are actually tied (for example, a 2-way tie for 2<sup>nd</sup> place are actually sharing the placements of 2<sup>nd</sup> and 3<sup>rd</sup>, and a 3-way tie for 5<sup>th</sup> place are actually sharing the placements of 5<sup>th</sup>, 6<sup>th</sup>, and 7<sup>th</sup>). However, in spite of the shared placements in the final tie, the contestants are officially announced as being awarded the higher placement only, with the other shared placements not announced or awarded (for example, if 2 contestants are tied for 3<sup>rd</sup>, thus sharing 3<sup>rd</sup> and 4<sup>th</sup> placements, they are both announced and awarded "3<sup>rd</sup> place", with the "4<sup>th</sup> place" not announced or awarded). The next placement announced and awarded would then be 5<sup>th</sup> place. This is similarly done for all tied placements in a final tie.
- Each single-dance placement that applies to a division's defined Overall Championship formula, equates to a carry-forward value used in Rule #9 (the first rule for determining results in a multi-dance contest). For example, a 1<sup>st</sup> place award receives a value of "1", a 2<sup>nd</sup> place a value of "2", a 3<sup>rd</sup> place a value of "3", and on and on, until all placements are assigned a carry-forward value.

5. If there is a *final tie*, calculate the *carry-forward* value for the tied contestants as follows. Total the shared placements of the tied contestants, and divide that total by the number of tied contestants, for example, if 2 contestants are tied for 3<sup>rd</sup> and 4<sup>th</sup>, the placements add up to “7”, which is then divided by 2 (the number of tied contestants) to get a value of “3.5” to *carry-forward* as each of their placements for that dance in the division’s Overall Championship formula. If 3 contestants are tied for 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup>, the sum of the placements is “12”, divided by 3, which equals a *carry-forward* value of “4” for each tied contestant. If 4 contestants are tied for 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup>, the sum of the placements is “18”, divided by 4, which equals a *carry-forward* value of “4.5” for each tied contestant. In this way, tied contestants in a single dance are computed a *carry-forward* value that is the “average” of all placements under consideration for the tied contestants. The tied contestants, while being announced with the top placement under consideration, will only be awarded this “average” of placements in the Overall Championship formula, beginning at Rule #9.

### **Rule #9 – Overall Championship formulas, determining the *aggregate value* for Overall results:**

1. To determine the Overall Championship division winners, each contestant receives a *carry-forward* value from each dance as determined by Rule #8. These values now remain unaltered, with each dance carrying the same weight as another dance in the Overall Championship format (except for the “ascension” divisions of Showcase Masters, Showcase Crown, SuperStars, RisingStars, and Line Crown, where the value from each dance is multiplied by the ‘weighted’ formula according to the division’s Overall criteria). The first determination for Overall Championship in scoring is to notate whether the division has a 3-dance overall, a 4-dance overall, a 5-dance overall, a 6-dance overall, or an 8-dance overall. This determines how many *carry-forward* values from pre-designated dance groups are to be added to arrive at a contestant’s *aggregate value* for a division’s Overall Championship. For example, to determine each contestant’s Rule #9 *aggregate value* for a 5-dance Overall Championship, total the *carry-forward* values for all qualifying dances, that is, *carry-forward* values of 1, 2, 3, 4, 5 have an *aggregate value* of “15”, or *carry-forward* values of 1, 2.5, 4, 5.5, 7 have an *aggregate value* of “20”. In the weighted format, the Two Step and Waltz values for couples dance, and the Dance A (Slow) and the Dance B (Fast) values for line dance, will be multiplied by a factor of 3, while the Solo Medley in all cases will be multiplied by a factor of 4, that is, *carry-forward* values of 1 and 2 for the first two dances will be “3” and “6”, respectively, while a *carry-forward* value of 3 for the Solo Medley will be “12”, yielding an *aggregate value* of “21”.
2. Sort the *aggregate values* of all contestants, computed from all Overall qualifying dances for that division of competition, in ascending order, from the smallest number to the largest. The smaller number represents the best *aggregate value* (therefore the better average placement) for the qualifying dances included in the Overall and is awarded the higher placement. The next larger number is awarded the next higher placement, and on and on, until all contestants in a division are assigned a unique Overall placement. If a tie persists after Rule #9 is executed, then proceed to Rule #10.

