

## Overview

This document provides an overview of the Referee/Scorekeeper volunteer role, including expectations, skills required, and recommended training. Referee/Scorekeeper volunteers assist with recording and verifying scores using either score sheets or electronic tablets.

## Responsibility

- Record scores using TM Mobile app or paper score sheets. If acting in a Referee role as well as a Scorekeeper role, interpret and enforce the rules of the game.
- Verify recorded scores with the Head Referee as needed and with the student Drivers after each match.
- Write legibly on all scoring documents.

## Training & Preparation

- Get familiar with how matches are run. It is helpful to attend a local event prior to volunteering, though not required.
- Read the **Official VRC Turning Point Game Manual** found at the bottom of the [VEX Robotics Competition](#) page, paying special attention to **Section 2 – The Game**.
- Review the **Referee Guide**, **Referee Videos**, and all online training materials, which may include documents, score sheets, examples, and videos. On the Volunteers – [Volunteer Resources](#) page select the **VEX Robotics Competition** tab and click on **Referee/Scorekeeper** to reveal available training resources.
- Refer to the score sheets on Page 2 of this document as examples of how to fill out paper score sheets correctly.

## On Event Day

**Dress Code:** Wear comfortable team-neutral clothing appropriate for a school related event, closed toe shoes, and a Referee or volunteer shirt (if provided).

**Arrival:** Sign in at Volunteer Check-in, then report to the Head Referee.

**Location:** Report to your assigned field area 30 minutes before practice and qualifying matches begin. Referee/Scorekeepers are positioned near the game fields so that you can clearly see the field and student Drivers, but without obstructing the view of the audience during the match.

**Review:** Practice recording match scores during practice matches.

**Supplies:** Clipboard, pen or pencil, and paper score sheets or electronic tablet with TM Mobile app if available.

### Experience Level

#### Intermediate



### Skills Needed

- Experienced volunteers preferred for Referee role; Scorekeepers only can be new volunteers and trained quickly
- Apply knowledge of the game and rules
- Pay attention to detail and be impartial
- Work effectively as a member of a team
- Interact positively with students

### Physical Activity

#### Constant Standing & Walking





HIGH PHYSICAL  
ACTIVITY LEVEL

## Referee/Scorekeeper Process

Before each match begins:

- If using paper score sheets, record the match number and team numbers for each alliance (Red and Blue).
- At end of the match, count the number of objects in each scoring position per the rules.
- Enter the number of scored objects in the appropriate boxes. Confirm the score sheet or electronic tablet score with your Referee partner, Head Referee and the student Drivers. If there is a disqualification (DQ) or a No Show, indicate this in the appropriate box.
  - If using paper score sheets, promptly submit the score sheet to the VEX TM Operator.
  - If using TM Mobile, save the score.

## Score Sheet Example

				Match # <b>5</b>	Referee Initials <b>LS</b>	
	Red Teams	<b>517A</b>	<b>9923Y</b>	Blue Teams		<b>43B</b>   <b>2626C</b>
Flags	Toggle High Flags	<b>2</b>	Toggle Low Flags	<b>1</b>	Toggle High Flags	<b>4</b>   <b>2</b>
	Toggle Low Flags				Toggle Low Flags	
Caps	High Scored Caps	<b>3</b>	Low Scored Caps	<b>0</b>	High Scored Caps	<b>2</b>   <b>3</b>
	Low Scored Caps				Low Scored Caps	
Robots	Alliance Parked Robots	<b>1</b>	Center Parked Robots	<b>0</b>	Alliance Parked Robots	<b>0</b>   <b>1</b>
	Center Parked Robots				Center Parked Robots	
	Autonomous Winner? <input checked="" type="checkbox"/>		Autonomous Winner? <input type="checkbox"/>			
	DQ / No Show Team & Reason		DQ / No Show Team & Reason			