

## World Futurity Scoring

The World Futurity uses the 3 judge system. In this system, judges are given score cards with each llama's entry number and birth date. Judges are not allowed to confer with each other. Each judge independently ranks the llamas 1-20. When the judges' cards are turned into the office, the scores are compared. The two scores closest to each other are used and the "odd" score is thrown out, whether it is high or low. **This eliminates any bias, either positive or negative.** For instance, if a llama was placed 1st in the class by judge A, 3rd by judge B, and 6th by judge C, only the 1st and 3rd would count. The 6th place score is the "odd" score, and is ignored. The 1st and 3rd are then added together to determine the score (1+3 for its score of 4). It can also work the other way **to avoid bias.** For instance, if a llama is placed 1st by judge A, 5th by judge B, and 7th by Judge C, the 1st place is thrown out and the 5+7 combine to give that llama a total of 12. In the event there is not an "odd" score, such as 1st, 2nd and 3rd, or 2nd, 4th and 6th, the llama is given "the benefit of the doubt," and the two best scores are kept. As in golf, the competitor with the lowest score wins.

Each class has a randomly selected tie breaking judge. In case of a tie, the score given by the tie breaking judge takes precedence. When a class is large enough to be judged in two cuts, the top ten from each cut are called back to be re-judged.

### Examples of Scoring Using the 3 Judge System

<u>Points</u>	<u>Judge A Placing</u>	<u>Judge B Placing</u>	<u>Judge C Placing</u>		
Llama 1	1	3	6	(6 is out, 1+3=4)	4 points <b>1st</b>
Llama 2	1	5	7	(1 is out, 5+7=12)	12 points <b>3rd</b>
Llama 3	2	4	6	("benefit of the doubt" 6 is out 2+4=6)	<b>2nd</b>