

ORCS Pairing System – Summary  
Prepared by AMTA’s Tabulation Committee

**Groups:** Each ORCS will have four Groups: A, B, C, and D, each with six teams. Group designations are determined by Team Power Ranking (TPR): Group A comprises the teams with the 6 best TPR at the tournament, Group B is the next 6 best, and so on. After all open bids are confirmed, the AMTA website will have a page showing the group designations for each ORCS. Regional results will be used as a tiebreaker if teams are tied on TPR. Group designations may change up to the point of the opening draw if needed due to changes in the teams attending (such as a team dropping out). After the opening draw, group assignments at that tournament are final.

**Round 1:** Group A faces Group D, randomly drawn at opening ceremony  
Group B faces Group C, randomly drawn at opening ceremony  
All teams in a Group will be on the same side of the case.  
One coin flip at the opening ceremony determines all Round 1 sides:  
Heads: Group A & Group B Plaintiff, Group C & Group D Defense  
Tails: Group C & Group D Plaintiff, Group A & Group B Defense

**Round 2:** All teams switch sides from Round 1.  
Group A faces Group C, high-high (e.g. A1 vs. C1, A2 vs. C2)  
Group B faces Group D, high-high  
Ranking criteria are unchanged from current system (ballots, point differential, coin flip tiebreaker.) For example, C1 will be the team with the best overall ballot record and point differential within Group C.

**Round 3:** No side constraints. Ranking criteria are unchanged from current system (ballots, CS, point differential, coin flip tiebreaker) but will be assessed within each Group. This is the intra-group round. Pairings will be as follows:  
A1 vs. A2      B2 vs. B1      C1 vs. C2      D2 vs. D1  
A4 vs. A3      B3 vs. B4      C4 vs. C3      D3 vs. D4  
A5 vs. A6      B6 vs. B5      C5 vs. C6      D6 vs. D5  
As in the existing system, one coin flip will determine whether the left hand columns are Plaintiff or Defense.

**Round 4:** All teams switch sides from Round 3.  
Group A faces Group B, high-high. Group C faces Group D, high-high.  
Each group matchup will have two separate brackets for the two different sides of the case:  
A1Π vs. B1Δ      B1Π vs. A1Δ      C1Π vs. D1Δ      D1Π vs. C1Δ  
A2Π vs. B2Δ      B2Π vs. A2Δ      C2Π vs. D2Δ      D2Π vs. C2Δ  
A3Π vs. B3Δ      B3Π vs. A3Δ      C3Π vs. D3Δ      D3Π vs. C3Δ  
Ranking criteria are unchanged (ballots, CS, point differential, coin flip tiebreaker) but are assessed within each Group, and with side constraints. E.g., B1Δ is the top-ranked Group B team that needs to be Defense in Round 4.

**Bids:** Criteria are unchanged from the existing system: ballots won, CS, OCS, etc., with head-to-head tiebreakers when applicable. Group designation is not a factor.