

<input type="checkbox"/> No Vote Option Used	RPGA® Network Tournament Score Sheet	Slot <input type="checkbox"/> Event <input type="checkbox"/> # Players <input type="checkbox"/>
Convention Name _____	Date _____ Round # _____ of _____ Total _____	Group Score Total _____
Tournament Name _____		
Tournament Type (check):	<input type="checkbox"/> Feature <input type="checkbox"/> Benefit <input type="checkbox"/> Masters <input type="checkbox"/> Grand Masters <input type="checkbox"/> Paragon <input type="checkbox"/> Team	Scored by: _____ Checked by: _____
	Judge Player 1 Player 2 Player 3 Player 4 Player 5 Player 6 Player 7 Player 8	Total Place

Scenario Scores								Average Scenario Score	Weighted Average Scenario Score	Weighted Average Scenario Score	Weighted Average Scenario Score	Total	Ranks
Judge _____ Judge RPGA # _____												=	
Player #1 _____ Player #1 RPGA # _____	8											=	
Player #2 _____ Player #2 RPGA # _____	6											=	
Player #3 _____ Player #3 RPGA # _____	4											=	
Player #4 _____ Player #4 RPGA # _____	2											=	
Player #5 _____ Player #5 RPGA # _____	0											=	
Player #6 _____ Player #6 RPGA # _____	0											=	
Player #7 _____ Player #7 RPGA # _____	0							Seventh Player for Living Campaign Events only				=	
Player #8 _____ Player #8 RPGA # _____	0							Eighth player for D&D Open only				=	

RPGA Network Tournament Scoring Packet

Judge's Instructions

Please PRINT Clearly.

RPGA Network tournaments are well-balanced scenarios designed to challenge players and judges. Network members receive player and judge points for participating in Network-sanctioned tournaments at conventions. This packet provides a system which allows those points to be assigned for this event. These guidelines will help you complete the packet quickly and easily, so you can concentrate on the game.

For Team Events Only

Team/Club ID _____
(6-character designation assigned by HQ, not Team or Club name)

Team Event Score _____
(this is the objective score from the adventure's score sheet)

Instructions for the Coordinator

1. Give this packet to the judge at the start of the game session.
2. When he or she returns it to you, check it for completeness and accuracy. Network HQ holds the convention's tournament coordinator ultimately responsible for the completeness and accuracy of this packet.
3. Award one prize per round of the tournament, so one-round events have prizes for winners, two-round events have prizes for first and second place, and so on.
4. All scoring packs should be returned to Network HQ no later than four weeks after the convention is over.

Instructions for the Judge

1. End the game about 30 minutes before the end of the time slot. Experience shows that it takes about 15-20 minutes to complete the packet and wrap up, and that leaves everyone time to get to their next game.
2. Have the players briefly discuss their characters with the group.
3. Complete the scoring packet and any other necessary paperwork.

Player Summary Instructions

1. *Fill in Personal and Convention Information.* All blanks are required for accurate processing. We need addresses to verify players' identities when errors appear in other information.
2. *Rate the Judge.* Fill in the boxes to rate the judge on the categories indicated. Players should be encouraged to write comments which might help improve a judge's ability.
3. *Vote for the Top Four Players.* Evaluate the players at the table according to the criteria given in the voting box. The top four should be listed in the order first to fourth.
4. *Rate the Scenario.* Circle the numbers to rate the quality of the scenario for the listed criteria, and any comments should be written on the lines provided. Comments are encouraged.

Judge Instructions for Packet Completion

There are two options for completing this packet.

- A. **“No Vote” Method.** This method should be used when the players and judge do not want to rate each other or vote for best player. It is provided for people who don’t want to worry about paperwork. It should also be used for team events.
- B. **“Vote” Method.** This method should be used if the players and judge want to rate each other and vote for a best player. It is for competitive situations, and any other event where the participants agree to fill out the forms to give feedback.

For the “No Vote” Method, complete the following steps.

1. *Fill in Convention and Tournament Information at the top of the scoring grid on the back of the packet.* Be sure to check which type of tournament is involved. If you don't know, ask.

2. *List RPGA Numbers of all players and your own.* RPGA numbers are the key to members getting their points, so be sure you get them all correctly and legibly written in. Players without numbers do not receive points.

3. *Check the box at the top left indicating that “This packet was not scored.”* This will tell the packet entry person how to assign points automatically.

4. *Turn in the packet to your convention coordinator.*

In this method, the players do not need to fill out the player summaries.

For the “Vote” Method, complete the following steps.

1. *Fill in Convention and Tournament Information at the top of the scoring grid on the back of the packet.* Be sure to check which type of tournament is involved. If you don't know, ask.

2. *Rate the players as a group using the box on page 2.* Sum the ratings and transfer the sum to the “Group Score Total” line above the scoring grid.

