

## Break Rounds

If you've already set up all your rounds correctly at Settings/Schedule, breaking the rounds is no big deal.

When you get to your first elim round pairing, it will look something like this.

# NEW BIGGIE

## DOUBLES: 11:30

0 not in

Rd1 Rd2 Rd3 Rd4 Rd5 **Dubs** Rd7 Rd8

### Pre-set Doubles

	Room	Judges

Create additional sections:  [Create](#)

### Schools competing in Round 5

1	Flying Nun	10	Holy Moly	12	Charles Dickens
14	Convent of the Whining Bab	15	Fuggedaboutit	16	Harry Nilsson
17	Lucille Ball	18	Fred Mertz	19	Minnesota Fats
2	Mofo	20	Egads	21	Farkle
25	Ichabod	29	Bleeding Profusely	30	Knut Knight School
33	Flibbertigibbet	34	Demonology	38	Effervescent
40	Gilbert & Sullivan	9	John Galt	HenHu	Hendrick Hudson

### Share & Enjoy

Start time: 11:30 AM [Set](#)

Round: Not Public [Go](#)

Blast Emails & Texts [Go](#)

Results: Not Public [Go](#)

Alphabetical list on web  [Go](#)

### Display & Print

Show Pairing	w/Schools
Print Pairing	w/Records
Ballots by Name	Ballots by Room
Ballots for unlinked judges only	

### Change & Destroy

[Edit Doubles Settings](#)

[Break round](#)

[Pair round manually](#)

As always, **Edit the Settings** under **Change & Destroy**. Then you're ready to press the green **Break Round** button.

Breaking the round will give you a list of teams in order, according to your most recent tiebreaker set. Here you can make a final determination now how many people you wish to break. You can break full elims (divisible by 8) or any run-off subset you want.

By the way, there may be situations where you do not wish to break a team, perhaps something to do with qualifications or the like. In that case, do all your end-of-tournament prep (speaker awards and such) now, because you are going to wreak havoc before you break the round. After you've got your end-tournament material printed out, go into the teams you don't want to advance, and drop them from the tournament. This will only affect their entries, and everyone else will move up. (Which is why you needed to secure their speaker award information in advance of dropping them.)

### Break from Round 5 of NB

Hover mouse over codes to see scores

#	Code	W	Pts -1HL	OPt	Rd	
1	217	5	58	14.73	677	1
2	131	5	52	14.07	977	2
3	167	5	50	12.83	247	3
4	168	4	73	11.73	115	4
5	122	4	68	13.83	159	5
6	110	4	67	12.4	736	6
7	135	4	57	13.27	451	7
8	180	4	53	14.63	538	8
9	181	4	47	16.5	407	9
10	164	4	45	15.53	641	10
11	150	4	37	15.17	480	11
12	127	4	34	17.67	502	12
13	211	4	31	17.23	465	13

#### Advance NB

From: Round 5

Into: Existing: Doubles

Type: Elim

Tiebreaks: Debate Elim

During: Ds

Label: Doubles

Starting seed: 1

Ending seed: 8

Break Them

The illustration below shows what happens if we break 12 teams. 4 of them will get byes, and the other 8 will debate.

### NEW BIGGIE

## DOUBLES: 11:30

0 not in

Rd1Rd2Rd3Rd4Rd5DubsRd7Rd8

Bkt	Fit	Room	Aff	Neg	Use	Judges
5	1	None	122	127		
6	1	None	110	150		
7	1	None	135	164		
8	1	None	180	181		
1	1	BYE	217			IN
2	1	BYE	131			IN
3	1	BYE	167			IN
4	1	BYE	168			IN

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#### Display & Print

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Ballots by Name Ballots by Room

Ballots for unlinked judges only

Change & Destroy

And after we assign the judges, we get a fairly familiar screen, but with 3 judges in each pairing. Other than that, everything works as it did in the prelim pairings.

## NEW BIGGIE

## DOUBLES: 11:30

6 not in

Rd1 Rd2 Rd3 Rd4 Rd5 Dubs Rd7 Rd8

Bkt	Flt	Room	Aff	Neg	Use	Judges	
5	2	42	122	127	1	33, Test	
					1	43, Test	
					0	*O'Shaughnessy, Ju	
6	1	15	110	150	1	34, Test	
					1	38, Test	
					1	*66, Test	
7	1	42	135	164	1	33, Test	
					1	43, Test	
					0	*O'Shaughnessy, Ju	
8	2	15	180	181	1	34, Test	
					1	38, Test	
					1	*66, Test	
1	1	BYE	217				IN
2	1	BYE	131				IN
3	1	BYE	167				IN
4	1	BYE	168				IN

Do note that, if you wanted to, you could move teams around so that they don't hit as they ordinarily would in a bracket. Be careful NOT to do this unless you really have a good reason for