

District Entries in Team Events – Six Entry Option

In spring Academic contests with a team component, each school may enter as many as four individuals in the district meet, or a maximum of six individuals with District Executive Committee approval. This applies to high school Accounting, Calculator Applications, Computer Science, Current Issues and Events, Literary Criticism, Mathematics, Number Sense, Social Studies, and Spelling and Vocabulary. The Science contest continues to allow as many as six individuals in the district meet.

Team Participation, Scoring and Placement

For each applicable contest, a school shall have a minimum of three contestants compete in order to participate in the team competition. For placement purposes, the sum of the three highest scores from each school constitutes the team score for the school, with the fourth highest scoring member serving as the tiebreaker. A team that does not contain a fourth member forfeits the right to participate in the tiebreaker. Team ties shall be broken according to Section 902 of the UIL *Constitution & Contest Rules*.

Team Constitution and Advancement with More than Four Entries

In district meets using the six-entry option, the four highest scoring contestants from a school will constitute the school's advancing team. The four members of the first-place, as well as the wild card team advance to the next level of competition. All advancing team members will also compete for individual honors.

- For **Current Issues & Events and Social Studies**, the objective scores (not including the essay scores) will be used to determine the four advancing team members.
- For **Computer Science**, written exam scores will be used to determine the four advancing team members. Regardless of the number of entries, exactly three team members participate in the hands-on programming session. The coach determines which three contestants from among the qualifying team members participate in programming.

Tiebreaking Procedures for Determining Team Members

In districts using the six-entry option, ties shall be broken in contests with existing tiebreaker procedures to determine the four team members for first- and second-place teams. If a tie still exists after all tiebreaking procedures have been followed, then the tie cannot be broken and those involved in the tie advance. Tiebreaking procedures are included in the handbook for each contest.