

## Referee Scorekeeper Overview

<b>Volunteer Role</b>	Referee/Scorekeeper
<b>Responsibility</b>	As the Head Referee calls out the points scored, record each score using a score sheet or electronic tablet. Verify the recorded score with the Head Referee, who will score the match with the support of the student Drivers. Be sure your handwriting is legible, if using paper score sheets.
<b>Report To</b>	Sign in at Volunteer check-in; then report to the Head Referee or Referee.
<b>Training Before Event</b>	Read the <b>Game Rules</b> section in the <b>Official Crossover Game Manual</b> found on the <a href="#">VEX IQ Challenge page</a> . Also review all Referee / Scorekeeper Resources online, which may include instructions, example score sheets and training videos. <a href="#">On the Volunteer Resources page</a> select the <i>VEX IQ Challenge</i> tab and click on <b>Referee / Scorekeeper</b> to reveal training resources available for this role.
<b>Training at Event</b>	Review the <b>Game Rules</b> section in the <b>Official Crossover Game Manual</b> found on the <a href="#">VEX IQ Challenge page</a> . Also practice recording match scores. Use the score sheets included on page two of this guide as examples of best practices.
<b>Dress Code</b>	Wear comfortable team-neutral clothing that is appropriate for a school event, closed toe shoes, and a Referee or volunteer t-shirt, if provided.
<b>Location/ Position</b>	Report to the game field area 30 minutes before practice and qualifying matches begin. Referee / Scorekeepers are positioned near the VEX IQ game fields, so that you can clearly see the field and student Drivers, but without obstructing the view of the audience during the match.
<b>Supplies</b>	Clipboard, pen or pencil, <i>Crossover</i> paper score sheets or electronic tablet if available, and the Match Schedule report.
<b>Referee Scorekeeping Process</b>	<p>Use the official VEX IQ <i>Crossover</i> score sheet or electronic tablet application.</p> <ul style="list-style-type: none"> <li>• Before each match begins, record the match number in the Match # box, check the box for the type of VEX IQ match, enter your initials in the top right corner, and record the Team Number(s) in the Team # box(es).</li> <li>• At end of the match, count the number of objects in each scoring position.</li> <li>• Enter the number of scored objects in the appropriate box. Confirm the score sheet or electronic tablet score with your Referee partner or the Head Referee and the student Drivers. If there is a disqualification (DQ) or a No Show, indicate this in the appropriate box. Submit the completed paper score sheet or electronic tablet score promptly to the VEX TM Operator.</li> </ul>

## Score Sheet Examples

Match # <b>13</b>					Referee Initials: <b>LN</b>
Team # <b>1234X</b>			Team # <b>5678</b>		
Orange Hexballs					
Scoring Zone	<b>7</b>	Low Goal	<b>7</b>	Elevated Goal	<b>0</b>
Blue Hexballs					
Scoring Zone	<b>2</b>	Low Goal	<b>8</b>	Elevated Goal	<b>4</b>
Robots on Bridge					
One Parked on Bridge	<b>✓</b>	Two Parked on Bridge		All Parked on Balanced Bridge	
DQ / No Show Team & Reason					

Match # <b>14</b>					Referee Initials: <b>LN</b>
Team # <b>43210</b>			Team # <b>98765Z</b>		
Orange Hexballs					
Scoring Zone	<b>2</b>	Low Goal	<b>6</b>	Elevated Goal	<b>6</b>
Blue Hexballs					
Scoring Zone	<b>10</b>	Low Goal	<b>0</b>	Elevated Goal	<b>0</b>
Robots on Bridge					
One Parked on Bridge		Two Parked on Bridge		All Parked on Balanced Bridge	
DQ / No Show Team & Reason		<b>98765Z</b>			