

into account. This is the most glaring evidence that the BCS committee that put this thing together is devoid of any mathematical knowledge. On the other hand, maybe they figured correctly that more components would provide a better smokescreen for nefarious doings behind the scenes. After all, there's a lot of money at stake here, and fixed results are better than a fair shake. "The computers don't determine the final rankings, the people who publish the results do."

AN ALTERNATIVE There's got to be a better way to rank the teams at the end of the year, not just for placement in the title game, but for all the bowl games. And proponents of a four-team, or two-team playoff will still need an objective way of seeding. Quantifying the results of the games is the only way of making a ranking objective. The general public would be more accepting of a rating system, if it knew what data went into a formula and the precise calculations involved (i.e. the algorithms).

Valid criteria should include wins and losses, strength of schedule, and strength of conference. Period. Not last year's record, not previous results in bowl games, not the personality of the head coach, not the number of Parade All-Americans on the roster, nor proximity of the school to a major media center. Specifically, the formula should:

- reward a team more for beating good teams,
- penalize a team more for losing to bad teams,
- reward teams for winning on the road, (since most bowl games are played on the road),
- penalize a team for getting blown out (a margin of loss component).

Most importantly, football fans should be able to verify the calculations for themselves. Once the last game of the regular season is completed, the final rankings should be known immediately. There would be no reason to wait until the following afternoon to announce them. A possible alternative follows:

The Nakaducky Rating System

STEP ONE: A team gets a **PERFORMANCE SCORE** for each game it plays. A performance score is, in essence, a bounty that will be positive for a win and negative for a loss. Strength of schedule is incorporated into this number. A team is rewarded more for beating a good team and is penalized more for losing to a bad team.

A win over a Division I-AA team is given minimal consideration. Points are added for winning on the road. Points are deducted for losing by 21 points or more (a margin of defeat component).

Example 1: Oklahoma's performance score for beating Alabama this year would be computed as follows:

20 points, plus 2 points for each win

Alabama had over a Division I-A team
= 20 + 2(4) = 28

plus

10 times the average of the winning percentages of the four opponents that Alabama beat = 4.36

plus

2 points for winning on the road.

Total = 34.36

Example 2: Southern Cal's performance score for beating BYU:

20 points, plus 2 points for each Division I-A win
BYU had = 20 + 2(4) = 28

plus

10 times the average of winning percentages of the four opponents that BYU beat = 5.09.

Total = 33.09

Example 3: LSU's performance score for beating Western Illinois:

10 points. (It's a 1-AA team.)

Example 4: Oklahoma's performance score for losing to Kansas State:

20 points, plus -2 points for each loss that KSU had this year = -20 + (-2)(3) = - 26

plus

10 times the losing percentages of the three teams that beat Kansas
|State = - 2.50

plus

10 points for losing the game by 28 points

Total = - 38.50

Example 5: USC's performance score for losing to California:

20 points, plus -2 points for each loss that Cal had = - 20 + (-2)(6) = - 32

plus

10 times the losing percentages of the six teams that beat Cal = - 3.44

Total = - 35.44

STEP TWO: Compute the average of the performance scores for all games played.

STEP THREE: Add the **STRENGTH OF CONFERENCE** component, which is the conference's winning percentage in all non-conference games. However, all games against Division I-AA teams are counted as losses. Teams that schedule I-AA games (to pad their records and/or serve as "breathers" between games against Division I-A opponents) will lower the strength of conference component. (This year's strongest conferences were the Big East, Big 12, Big 10, Pac-10 and SEC, in that order.)

STEP FOUR: Now you have

a **TEAM RATING** to compare with those of all other teams trying to get into bowl games (or play-offs).

The Nakaducky Top Ten

1. Oklahoma (11-1)	35.48
2. USC (11-1)	35.23
3. LSU (12-1)	34.37
4. Miami-FL (10-2)	31.13
5. Ohio State (10-2)	30.94
6. TCU (11-1)	30.37
7. Florida State (10-2)	30.03
8. Michigan (10-2)	30.02
9. Miami-OH (12-1)	29.98
10. Texas (10-2)	28.45

The BCS Top Ten

1. Oklahoma
2. LSU
3. USC
4. Michigan
5. Ohio State
6. Texas
7. Florida State
8. Tennessee
9. Miami-FL
10. Kansas State

So, did USC get screwed or not? (By the way, according to the Nakaducky Ratings for the 2001 season, Miami was #1 and Oregon was #2, and for the 2000 season Oklahoma was #1 and Washington was #2. It looks like the BCS boys don't want a Pac-10 team in the title game.) **O**

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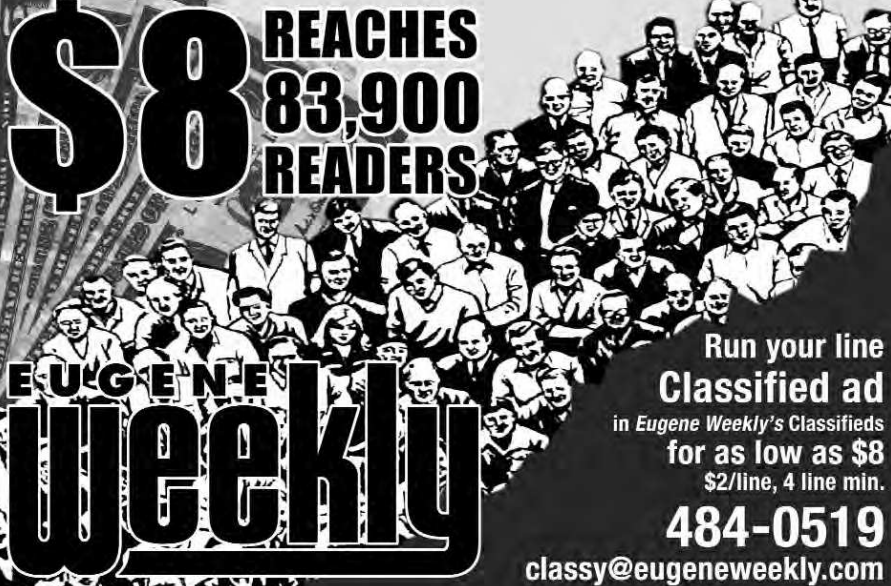
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