

Softball New Zealand Scorers Association Inc



Notice of Theory Examinations 2020

We are excited to announce that the Theory and Refresher Scorers Exams will be trialled as online tests this year.

Exams Open:	Friday 01 May 2020 at 8am
Exams Close:	Thursday 21 May 2020 at 11:59pm
Exam Coord:	Marie Byrne (E: marie.byrne@xtra.co.nz M: 027 471 6539 H: [03] 381 8628)

GENERAL INFORMATION

1. **You must register** to receive a link to the exam and a unique examinee code
2. You can sit the exam anytime between the opening and closing dates
3. The exams contain randomly selected questions. It is likely that no two people will have exactly the same questions.
4. All queries to the Exam Coord please (details above)

THEORY EXAM INFORMATION (non Badge Holders)

- a. Anyone who has been actively scoring can sit this
- b. You will be required to score **and** analyse a game of softball according to the SNZ Scorers Manual.
- c. It has two parts:
 - o **Part A** (40%) will be question based and completed in one session. Once this has been completed a link is sent to the examinee with instructions for Part B.
 - o **Part B** (60%) has four steps:
 1. Downloading a scoresheet that has the names already filled in
 2. Scoring a game from a You Tube video – it will be up to two hours long
 3. Analysing the game
 4. Scanning the game and submitting for marking.
- d. The pass mark is 70%.

REFRESHER THEORY EXAM INFORMATION (Badge Holders)

This exam is for SNZ badge holder scorers who haven't sat *and* passed a refresher exam in the last three years.

- It consists of questions only, in comparison to previous years
- Examinees will know their results immediately
- The pass marks are:

Grade 4: 70%

Grade 5: 75%

Grade 6: 80%

Grade 7: 85%

HOW TO REGISTER

Copy the registration info between the lines below, paste into an email, complete and email to: **examsnzscorer@gmail.com**

Name:

Email Address:

Association:

Mobile:

Grade (if an existing SNZ badge holder):

Exam (*delete which does not apply*): Theory / Refresher

Good Luck!