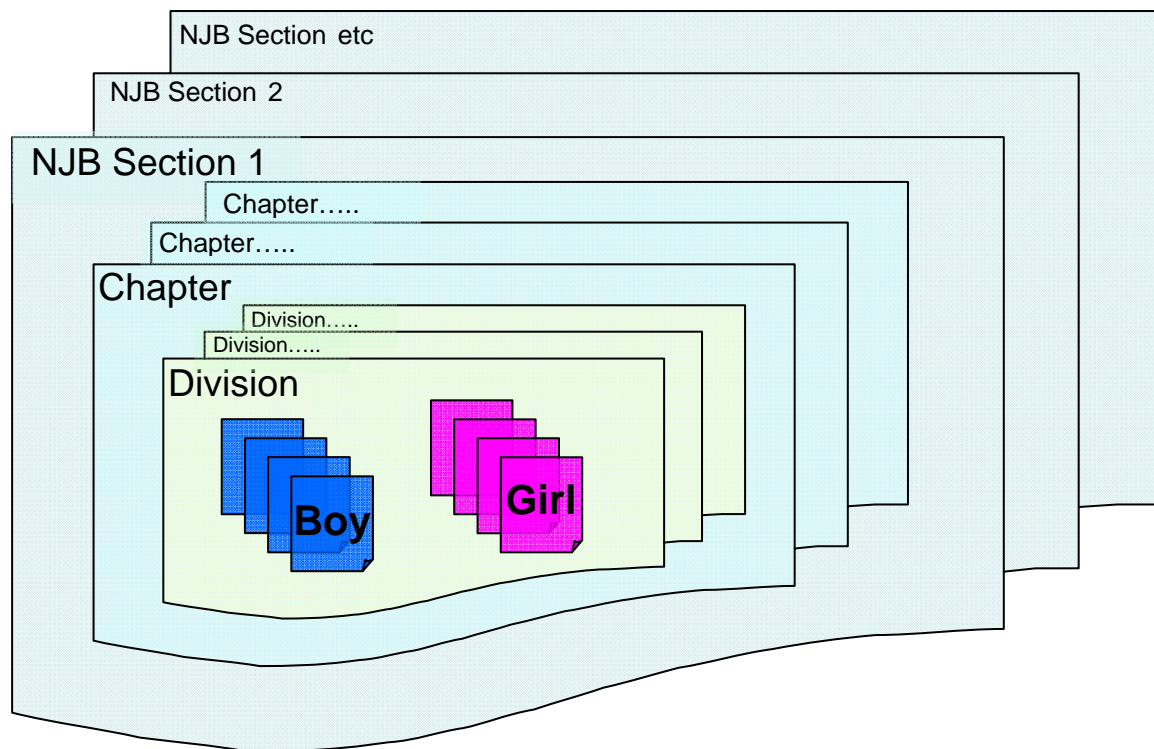


# NJB Warrior Night Jamboree – February 6, 2010, 1:30-4:30pm

## Team selection process

The team selection is determined by the receipt and processing of the NJB Jamboree ticket orders by the Golden State Warriors sales office. Once the order process is complete, copies of the order forms are sent to the NJB Silicon Valley staff for team selection. **To qualify your team's participation in the Jamboree team selection process, ORDER FORMS MUST BE RECEIVED BY THE CLOSE OF BUSINESS TUESDAY, JANUARY 26, 2010** (*this deadline will initiate the team selection process and give ample time to notify the teams prior to the Jamboree on February 6, 2010*). The following diagram is a visual representation of how the order forms are divided.



### ***The selection process***

The order forms are separated by NJB section and arranged in descending order, from the highest -to- lowest number of ticket sold. The sections are separated by chapters; then further divided by divisions and finally by gender. All are arranged by the number of tickets sold, in descending order.

The top twenty-two (22) teams will set aside and called the initial cut. All remaining teams will be called the reserves. However the team selection process is not final. The next stage of the process is to pair teams as evenly as possible across all section and all division, as well as between the genders.

## **Team pairing 1**

This team pairing would essentially be the obvious boy/girl's team choice. Teams that made the initial cut will be paired according to the following criteria, in the following order:

1. Same division boy/girl's team from a different NJB section
2. Same division boy/girl's team from the same NJB section, in a different chapter
3. Same division boy/girl's team from the same NJB section, in the same chapter

## **Team pairing 2**

It is highly unlikely for all the initial cut teams to be paired at this point. Therefore the next team pairings will be based on the highest ticket sales by division and gender. The remaining initial cut teams will be paired according to the following criteria, in the following order:

1. The next highest ticket sales boy/girl's team in a different NJB section
2. The next highest ticket sales boy/girl's team in the same NJB section, in a different chapter
3. The next highest ticket sales boy/girl's team in the same NJB section, in the same chapter

Set the newly matched team pairs aside and repeat until all the initial cut teams are paired with another team. This pairing will be called the interim cut.

## **Final team selection**

This is where the process becomes a bit more subjective. After the interim cut, there are bound to be more than eleven (11) team pairs. The following criteria will be used to reduce the interim cut to the Final Jamboree team selection:

1. We need more girl team participation in the Jamboree. Don't let the boys have all the fun. We need two (2) teams from the same division. Encourage every girl's team to sell tickets so they may qualify for team pairings.
2. Boy team pairings for the remainder of the available scheduled games.
3. If appropriate to do so, scheduled games will be equally distribution across all NJB divisions to fill the eleven game slots.
4. Ensure that every NJB section is represented within the Final Jamboree team selection. A general selection rule that may be invoked is 60% Silicon Valley, 20% Alameda County, and 20% North Bay sections.

The Final NJB Jamboree teams should now equal twenty-two (22) teams. The remaining teams will be held as an alternate in the event one of the Final teams can not participate in the Jamboree.

## ***Tie breakers***

Ties will be broken by evaluating the following steps in order:

1. Team sales are equal: The team with the highest number of participants involved in the ticket sales will have an advantage over a team with fewer ticket sale participants.
2. Participants in ticket sales are equal: If one or more participant(s) on team 'X' sells more tickets than any participant on team 'Y', then team 'X' will have an advantage over team 'Y'.
3. If a there is still a tie, the advantage goes to the team that placed any order first.