

INDIVIDUAL JUDGE'S SCORES

Judge's Name _____ State From _____ Date ____/____/____
 Division _____ Division No. _____

INSTRUCTIONS

Fill in and use this sheet for reference so as not to unjustifiably raise your score as the division progresses. Give this back to the Scorekeeper to put back into the divisional file folder upon the completion of this division.

1. Scoring for Eliminations

- a. **1 or 2 players** - No scoring with only 1 or 2 players. Winner is chosen by a Judges' show of hands. (Except at SG/AM where scores will be given).
- b. **For 3 or more players - Underbelts** - 9.80 to 9.90 - First 3 compete before any scores are given.
- c. **For 3 or more players - Blackbelts** - 9.90 to 10.00 - First 3 compete before any scores are given.

Special Option:

Before the division begins the Center Referee can declare use of an option requiring that ALL the Judges must give one of the first three players a score of 9.96 (UBB 9.86), another one of the first three players a score higher than 9.96 (UBB 9.86) and the other a score less than 9.96 (UBB 9.86). The exception will occur if 2 or more of the first 3 players are DQed or make an obvious error that would otherwise lower their score and make this system ineffective.

- d. **Ties** - Ties will be broken by a Judges show of hands. The Scorekeeper must inform each Judge as to which player they gave their higher score to when they initially scored them and that Judge must point to that same player. If they gave each player the same score then they must point to both. For multiple ties, a second (etc) show of hands may be required for a process of elimination. If in the end any players are still tied then they must run their forms again with a new show of hands.

2. Scoring for Finals/Grandchampionships

- a. **All Scores** - All scores must be 9.95 to 10.00.
- b. **Ties** - Ties will be broken same as eliminations.

3. Musical Divisions

If required, all "choreographed musical" divisions MUST be scored using the following point scale: **a)** 2 points = sufficient choreography, **b)** 1 point = an attempt to choreograph or **c)** 0 points = basically no choreography.

4. Weapons Divisions

Manipulation of the weapon must be the most important scoring factor, not kicks or gymnastics.

5. Important Notes:

No penalties or deductions for the following: **a)** The first BB or UBB restart per player, per division, **b)** Players using the same form to break ties in BB or UBB, **c)** Players using advanced forms in lower rank divisions.

| PLAYER'S LAST NAME | NO. | SCORE GIVEN | CHOR SCORE | NOTES TO REMEMBER FORM BY |
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