

SPIRIT SCORES FOR

Event _____

Involve your whole team when rating the other team. Discuss each of the categories and give each a score from 0 to 4. Add up the points to give a total Spirit score. Most games will be between 8-13 pts. **A "10" is a common score.**

SCORING SCALE:

Poor: 0, Not so good: 1, Good: 2, Very Good: 3, Excellent: 4

1. Rules Knowledge and Use

Examples: They did not purposefully misinterpret the rules. They kept to time limits. When they didn't know the rules, they showed a real willingness to learn.

2. Fouls and Body Contact

Examples: They avoided fouling, contact, and dangerous plays. They played safely. The game flowed smoothly.

3. Fair-Mindedness

Examples: They apologized in situations where it was appropriate, informed teammates about wrong/unnecessary calls. Only called significant breaches.

4. Attitude and Self-Control

Examples: They were polite. They played with appropriate intensity irrespective of the score. They left an overall positive impression during and after the game.

5. Communication

Examples: They communicated respectfully. They listened. They kept discussion to reasonable limits. They got to know us. They used hand signals.

Overall Score

Add up every category score to give each team a total score. The end result should be between 0 and 20.

If you give any category a score of 0 or 4, please explain in the "Notes"

My Team

Division

Opponent 1	Opponent 2	Opponent 3	Opponent 4	Opponent 5	Opponent 6	Opponent 7	Opponent 8	Opponent 9	Opponent 10
0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4
0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4
0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4
0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4
0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4
Total	Total	Total	Total	Total	Total	Total	Total	Total	Total

Notes



WORLD FLYING DISC FEDERATION

10-Game-SOTG-Scoring-Sheet
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