



Judge Training Agenda Notes

Suggested materials to provide to each judge onsite:

- Copy of the rulebook
- Copy of the judge scorekeeping cheat sheet

Suggested Onsite Judge Training Agenda Script Notes:

- Thank judges for attending
- Review judge assignments for each game as well as identify who is the event official
- All judges should have completed the following prior to onsite judge training. Confirm that each judge has reviewed the following materials.
 - o Read the Maintenance Mania Rulebook
 - o Watched the training video for the game which they will be judging
 - o Reviewed the Judge Scorekeeping cheat sheet (technical assistance for iPods)
- After you have confirmed that all judges have reviewed training materials, hand out scorekeeping iPods for each game judge
- Walk through the rules at each game station as outlined in the rulebook as well as walk through how the participants' score will be entered on the scorekeeping iPod for that game (reference the scorekeeping training materials as needed)
- **General Rulebook items to highlight:**
 - 2.5 If, during an attempt at any game, a competitor believes they have encountered an issue with damaged or missing equipment, the participant should complete the game and properly stop the timer. Before the score is confirmed by the participant and submitted by the game's judge, the participant is to bring the issue to the attention of the judge and/or the Event Official. If the judge cannot make a ruling, the Event Official should be consulted for a ruling. If the Event Official determines there is an issue with the equipment, the issue should be resolved and the participant should be allowed another attempt. If there is no issue found by the Event Official, the participant's score on the initial attempt should be submitted by the judge.
 - 3.2 Once the competition has started, no practice runs by any participant should be permitted.
 - 3.2 If a participant stops the timer and accidentally shuts it off, which erases the time, the participant will have to redo the game and will use up his or her second chance.

- 3.3 If a timer touchpad is reset and/or the participant's time is not recorded on a second game, then no time will be recorded for that game, resulting in a disqualification from the overall competition and the National Championship qualifying process.
- 4.1 The game judge has the authority to apply a callback and certify that all game completion requirements have been met.
- 4.2 Judges are solely responsible for resetting the game and timer between participants. **NOTE: Participants can only touch the equipment on the starting area of the table prior to game play, judges are only able to touch and reset equipment between each competitor.**
- 4.4 A game station may be stopped or suspended at any time the event official decides it is necessary or appropriate to maintain the integrity of the game. **NOTE: If at any time, equipment at your station is damaged or unable to be used – notify the event official to have it repaired. Game play should not continue unless equipment has been restored.**
- 4.5 The event official is the on-site authority on all questions of game conduct. The decision of the event official is final.
- 4.6 An event official who cannot make a ruling shall contact a representative of the Maintenance Mania Executive Committee, who will make a final decision.
- 5.1 The time it takes the participant to complete the game requirements between starting and stopping the timer is called first chance.
- 5.2 A callback is the additional time it takes the participant from the restart of the timer to correct an omission or error identified by the game judge and return to stop the timer.
- 5.3 Each participant has one second chance to redo any one game to improve his or her time. The lower of the recorded times will be used as his or her official time.
- 5.4 Participants are responsible for confirming correct times are recorded electronically and on their scorecard immediately following the completion of each game. If no verifiable time is recorded in the system or on their scorecard, no time will be recorded for that attempt resulting in disqualification from the overall competition and the National Championship qualifying process.
- 5.5 Any discrepancies regarding a participant's time must be immediately brought to the attention of the Event Official. **NOTE: If at any time you unsure of a decision, do not hesitate to notify the event official for clarification. Our goal is to have consistent game play at across all affiliate events, please do not guess or make improvised judgement calls regarding game play.**
- 5.6 Only the Event Official and Event Scorekeeper are to have access to the scorer's laptop and event standings.
- 5.7 Only the Event Official is permitted to communicate and approve changes to participants' scores.

- **At the end of the event, please make sure to return your scorekeeping iPod to the scorekeeper.**
- **Review any questions from the judges**