

The NEMTA District Junior Competition Committee has adopted the PPR Ranking System. To receive points, a player must win a round. Byes do not qualify as wins; however, defaults, retirements, walkovers, and withdraws qualify as wins for the advancing player.

A player must earn 8 points in an age division in order to appear on the NEMTA Standings. A player's best 6 tournaments will be used. Matches played in a player's actual age division as well as any higher age division(s) will be included in the calculation of the standings.

Final Rankings: A player must play and complete: a) the NEMTA District Qualifier or b) three NEMTA District sanctioned tournaments in order to be considered for a final year-end District Ranking. A player's final ranking will be based on the 6 best tournaments. A player must have earned a minimum of 48 points in an age division in order to be included in the NEMTA final rankings.

**Level 1**

NEMTA District Qualifier

**Level 2**

Midwest Jr. Closed Outdoor and Indoor Championships  
 Midwest Jr. Designated January and March Series  
 Midwest Jr. Davis and Wightman Cup Events  
 Midwest Jr. Open Championships  
 Midwest Jr. Fall Closed Championships  
 Midwest Jr. Indoor Open Championships  
 National Level 1-5 Events

**Level 3**

NEMTA District Events

**Level 4**

All other sanctioned USTA tournaments

**Main Draw with Modified Consolation Tournament Points Per Round, Including First Match Losers Consolation, First Round Losers Consolation, and Compass Draw:**

| <b>Player Results</b>                 | <b>Level 2</b> | <b>Level 3</b> | <b>Level 4</b> |
|---------------------------------------|----------------|----------------|----------------|
| Champion                              | 165            | 88             | 44             |
| 2 <sup>nd</sup> Place                 | 135            | 72             | 36             |
| 3 <sup>rd</sup> Place                 | 120            | 64             | 32             |
| 4 <sup>th</sup> Place/SF <sup>2</sup> | 105            | 56             | 28             |
| Quarterfinalist                       | 75             | 40             | 20             |
| Reached R16                           | 60             | 32             | 16             |
| Reached R32                           | 45             | 24             | 12             |

|   |    |    |    |
|---|----|----|----|
| Reached R64   | 30 | 16 | 8  |
| Reached R128  | 15 | 8  | 4  |
| Reached R256  | 0  | 0  | 0  |
| Points Earned for Each Consolation Round Won <sup>1</sup> | 15 | 8  | 4  |
| Points Earned for Each Round-Robin (RR) Win <sup>3</sup>  | 55 | 30 | 15 |

1: In Compass Draw events, the East Draw earns main Points Per Round; all other directions and Gold Draw earn consolation Points Per Round.

2: If there is no playoff for 3<sup>rd</sup> or 4<sup>th</sup> place, the semifinalist will receive points in this row.

3: In cases where only four competitors are present for a given draw this format may be used.

**Main Draw with Modified Consolation Tournament Points Per Round for FIC format:**

| Player Results <sup>1</sup>           | Level 1 | Level 2 | Level 3 | Level 4 |
|---------------------------------------|---------|---------|---------|---------|
| Champion                              | 330     | 165     | 88      | 44      |
| 2 <sup>nd</sup> Place <sup>2</sup>    | 270     | 135     | 72      | 36      |
| 3 <sup>rd</sup> Place <sup>3</sup>    | 240     | 120     | 64      | 32      |
| 4 <sup>th</sup> Place/SF/FIC Finalist | 210     | 105     | 56      | 28      |
| FIC SF                                | 165     | 82      | 52      | 26      |
| FIC QF                                | 150     | 75      | 48      | 24      |
| FIC QF Qualifying (consolation)       | 135     | 68      | 44      | 22      |
| FIC R16                               | 120     | 60      | 40      | 20      |
| FIC R16 Qualifying (consolation)      | 105     | 52      | 36      | 18      |
| FIC R32                               | 90      | 45      | 32      | 16      |
| FIC QF Qualifying (consolation)       | 75      | 38      | 28      | 14      |
| FIC R64                               | 60      | 30      | 24      | 12      |
| FIC R64 Qualifying (consolation)      | 0       | 25      | 20      | 10      |

1: Players who lose their Main Draw match are fed into the following round of a feed-in championship.

2: Winner of the playoff between the Main Draw Finalist and the FIC Championship if played or the Main Draw Finalist.

3: Loser of the playoff between the Main Draw Finalist and the FIC Championship if played or the FIC Champion.