



Tiered Referee Rating (TRR) Form

Assessment date (All date formats are mm/dd/yyyy) mm/dd/yyyy

Referee Name _____ PCO # _____ USAP # _____ USAP Expiration mm/dd/yyyy

Email _____ Cell _____

Home Region (West/Central/East) _____ Primary Residence (Province) _____ Secondary Residence (Province/State) _____ Country (if not Canada or USA) _____

Tests Results Referee Test: _____ % Date mm/dd/yyyy Line Judge Test _____ % Date mm/dd/yyyy
 (+90%, within a month) Player Test: _____ % Date mm/dd/yyyy Best Practices Test _____ % Date mm/dd/yyyy

Visual Acuity Date (within 12 months) mm/dd/yyyy Training Hours L1: 6+, L2: 10+ _____ Matches Refereed _____

Trainer's Name _____ Trainer's Email _____ Trainer Approval for Assessment Date mm/dd/yyyy

Instructions: Make sure all fields above are completed before proceeding. Refer to the TRR Instructions for more details.
 Make sure handwritten entries are legible. For Level 1 rating, assess SKILLS 1 - 25 (1st page only.) For Level 2 rating, assess SKILLS 1 - 35.
 Circle each SKILL component missed. Acceptable number of circles for Level 1 and Level 2 ratings are identified in the L1 and L2 Rating columns.

	✓ RATING			COMMENTS
	T	1	2	
Pre-Match Briefing & Warm Up				
1. Court Inspection: Net Height / Net Position / Safety Hazards		1	0	
2. Pre-Match Briefing: Intros / Starting Server IDs / Match Format / Paddle Check / Ask If Players Have Had Referee Before / Line Call Responsibilities & Appeals / Coin Toss & Selections / Questions		1	0	
3. Look For Hearing Devices - Spare Balls / Court Abnormalities - Rule Modifications		1	0	
4. Final Steps: Info Warm-up Time / 1 Minute Warning / Times Up - Ball Selection / "15 Seconds" / Announce Start of Match Script		1	0	
Scoresheet Setup & Clipboard Management				
5. Confirms the Team & Each Player's Identity / Circle Names of Starting Server		0	0	
6. Marks Serving Order / End of Court Selected		0	0	
7. Clipboard Clamp Towards Serving End / Correct Placement of Server Clip		0	0	
8. Clipboard By Side Or Behind Back		0	0	
Score Calling, Marking Points & Side Outs, Server Clip				
9. Announces: Score / "Point" / "Second Serve(r)" / "Side Out"		0	0	
10. Score Calling: Hand cue / Looks at Receiver / Smooth Cadence / Sufficient Loudness / Correct Score		4	2	
11. Uses / \ and Correctly / Moves Server Clip as Required		0	0	
Watchfulness				
12. Checks Players Readiness		1	0	
13. Corrects Incorrect Player Position & Incorrect Server		2	1	
14. Identifies Illegal Serves: Volley Serve / Drop Serve / Questionable Serve (Script)		2	1	
15. Service Foot Faults: Baseline / Outside Serving Area / Ground Contact		2	1	
16. NVZ: Short Serve / Head Movement / Focus on Player's Feet / Missed Fault		2	1	
Match Management				
17. Controls Flow Of Game / Exhibits Confidence / Responds Correctly to Questions		1	0	
18. Calls Faults: Quickly / Definitively / Provides an Explanation		2	1	
19. Stop Play Procedure: Hand Up / Step Forward / Explain / Recalls the Score		1	0	
20. Line Call Appeals: Definitive Call / No Call (Scripts)		1	0	
21. Maintains Professional Demeanor On-Court & Off-Court		0	0	
22. Standard Time-Out: Announce "Time-Out (Receiver(s) / Server(s))" / Score / "1 Minute" / Timer On / At Center of the Court / Ball Location / Mark Scoresheet / "15 Seconds" / Remaining Time-Out Script / At Net Post / "Time-In" / Score		1	0	
23. End Change Time-Out: Announce "Time-Out, Change Ends" / Score / "1 Minute" / Timer On / Center Court / Ball Location / Mark Scoresheet / Realign Clipboard & Scoresheet / "15 Seconds" / "Time-In" / Score		1	0	
End of the Game & Match Procedures				
24. End of Game: Announce "Point, Game" / Score / "Time-Out, Change Ends, 2 Minutes" / Timer On / Collect Ball / Align Scoresheet / Confirm Starting Servers / "15 Seconds" / Return Ball / Announce "Game #, Change Ends at 6 (if necessary) / "Time-In 0-0-2"		2	1	
25. Completion Of A Match: Announce "Point, Game, Match" / Score / Complete Scoresheet / Confirm Winners / Obtain Initials / Collect Ball		1	0	

