

Infractions Table - Power Round

1. 1 person will collect all 3 ballots from judges - dismiss only if no infraction is reported by any judge.
2. If an infraction is reported, have judge or judges explain the infraction and the judge or judges who didn't have an infraction noted explain also.
3. Infraction panel decides if there was an infraction. (If 1 person feels they can't be part of the decision because it is their school or judge, please get the tournament host to take his/her place).
4. If an infraction is decided then have all ballots reflect the infraction - this means that judges will have to change their ballot to reflect the decision of the Infractions Panel (for proper tabulation).
5. Then, dismiss judges.
6. Lastly, fill out the form for the infringed speakers - send one form to the Tab Room to be placed in the school results folder and staple the other form to the results paperwork.
7. Finally, tabulate the winners in each power round room and record them for the tournament host. If there are ties, please see below to break the ties.

See the chart below to learn how to break ties in power rounds. Between the speakers that tied, identify the 3 best ranks and whoever has 2 of the 3 best ranks is the winner.

Speaker	Title	Judge 1	Judge 2	Judge 3	Total Rank	Place
01G1	My Mommy	3	3	1	7	2nd
08G4	Help!	2	2	3	7	1st
15G2	Life Struggles	1	4	5	10	
07G3	Hockey	5	5	2	12	
06G1	Mashed Potatoes	4	1	4	9	3rd
11G3	I Already Did That!	6	6	6	18	