

## **GAOOTM Long-Term Judging Descriptions**

### **HEAD JUDGE (HJ) (One per long-term judging team)**

The head Judge for long-term must keep the judging team on time and on task.

The HJ reviews the score sheets. He/she presents the scores to the team coaches (or Division III team captains) and answers their questions regarding the teams' long-term scores. Should a coach or team captain raise an issue which the HJ cannot settle, the HJ then contacts the Tournament Director (or appointed team of officials) and the Tournament Director will take over. The HJ must be thoroughly familiar with the long-term problem and have the ability to handle people in a friendly, but firm manner.

### **PROBLEM JUDGE (PJ) (Generally two or three per long-term judging team) (Scoring official)**

The long-term Problem Judge 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 PJs for the structure problem will also act as the Weigh-in judges. They ascertain that the structure not only meets the height and weight requirements, but also fulfills the other requirements of the structure's construction. Once the WI judges finalize their check of the structure and either approve it or assess appropriate penalties, they retain the structure 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 and until fifteen minutes before the last team for the day competes.

### **STAGING AREA (SA) (One per long-term judging team) (Non-scoring Official)**

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 judge 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 judge may ask the team members some basic questioning after the team has finished its performance. The SA judge generally introduces the team to the Timekeeper.

### **STYLE JUDGE (SJ) (two per long-term judging team) (Scoring Official)**

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 HJ for compilation onto the Master Style Form. Style Judges do not confer with each other in order to ascertain the scores.

**TIMEKEEPER & ANNOUNCER (TK/A) (One per long-term judging team) (Non-scoring Official)**

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.

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.

**SCORE CHECKER (SC) (One per long-term judging team) (Non-scoring Official)**

The Score Checker compiles the scores of all Long-term judges and prepares the master score sheet. Once the master score sheet is completed and double-checked all scoring sheets should be placed in a provided envelope. Before the envelope is sealed the HJ should review and approve. A score runner will pick up scores from the SC to be taken to the scoring room.