COMPETITION LO	GO		GO	MPET	IIIO	IN IN	AWIE			_		1	VE	TM			Perf	R4 efered ormation formation be used s anuary, 2	e's ance
MATCH #		STA	GE			TEAN A	Л				TEAM B					SEX	MEN	I W	OMEN
DATE			TIME				CITY						HAL	L					
FINAL RESULT		points per set	:		:		:		:		:		MATC DURATI		h			min	
FUNCTION				FAMIL	Y NA	ME, F	irst Naı	me					CATEG	ORY			COU	NTRY	
1st REFEREE												Nationa	Cand.Int	ern. Inte	rnation	al			
2nd REFEREE												Nationa	Cand.Int	ern. Inte	rnation	al			
REFEREE DELEGATE												Nationa	Confe	d. I	FIVB				
	i		F	FINA	L E	VA	LUA	TIO	Νo	f R	EFE	REE	S						
			1 st	REF	ER	EE						2 ^r	^{id} RE	FER	EE				
ENGLISH		G	OOD	SUFF	ICIEN	T	INSUF	FICIENT	7	G	00D	SUI	FICIENT		INSUF	FICIEN	IT		
TOTAL POINTS	·																		
MATCH LEVEL			·				EA	ISY N	IEDIUM	DIFF	ICULT								
FUTURE NOMINATIONS INFLUENCE ON THE MATCH		HI LI NCRE	FIT GHER EVEL ASING JLTIES	NO SIG	FIT THIS LEVE NIFICA UENCI	ANT	REDU	NOT FIT THIS LEVE JCING JULTIES		↑	FIT HIGH LEVI INCREA DIFFICU	ER EL SING	TI LE	IT HIS VEL SIGNIFIC FLUENC		L	OT FIT THIS EVEL EDUCING	3	
	5	SUMN	MARY OF	WEAK	& ST	RON	G POIN	TS - SI	UGGE	STIC	NS FO	R IMPR	OVEME	NTS					
REMARKS REGARDIN	G DIFI	FICUL	TIES DU	RING T	HE G	AME	(teams	& spec	ctators	s, sec	curity, 6	etc.)	GA	ME RE	EFER	EE D	ELEG	ATE	
														NAM	E/SI	GNA	TURE		

1st REFEREE		С	ETAIL	ASSE	SSN	IEN	T	INDEX for REMARKS				
			b	С	d			INDEX IOI REIVIARRS				
1	REFEREEING TECHNIQUES AND MECHANICS											
2	KNOWLEDGE, INTERPRETATION, APPLICATION OF THE RULES, CHALLENGE ISSUES											
3	MANAGING OF THE GAME (psychological aspects, discipline etc.)											
4	PRESENTATION AND APPEARANCE											
	TOTAL POINTS											
	2 nd REFEREE DETAIL ASSESSMENT						Т	INDEX C. DEMARKS				
			b	С	d	е		INDEX for REMARKS				
1	REFEREEING TECHNIQUES AND MECHANICS											
2	KNOWLEDGE, INTERPRETATION, APPLICATION OF THE RULES, CHALLENGE ISSUES											
	MANAGING OF THE GAME (psychological aspects, discipline etc.)											
3	aspects, discipline etc.)											
	aspects, discipline etc.) PRESENTATION AND APPEARANCE											

INSTRUCTION HOW TO USE R-4 FORM

DURING THE GAME:

- Write under "Index for Remarks" the signes "-" or "+" in the corresponding section ("1" to "4") for the 1-st and 2-nd referee, respectively

AFTER THE GAME:

- Right after the game indicate the level of performance in each section ("1" to "4") by marking of the empty boxes ("a" to "e") with an "X" on the basis of "+" and "-" balance in the correspondent "Index for Remarks" box.
- Write necessary information in the correspondent boxes in the first page of R-4 form.

Ratings:

- a: outstanding, exemplary, practicaly perfect (role model)
- b: almost no mistakes, very good control, no comments
- c: few mistakes, good control, only minor improvements necessary
- d: Some mistakes, regular control, significant polishing needed
- e: many mistakes, "big point" errors, basic skills deficient, influence of the result of the game, little control

DISCUSSION WITH REFEREES:

This Evaluation Form is the basis for a constructive discussion following each game among the Delegate and Referees. Areas of Strength and suggested Areas for improvement are important elements of the retrospective game analysis.

Please fill in your recommendations in the box "Summary of weak & strong points - suggestions for improvements" (first page of this form).

CRITERIA FOR ENGLISH PROFICIENCY:

- good: Be good at audio-lingual communication at work in clear English.
- sufficient: Be able to communicate at work in simple English with main ideas clearly understood.
- insuffisient: Have no knowledge of English except for a few words.