

computed according to this formula, namely:

$$\frac{\text{TOTAL NUMBER OF POINTS EARNED}}{5} \text{ EQUALS } \text{Score for general value}$$

OFFICIALS' PART IN THIS PROGRAM

Of the 16 factors, from which each official's total Qualifying Score is derived, there are two items (Fearlessness and Desirability) which must be expressed by officials upon officials.

Each official working in a game or games will be furnished with a Rating Sheet containing all the officials he will work with during that season. Immediately at the close of the season, these reports are to be returned to the office of the Commissioner for tabulation.

A. Fearlessness Score Rated:

- (a) On a basis of 0 to 10
- (b) The Fearlessness Score for any official shall be computed according to this formula, namely:

$$\frac{\text{AVERAGE OF ALL RATINGS (0 to 10)}}{2}$$

B. Desirability Score.

- (a) Rated on a basis of 0 to 10
- (b) The desirability Score will equal the average of all ratings from fellow officials.

SCOUTING

Most of the scouting will be done by the Commissioner. A scouting book, based on the Manual for Football Officiating, will be used. The service of any good scout or scouts may be used when deemed wise.

The mechanics score will be determined by how close an official approaches perfection in his work as outlined in the Manual for Football Officiating.

The mechanics score will equal the average of all ratings by the scout.

NOTE: Uniform Score will be determined by the scout's ratings at the same time that the above information is being obtained.

KNOWLEDGE OF RULES SCORE

The Knowledge of Rules Score will be determined by an examination on the rules covering a period of one hour.

Actual Grade 0 to 10, equals Knowledge of Rules Score.

Note: Other scores are determined as per instructions under heading "Qualifying Score."