



JUDGING A - Z



- A:** Arrive early for your assignment. Plan on staying 1 hour after your assignment is completed.
- B:** Be professional.
- C:** Carry your Judge's Manual / Competition Standards / Test Standards Book with you.
- D:** Discussing your assignments with anyone other than the judging panel or competition director is a "no-no".
- E:** Every Skater deserves your undivided attention. "On Stage"
- F:** First skater sets the base line for judging.
- G:** General Overall is only place you rank the skaters.
- H:** Help keep competition on time - but give yourself the time needed to complete your judges sheets.
- I:** Invent your own judging style.
- J:** Judge quality vs. quantity.
- K:** Knowledge of events you are judging is a MUST.
- L:** Listen to the Referee.....helps set point range, calls out maneuvers, there for guidance.
- M:** Make sure you are aware of all scratches / additions / changes.
- N:** Note taking is your choice.....a very good idea for larger flights.
- O:** Observe each skater with objectivity.
- P:** Penalties are necessary to give credit to those following the rules.
- Q:** Questions are NEVER dumb, stupid, etc, unless unasked.
- R:** Referee must sign all penalties.
- S:** Skaters against the book must earn 80% of total marks to receive 1st place.
- T:** Trial judge an event prior to actually judging the event is highly recommended.
- U:** Use the point range.
- V:** Venturing out of the point range is a "no-no" if no penalties have incurred.
- W:** Whenever possible, separate your marks by .2 of a point.
- X:** eXamine your sheets prior to turning in to the referee.
- Y:** Your judging will effect the results.....or not.
- Z:** Zamboni has the right of way.