### **Rule #10 – 1<sup>st</sup> Tiebreaker for Overall Championship, determining Head-to-Head results (*wins/losses/ties*) computed from placements across all *commonly competed-in* dances (plus *re-visitation*):**

1. In Rule #9, the first determination for Overall Championship, according to the division’s ‘overall’ group formula, was computed equally across all contestants in that division. Now in Rule #10, and only for the tied contestants, it is to be considered a competition only between those tied contestants, and the ‘overall’ group formula is no longer to be in consideration. All dances that are ‘mutually’ performed by the tied contestants are now considered no matter their inclusion, or exclusion, in the ‘overall’ group formula.
2. Only *commonly competed-in* dances will be used in Rule #10. *Commonly competed-in* dances are defined as those dances where the tied contestants mutually danced against each other for placements without regard for the ‘overall’ group formula. These include all dances that were *commonly competed-in*, even those that were not part of the ‘overall’ group formula computed in Rule #9.
3. For historical reference, here in Rule #10 was defined and used a set of rules (called the *Vastel Rules*) that adhered to the ‘overall’ group formula that helped determine which dances were chosen to be considered for Rule #10 when the dances themselves were tied and had the same *carry-forward* value used in calculating a specific contestant’s *aggregate value*. This used to be Rule #10, part #3, with sub-parts a, b, c, d (denoting *Vastel Rules* #1, #2, #3, #4, respectively). *Vastel Rules* are no longer to be considered part of Rule #10, since these tied dance choices are no longer in play, and all *commonly competed-in* dances are now used.
4. In case of a tie at Rule #9, the tied contestants are now compared for *wins/losses/ties* between the contestants’ placements in dances that are *commonly competed-in*. Within the group of tied contestants, a dance’s placement for a specific contestant when compared with the placement for another tied contestant will either yield a *win*, or a *loss*, or a *tie* between the two contestants for that specific judge. That in turn will yield a record of *wins/losses/ties* across all tied contestants, each contestant against each other contestant in each dance’s placements. Please note, in *wins/losses/ties* the “numeric” difference in the placements is now not considered, only whether it was a *win*, or a *loss*, or a *tie*. Like in other sports, the number of wins, losses, and ties against the competition reads like a record for the contestant in question, that is, 5 wins, 3 losses, and 0 ties reads as a record, 5-3-0, which then is higher than the record, 3-5-0, where more wins are attained by the first contestant. A record, 4-2-2, is higher than the record, 4-3-1, where fewer losses and more ties are attained by the first contestant. In all cases the total number of wins, losses, and ties for each contestant in the tied group should be the same. If this is not true, a scoring error has occurred, and the *wins/losses/ties* should be re-calculated. (A numeric recording of *wins/losses/ties* may be done by computing either the “win” percentage, or the “loss” percentage, depending on whether the reporting is to show the “highest” or the “lowest” value is best in the reporting format. Reporting is shown as a 3-place decimal value computed from a total of “1.000”, where considering the highest “win” value, a “.667” is better than a “.600”, and where considering the lowest “loss” value, a “.300” is better than a “.333”. When computing either “wins”, or “losses”, into a numeric value, note that “ties” are a numeric ‘push’ between contestants and therefore not part of the computation.) The contestant with the best record of *wins/losses/ties* is awarded the higher Overall placement, if a tie for the best record does not persist. This is the only Overall placement awarded at this time. After awarding the best record, or if a tie persists, then proceed to Rule #10, part #5.

5. If the initial tie in question from Rule #9 was only between two contestants, then the second contestant with the lesser record will be awarded the next lower Overall placement. If the initial tie in question exists for more than two contestants for the same Overall placement and the tie for the highest Overall placement is broken at Rule #10, part #4, the remaining contestants will still be tied, but for the next lower Overall placement. At this time, the remaining tied contestants may have additional commonly competed-in dances that were not considered before because the previous contestant that was now awarded a higher Overall placement had not competed in those dances. If 'new' dances are to be considered, then Rule #10, part #4, must be re-done with these dances added to the computation. If no additional, or 'new', commonly competed-in dances will need to be considered for the remaining tied contestants, then the contestant with the next best record of wins/losses/ties is awarded the next higher Overall placement. This consideration of 'new' commonly competed-in dances must be done with each awarding of the 'next higher Overall placement' until all tied contestants have received Overall placements. This consideration for the remaining tied contestants is a 're-visitation' of Rule #10 where part #4 is re-applied and re-calculated, and where the re-visitation using all new commonly competed-in dances will yield new wins/losses/ties records. Basically, where a tie of 3 or more is broken for any single contestant thereafter, re-visitation may be required if new data needs to be considered. If a tie persists after Rule #10 is executed (re-visitation or not), then proceed to Rule #11.

