



## NNZ Bench Officials Scorer 2 - Assessment Schedule

At the completion of the game to be judged competent all sections must be ticked;

Key:

|   |                   |
|---|-------------------|
| ✓ | Competent         |
| x | Not Yet Competent |

Candidate: \_\_\_\_\_ Region: \_\_\_\_\_

| Section      | Descriptor   | Competent/<br>Not yet<br>competent | Comment |
|--------------|--|------------------------------------|---------|
| <b>1</b>     | <ul style="list-style-type: none"> <li>All sections completed –</li> <li>Court, event, venue, date, teams etc</li> </ul>   |                                    |         |
| <b>2</b>     | <ul style="list-style-type: none"> <li>Team 1 and 2 identified clearly<br/>Team 1 in left column and team 2 in right column</li> <li>Direction of play Team 1</li> </ul>   |                                    |         |
| <b>3</b>     | <ul style="list-style-type: none"> <li>Pass sequence is accurate<br/>Last pass in each quarter is indicated as per role tasks</li> <li>Numbers for goals scored by each team are sequential and accurate</li> <li>When the goal not scored by a team is indicated with a horizontal or diagonal line</li> <li>Progressive score is carried forward for 2nd, 3rd and 4th quarters and entered in progressive score section</li> </ul> |                                    |         |
| <b>4</b>     | <ul style="list-style-type: none"> <li>Final score by each team at end of the 4th quarter or game is circled</li> </ul>  |                                    |         |
| <b>5</b>     | <ul style="list-style-type: none"> <li>Winning team name listed</li> <li>Final score in order of winning team first/losing team score second</li> </ul>  |                                    |         |
| <b>Voice</b> | <ul style="list-style-type: none"> <li>Pleasant, even tone to voice</li> <li>Speaks clearly and is able to be heard and understood by scorers</li> </ul>   |                                    |         |
| <b>Terms</b> | <ul style="list-style-type: none"> <li>Use of appropriate terms to describe action i.e. Tasman GA In, Tasman GA Out etc in correct order</li> <li>Calls are made after actions are completed</li> </ul>  |                                    |         |

| Section            | Descriptor  | Competent/<br>Not yet<br>competent | Comment |
|--------------------|---|------------------------------------|---------|
| <b>Demeanour</b>   | <ul style="list-style-type: none"> <li>Calm</li> <li>Copes with bench communications well</li> <li>Maintains minimal talk</li> <li>Watches all the game and remains focussed on their role</li> <li>Is aware of and communicates well with other Bench Officials</li> </ul> |                                    |         |
| <b>Style</b>       | <ul style="list-style-type: none"> <li>Numbers, symbols and letters must be;               <ul style="list-style-type: none"> <li>Legible</li> <li>Consistently formed</li> <li>Sized to fit with spaces provided</li> </ul> </li> </ul>                                    |                                    |         |
| <b>Consistency</b> | <ul style="list-style-type: none"> <li>Maintains tasks throughout game</li> </ul>   |                                    |         |
| <b>Accuracy</b>    | <ul style="list-style-type: none"> <li>Consistent and timely calling for the scorer</li> <li>Mathematically correct sequencing</li> <li>Accurate addition</li> <li>Correct scoring</li> <li>Errors are neatly corrected</li> </ul>  |                                    |         |
| <b>End of Game</b> | <ul style="list-style-type: none"> <li>Completes scoresheet</li> <li>Initials name</li> </ul>   |                                    |         |

Assessed by: \_\_\_\_\_ Date: \_\_\_\_\_

(Print Name): \_\_\_\_\_