

DESCRIPTION OF JUDGING POSITIONS

Problem Judge (PJ) (Generally two or three per long-term judging team and one per spontaneous judging team)

The *long-term* PJ is assigned to evaluate the team's long-term solution. In a performance problem this is generally a subjective opinion and the PJ generally scores all aspects of the solution except style. In a technical problem the PJ is usually assigned a specific area(s) or task(s) to observe and scores only that portion of the team's solution. The PJ gives his/her score sheet to the Head Judge to compile onto the Master Score Sheet.

The *spontaneous* PJ in a verbal problem evaluates the team's answers as well as interrupts the team if it repeats answers or gives inappropriate responses. In a hands-on problem the PJ generally scores some specific aspect(s) of the problem.

Check in/Pre-Stage (PS) (one per long term judging team) The PS judge checks the teams in at the problem, lines up the teams in an orderly fashion in the waiting area or hallway, and pre-checks the team's paperwork to allow the team time to update forms. The PS also lets each team know when their team is due to move to the staging area, the head judge know when a coach arrives to pick up scores, facilitates the flow of the audience, and makes sure the doors remain closed during the performances. This person must enjoy talking to kids.

Staging Area (SA) (one per long-term judging team) The Staging Area Judge is the first official to greet the team in long-term. He/she puts the team at ease while reviewing the team's paperwork. The SA forwards the paperwork to the appropriate long-term judges and inspects the team's props, membership sign, etc. that it will be using. He/she evaluates the cost, the legality of the solution (if there are specific parameters), and whether items were made by the team members. The SA may ask the team members some basic questions in this regard, but should pass along any reservations he/she may have to the other judges for questioning after the team has finished its performance. The SA generally introduces the team to the Timekeeper. Sometimes the Staging Area Judge also serves as the Timekeeper.

Style Judge (SJ) (two per long-term judging team) The Style Judges receive the Style Forms from the Staging Area Judge. The SJ reviews them for accuracy and to ascertain which areas he/she is to score. The SJ scores these areas and gives his/her scored Style Form to the Head Judge for compilation onto the Master Style Form. Style Judges do not confer with each other in order to ascertain the scores. Style Judges sometimes also serve as Problem Judges.

Timekeeper (TK) (one per long-term judging team and one per spontaneous team) The Timekeeper is responsible for giving each team the exact amount of time allowed for the problem or, in problems which do not require the team to stop, to keep exact time of its presentation. It is critical that the TK be precise and exact in this regard.

In *long-term* the TK introduces the team to the judges and the audience. In problems where a penalty for overtime is shown, he/she assesses a penalty for teams that go overtime. In other problems he/she stops the team when the allowed time has elapsed.

In *spontaneous* the TK reviews the various times, which will be given, e.g. think time, practice time, response time, and clearly tells each team when to begin and end each timed portion. The spontaneous TK generally serves as a Problem Judge as well.

Score Checker (SC) (minimum one per judging team) The SC adds all the scores, sees that the values are within score ranges, puts them on the master score tally and makes sure the forms are all in the same order in every score pack. The head judge should double-check the tallies before the scores are sent to the score room.

Weigh-in Judge (WI) (one or two) Weigh-in Judges are assigned to the structure problem. They ascertain that the structure and vehicle not only meets the height and weight requirements, but also fulfills the other requirements for their construction. If a separate weigh-in site is used, once the WI judges finalize their check of the structure and the vehicle and either approve them or assess appropriate penalties, they retain the structure and vehicle in a container until approximately 25 minutes before the team is to compete. WI judges must be available at least one hour before the first team is to compete until fifteen minutes before the last team for the day competes. In a small competition, the Weigh-in Judge may also serve as a Problem Judge.