**Rule #11 – 2<sup>nd</sup> Tiebreaker for Overall Championship, determining Head-to-Head results (wins/losses/ties) computed from individual judges' marks across all commonly competed-in dances (plus re-visitation):**

1. Only commonly competed-in dances, that created the tie in Rule#10, will be used in Rule #11. Commonly competed-in dances are defined as those dances where the tied contestants mutually danced against each other for placements. These include all dances that were commonly competed-in, even those that were not part of the 'overall' group formula computed in Rule #9.
2. In case of a tie at Rule #10, the tied contestants are now compared for wins/losses/ties between the individual judge's marks in all dances that are commonly competed-in. Within the group of tied contestants, the judge's mark for a specific contestant for a specific dance when compared with the judge's mark for another tied contestant will either yield a win, or a loss, or a tie between the two contestants for that specific judge. That in turn will yield a record of wins/losses/ties across all tied contestants, each contestant against each other contestant in each individual judge's marks. Please note, in wins/losses/ties the "numeric" difference in the individual judge's marks is now not considered, only whether it was a win, or a loss, or a tie. Now each dance's record of wins/losses/ties for each of the tied contestants is totaled across all commonly competed-in dances that created the tie in Rule#10. This will yield an aggregate record of wins/losses/ties for each tied contestant. The wins/losses/ties records, and/or percentages, once computed from individual judge's marks here in Rule #11 (rather than dance placements in Rule#10), are valued and compared respectively as is Rule #10, part #4. In all cases the total number of wins, losses, and ties for each contestant in the tied group should be the same. If this is not true, a scoring error has occurred, and the wins/losses/ties should be re-calculated. The contestant with the best record of wins/losses/ties is awarded the higher Overall placement, if a tie for the best record does not persist. This is the only Overall placement awarded at this time. After awarding the best record, or if a tie persists, then proceed to Rule #11, part #3.
3. If the initial tie in question from Rule #10 was only between two contestants, then the second contestant with the lesser record will be awarded the next lower Overall placement. If the initial tie in question exists for more than two contestants for the same Overall placement and the tie for the highest Overall placement is broken at Rule #11, part #2, the remaining contestants will still be tied, but for the next lower Overall placement. At this time, the remaining tied contestants may have additional commonly competed-in dances that were not considered before because the previous contestant that was now awarded a higher Overall placement had not competed in those dances. If 'new' dances are to be considered, then Rule #10, part #4, must be re-done with these dances added to the computation. If no additional, or 'new', commonly competed-in dances will need to be considered for the remaining tied contestants, then the contestant with the next best record of wins/losses/ties is awarded the next higher Overall placement. This consideration of 'new' commonly competed-in dances must be done with each awarding of the 'next higher Overall placement' until all tied contestants have received Overall placements. This consideration for the remaining tied contestants is a 're-visitation' of Rule #11 where part #2 is re-applied and re-calculated, and where the re-visitation using all new commonly competed-in dances will yield new wins/losses/ties records. Basically, where a tie of 3 or more is broken for any single contestant thereafter, re-visitation may be required if new data needs to be considered. If a tie persists here in Rule #11, then the tie between those contestants is considered 'final', therefore proceed to part #4 of Rule #11.
4. The contestants with a final tie share the Overall placements for which they are actually tied (for example, a 2-way tie for 2<sup>nd</sup> place are actually sharing the placements of 2<sup>nd</sup> and 3<sup>rd</sup>, and a 3-way tie for 5<sup>th</sup> place are actually sharing the placements of 5<sup>th</sup>, 6<sup>th</sup>, and 7<sup>th</sup>). However, in spite of the shared placements in the final tie, the contestants are officially announced as being awarded the higher Overall placement only, with the other shared Overall placements not announced or awarded (for example, if 2 contestants are tied for 3<sup>rd</sup>, thus sharing 3<sup>rd</sup> and 4<sup>th</sup> placements, they are both announced and awarded "3<sup>rd</sup> place", with the "4<sup>th</sup> place" not announced or awarded). The next Overall placement announced and awarded would then be 5<sup>th</sup> place. This is similarly done for all tied placements in a final tie.

