



## REFEREE ASSESSMENT FORM (VERSION 'K')

Candidate	Status	Assessor	Status	Date	Referee system	QCP		
Event	Player A		Player B		Level	Start time	End time	Round
2 <sup>nd</sup> match for pooling								
3 <sup>rd</sup> match for pooling								

#	R	A	A/B	I/D	CODE	SCORE	AR	COMMENTS
1								
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### ABBREVIATIONS

CONDUCT DECISIONS		ANNOTATIONS		COMPETENCY CODES		INTERFERENCE DECISIONS	
CW	Conduct warning	A / B	Player A / Player B	DA	Direct access - movement off the ball	Y	Yes let
CS	Conduct stroke	I / D	Influential / Difficult	PB	Effort to play the ball	N	No let
CG	Conduct game	QCP	Quality Control Process	SW	Swing interference	S	Stroke
CM	Conduct match	AR	Appeal Referee	FW	Front wall interference	<b>MARKER ITEMS</b>	
<b>REFEREE SYSTEM</b>				MR	Marker performance		
R/M	Referee / Marker	2RS	2-Referee System	MM	Match management	G / U	Good / Unsure
SR	Single Referee	3RS	3-Referee System			NU / F	Not up / Fault
<b>OTHER</b>	(MI) Minimal interference (CI) Created interference (WR) Winning return (PT) Played through (DZ) Danger zone (WF) Wrong footing						
	(BS) Back swing (FT) Follow through (RFOI) Reasonable fear of injury (VNR) Vertical-nick rebound (LC) Left center, etc (RF) Right front, etc						

Candidate name	Player A	Player B	Date
2 <sup>nd</sup> match for pooling			
3 <sup>rd</sup> match for pooling			

#	R	A	A/B	I/D	CODE	SCORE	AR	COMMENT
21								
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Candidate name	Player A name	Player B name	Date
2 <sup>nd</sup> match for pooling			
3 <sup>rd</sup> match for pooling			

### PERFORMANCE BREAKDOWN BY COMPETENCY

**PASS:** Meets standards for next level

**NTS:** Not to standard

**NA:** Not applicable

**DA:** Awareness of non-striker failing to provide direct access, all while considering the effort to clear (or lack of it), and the application of reasonable standards for speed and direction of clearing.

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PASS  NTS  N/A

**PB:** Awareness of striker's effort to play the ball and ability to make a good return, as well as considering the absence of interference, minimal interference, created interference, and playing through.

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PASS  NTS  N/A

**SW:** Awareness of which part of the swing (backswing, downswing, or follow-through) is involved in the interference, and if it was prevented or affected - including whether it was excessive or exaggerated.

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PASS  NTS  N/A

**FW:** Awareness of interference to the path of the ball, consideration of the ball hitting a player, timing of the appeal, and whether the return would have been a good or winning return.

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PASS  NTS  N/A

**MR:** Understanding of the Marker's responsibilities and performance of those tasks, including calling and recording the score, making calls and announcements, and repeating the Referee's decisions where appropriate.

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PASS  NTS  N/A

**MM:** Overall handling of the match, which might include poor behavior, communication, distractions, timing, fallen objects, injury/illness/bleeding, crowd control, equipment issues, broken ball/change of ball, and interference itself.

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PASS  NTS  N/A

