

Completing a Scorecard:

The scorecard is to be completed on a quarter by quarter basis using numbers not strokes and should be continual as per the example below.

Qtr	Goal	Behind	Score		Goal	Behind	Score
1	1 2 3 4	1 2	26		1 2 3 4 5	1 2	32
2	5 6	3	39		6	3	39
3	7 8 9	4 5 6	60		7 8	4 5	53
4	10 11 12	7	79		9 10 11	6	72
Total	12	7	79		11	6	72

This methodology will ensure that the scorecard equals the scoreboard at all times.

If cards don't match the scoreboard then the admin people may assist.

Please note: local rules and regulations take precedence over any advice provided in these goal umpiring tips.

Ensuring Scorecards are Correct

It is most important that all goal umpires correctly record the scores. The following procedures help minimise any scoring problems:

- Always record teams on your scorecard in the same order as on the main scoreboard
- To enable a double check that each score is recorded to the correct team, on your scorecard identify with a mark the team kicking towards you each quarter. For example, 'M' for 'my end' or an 'X'. Then, as you record a score to one of the teams, you double check that the score was made at your end of the ground, or the other end
- Always record scores '1234' rather than '1111'
- Always record your score before you leave your area to attend a melee, report a player, retrieve your hat if it blows off, or the siren sounds to end a quarter
- Carry a 6 times table in your card-holder

If the goal umpires' cards are not identical, the following will assist in deciding who has the correct scorecard:

- If one scorecard is the same as the scoreboard, it is more likely that it is correct
- The goal umpire with the higher score is more likely to be correct, as it is easier to overlook recording a score than to enter a score twice
- It is more likely that the goal umpire at the scoring end is incorrect, as his partner is under less pressure and able to immediately record the score in all instances