3. *Rank the players.* Evaluate the players considering characterization, teamwork, player participation, and contribution to the fun of the game. List the players in order 1st to 6th (or 7th or 8th) place in the left column of the grid.

4. *Rate the Scenario.* Circle the numbers to rate the quality of the scenario in the box at left. Sum the ratings and transfer the sum to the Judge column of the Scenario Score line of the grid. Comments are encouraged.

5. *Collect the players' voting sheets.* Make sure the players have rated you, the scenario, and voted for four players. Make sure you can read the RPGA numbers of all players.

6. *List RPGA Numbers of all players and your own.* RPGA numbers are the key to members getting their points, so be sure you get them all correctly and legibly written in. Players without numbers do not receive points.

7. *Transfer Player Votes.* Each player has a column labeled “Player 1,” up to “Player 8.” In the first

Scenario Rating					
(circle appropriate ratings—write the total in the grid for Judge scenario score)					
	Poor (1)	Fair (2)	Average (3)	Good (4)	Super (5)
Fun to Play	1	2	3	4	5
Challenge/Difficulty	1	2	3	4	5
Structure/Balance/Pacing	1	2	3	4	5

Group Rating					
(circle appropriate ratings—sum the ratings and put the total below)					
	Poor (1)	Fair (2)	Average (3)	Good (4)	Super (5)
Organization	1	2	3	4	5
Team Cooperation	1	2	3	4	5
Handling the Unexpected	1	2	3	4	5
Role-Playing Ability	1	2	3	4	5
Knowledge of Game Rules	1	2	3	4	5
Overall Performance	1	2	3	4	5

column, the voting points for Player 1 should be written on the row corresponding with the player voted for. The amount of points should be as listed on the Player's Summary. Player 1's judge rating should be totaled and put in the top row. The same should be done for all the players, matching “Player X” with the order they are listed in the first column.

8. *Transfer Scenario Score.* Total the scenario score for each player and write it in their columns on the grid, in the top row.

9. *Add Across to Get Totals.* The sum of the numbers in each row should be listed in the “Total” column on the far right. This should be done for both players and judges.

If six players were not present, the judge's total is pro-rated for the number of players. Do not do this on the packet; the database automatically makes this calculation on the raw score.

(10.) *List Places.* The players should be ranked from 1st place to however many players there are, in descending order of total score. so the player with the most points wins. If there is a tie, rank the players involved in the tie according to the order that the judge voted for them.

11. *Living Campaign events only.* Have the players complete the who's who form with their character information. Doing this at the start of the tournament is better, but it can be done anytime during the game. Separate the who's who from the packet and give it to the convention coordinator with the packet.

12. *Team events only:* Make sure you get the team ID and put it in the box on page one of the packet. The convention coordinator will fill in the team's score from the score sheet.

That's all there is to it. The completed scoring packet should be turned into the convention coordinator or tournament coordinator immediately after the game is over.

Thanks for judging a Network event. The players, the convention, and the Network really appreciate your time and effort.

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We'll see you there!

Player's Summary

Please PRINT Clearly.

Player Name _____ RPGA Number _____
Home City _____ Home State _____
Convention Name _____ Date/Time _____
Tournament Name _____ Round # _____
Character Played _____ Judge's Name _____

Rate Your Judge (Rate your judge on the following aspects of game mastering)

Roleplaying/Atmosphere

GM read the adventure from boxed text ① ② ③ ④ ⑤ GM created appropriate atmosphere

Organizing Play

GM was very disorganized ① ② ③ ④ ⑤ Good organization and play flowed smoothly

Objectivity

GM made subjective, personal decisions ① ② ③ ④ ⑤ GM was extremely fair in all dealings

NPCs

NPCs were like card-board cut-outs ① ② ③ ④ ⑤ NPCs were vibrant and distinct personalities

Rules Knowledge

GM did not know the game system rules ① ② ③ ④ ⑤ GM did not have to stop play to refer to rules

Fun

The game was miserable due to the GM ① ② ③ ④ ⑤ The GM ran a really fun game

How could the judge improve _____

Vote for the Best Player

Vote for the top four players, considering teamwork, roleplaying ability, strategic sense, problem solving ability, and rules knowledge in your evaluation. Use PLAYER names, not character names. DO NOT vote for yourself.

1. (Best) _____ (4 points)
2. _____ (3 points)
3. _____ (2 points)
4. _____ (1 point)

Rate The Scenario (fill in the bubbles for the appropriate ratings)

	Poor (1)	Fair (2)	Average (3)	Good (4)	Super (5)
Fun to Play	①	②	③	④	⑤
Challenge/Difficulty	①	②	③	④	⑤
Overall	①	②	③	④	⑤

Comments about the scenario _____

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Challenge/Difficulty	①	②	③	④	⑤
Overall	①	②	③	④	⑤

Comments about the scenario _____