

→ Judging ←

THE SCORESHEET

This is the scoresheet that TRR uses.

PRECISION/30

Gaps : / 10
Alignment : / 10
Timing : / 10

ENERGY/35

Flow : / 10
Moves : / 10
Theme : / 15

CREATIVITY/35

Choreography : / 15
Uniqueness : / 10
Arena Usage : / 10

A score sheet is a method of rating or judging routine. The point totals on the side are like a fill-in-the-blank to the quality of the routine.

Below is a breakdown of each category.

PRECISION : The nitty gritty work in the routine, such as gaps, timing, and alignment. Without any of these precise qualities, a routine looks sloppy and half-finished.

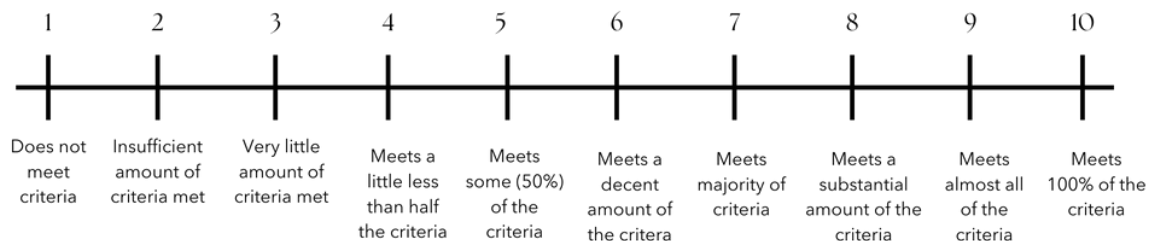
ENERGY : The energy within the routine. How do the moves flow together? What are the moves? What do they convey?

CREATIVITY : The creative aspects of the routine in choreography, arena usage, and uniqueness. Other creative choices can fall under this category such as what the reshade preset conveys, or the outfits of the players.

THE SCORING NUMBERS

To accurately score a routine, you need to understand what each number means in terms of how good/ bad it is.

Every single category is a little different but in general you can follow the scale below.



FEEDBACK EXAMPLE

To accurately score a routine, you need to understand what each number means in terms of how good/ bad it is. In my opinion, this routine should get a 5 out of 10 in gaps as a category.

FEEDBACK EXAMPLE

"When I (Ari) look closely at this routine, I see something that is meant to be very symmetrical, and even, but I don't see that throughout most of the routine. You can tell the intention is almost like a mirrored image, but there are a lot of points, especially throughout the middle of the routine with the circles and 4 extra riders, that it gets kind of sloppy, and a little disorganized. I also think that there are a lot of points in the gaps that look only semi-intentional, like at 0.59, I see some odd-looking cuts, which if executed differently, with proper gaps and spacing may have looked better. I would recommend you and Evil Bees go back and work some more on your circle gaps, and maybe host a practice on it!

Overall, I think the gaps could have been better, but you guys did a really good job for your first ever 'competition.'" (always be ready to back up your score in feedback).

When you look at this routine try to make your own observations.

If you think of the 5 as 50% out of 100%, it gives you a fairly accurate perspective on the quality of the gaps.

Just to note as well, just because the gaps are a 5 does not mean the entire rest of the routine is necessarily 'bad'.

When giving feedback to Beccs, we mentioned how good her choreography was.

What is executed perfectly in the precision category, no, but the choreography alone was very good!

It is important to give both constructive feedback and highlights.

FEEDBACK

Just like mentioned above, it is important to give both constructive and affirmative feedback.

Here is the feedback layout we like to use:

(feel free to copy and paste when writing routine feedback)

I really liked how (insert move) looked at (insert time) I think (insert specific) could have used more (insert category) in this routine. I would like to see you guys do more (insert) in the future. You can take these (insert) steps to achieve that.

This is very basic so feel free to modify it as you please.

BIAS

In any sort of judged competition or sport, there is always a chance of bias.

Bias is when a judge puts input into the scoresheet based on their opinions of the competitor.

This is quite honestly nonpreventable.

Everyone has opinions, and removing personal opinions from a judged sport is difficult.

The most biased section of the score is creativity because it is a flat personal opinion. There is no 'right answer' to the level of uniqueness in a routine.

A good way to ensure that your scoring is proper is to compare your score of a routine, with another judge's score of the routine. If you all have similar scores, then you can assume you scored accurately.

There will be times when scores will vary heavily but as a general rule of thumb, your scores should be within the same point range.

JUDGING SESSION

A good 'judging session' accounts for 1 routine and how you analyze it.

A judging session usually takes about 30 minutes, and this time should be in full analysis.

Each routine should be watched twice, the first time to analyze flow, creativity, and uniqueness.

The second watch though should be about specific moves and more minute and precise details.

While judging, you should have someplace to write, notes, times, and jot feedback.

The two best places to do so are on Google Docs, or if you have a table, a notes program like Goonotes or Notability.

point is, try not to pause the first time through, and having to switch screens is inconvenient, so we recommend either opening your writing program on a separate screen (iPad, monitor, etc).

While judging a routine it is also important to be in a good, clear-headed space.

To fully comprehend and do your best work, you need to be clear-headed, so if you have the availability, we recommend judging during the day while you still have the work capacity.