**Rule #12 – Determining the Vastel Value for each contestant, computing a combined-value, 'single-number' for comparison purposes of competitive results for single-dance and multi-dance contests:**

1. For the purposes of creating a 'single-number', with which to post electronically, and compare competitively, the results for either a single-dance, or a multi-dance, contest, the following step-logic is used to thus 'compute' that number. The number shall be known as each contestant's Vastel Value and will be sorted in ascending order to produce the "final results" of a contest, like all the other defined "rules" in the UCWDC® "Majority Rules" Scoring Format.

2. The Vastel Value in a single-dance format for each contestant shall be arrived at thusly: a) the first set of 3 “numbers” (in contiguous order from left to right) shall be the 2-digit *majority mark* computed from Rule #3, followed by 1-digit *majority size* computed from Rule #4; b) the second set of 3 “numbers” shall be the *majority sum* computed from Rule #5; c) the third set of 6 “numbers” (when there are 5 or 7 judges) shall be the “set” of placements to the ‘right’ of the “majority mark” (with each placement consisting of a 3-digit number for 5 judges, or a 2-digit number for 7 judges), as ordered from the *look-ahead* computed from Rule #6; d) the fourth set of 6 “numbers” (when there are 5 or 7 judges) shall be the “set” of placements to the ‘left’ of the “majority mark” (with each placement consisting of a 3-digit number for 5 judges, or a 2-digit number for 7 judges), as ordered from the *look-behind* computed from Rule #7; e) the fifth set of 3-digit “numbers” shall be expressed in ‘thousandths’ with a point (“.”) followed by the “loss” percentage computed from Rule #8. For example, a contestant having the judges’ marks of [5,6,7,8,9,10,11] could have a Vastel Value of [083,018,091011,050607.333] or if writing a ‘computed’ value [083,018,091,011,050,607.333]. This number for that contestant, along with each number from all other contestants in a single-dance format, shall be sorted in a column from top-to-bottom in ascending order, from ‘lowest’ numeric value to ‘highest’ numeric value, with the ‘top’ number in the column receiving the highest, or 1<sup>st</sup> placement in the dance. The second highest will then receive the 2<sup>nd</sup> placement, and the third highest will receive the 3<sup>rd</sup> placement, and on and on, until all contestants in the column are assigned appropriate placements (even if there is a “final tie” in Rule #8, and Rule #8 is executed giving the “announced” values of the placements versus the *carry-forward* values).
3. The Vastel Value in an multi-dance (“Overall Championship”) format for each contestant shall be arrived at thusly: a) the first set of 2 “numbers” (in contiguous order from left to right) shall be the *aggregate value* computed from Rule #9; b) the second set of 3 “numbers” shall be expressed in ‘thousandths’ with a point (“.”), notating by the “loss” percentage computed from Rule #10; c) the third set of 3 “numbers” shall be expressed in ‘millionths’ contiguously to the right of the point (“.”), notating by the “loss” percentage computed from Rule #11. For example, a contestant having an aggregate value of “9” from Rule #9 could have a Vastel Value of [09.333333]. This number for that contestant, along with each number from all other contestants in a multi-dance format, shall be sorted in a column from top-to-bottom in ascending order, from ‘lowest’ numeric value to ‘highest’ numeric value, with the ‘top’ number in the column receiving the highest or 1<sup>st</sup> Overall placement in the division. The second highest will then receive the 2<sup>nd</sup> Overall placement, and the third highest will receive the 3<sup>rd</sup> Overall placement, and on and on, until all contestants in the column are assigned appropriate placements (even if there is a “final tie” in Rule #11, and Rule #11 is executed giving the “announced” values of the placements).