

## PvE Grading Rubric

**General Notes:** This section is a brief overview of the judge's initial thoughts from just a read-through of the work. Things like a play-by-play of the reading, or just some 'liked this, didn't like this' sort of thing. It need not be excessive, or any more than a few comments, but may be as extensive as is necessary.

The score for all of the following categories, barring the Penalty category, will be rated on a scale of 1 to 10, with a 3-4 being a rough 'average' rating for the site as a whole, generally speaking.

**Rating of 1:** The category in question is definitely in need of work. There are either frequent errors, obvious mistakes, readability issues or the like.

**Rating of 2:** The category is in need of improvement, but shows some promise and basic understanding of the concepts at play.

**Rating of 3:** The low end of average. Roughly on par with the general level of the site as a whole.

**Rating of 4:** The high end of average. On par with most of the site as a whole.

**Rating of 5:** Somewhat above average. Improvement is still a thing to strive for, but a decent grasp of the concepts in question is present.

**Rating of 6:** Above average. Room for improvement is still present, but on the whole a good grasp of things is clearly in play.

**Rating of 7:** Good Job. Not many errors present, well-presented.

**Rating of 8:** Very good. Not much room for improvement remains.

**Rating of 9:** Excellent. Almost no errors or issues present, and clearly very well thought out or checked over.

**Rating of 10:** For lack of a better word, Perfect. Virtually no errors present.

**Description & Clarity:** This is the section dealing primarily with how well descriptions enable the reader to envision the scene at hand. Good use of descriptive words to effectively describe not only the scenery, but the actions of those who inhabit it. Clarity of description is almost as important as the description itself. Word usage, and not overloading or underloading things is also taken into consideration. Note that using "purple prose" is not always effective, nor is consistently using flat, dry description. A writer that gets a good score in this section draws the reader into the world and allows them to see through the eyes of the character/narrator.

**Technical:** This is primarily the clerical body of work for judging. Things like spelling, grammar, punctuation and sentence structure. Things like sentence length, the way sentences and wording 'flow' or not. Sentence length, impact of words and the general display and coordination of the work all play a part in determining this score. Generally every major grammatical error per 250 words moves this section down one point. Additionally, look for length of sentences, the size of paragraphs, and the general presentation of the finished writing. If it looks unprofessional in presentation, then this section should suffer. If you could see the current format being accepted for the pages of a novel, this should be a high score.

**Characterization:** Character development, the actions and motivation of characters and dialogue are all important in this section. The goal is to create "round" characters as opposed to "flat" ones. Making the people in your writing seem real, not just archetypes following a plot progression is the goal here. The writer should consider who the people they are writing as are as individuals, why they take certain actions, their personal problems and boons, how they interact with the world around themselves and how they approach problems are all considerations for a writer in this section. Note that not all GOOD characters are LIKABLE characters. If you really hate a character that's well written, this section deserves a good score! You should be grading ALL of the characters the writer is working with, even the opposition's. It's entirely possible that a writer portrays a character more compellingly than that character's "owner".

**Story:** Every body of creative writing, no matter how short or long, follows a storyline. How well the themes, events, messages and twists grab the reader is what makes the difference between a decent story and a great story. The writer must capture the reader's attention and hold it with the actions of characters and the world around them. This isn't to say that a writing must be packed with action or intrigue, even something as simple as eating breakfast can be made into a great story. The presentation of events and how those events tie into the writer's voice is what makes it good reading.

**Voice:** No two writers write in the same style, nor should they. Even individual stories call for individual writing styles, a mood that creates a tinted lens through which the story is viewed. This is traditionally called the "voice" of the writer and it is a very important part of writing. A writer with a high score in this considers tone, pacing and including/disincluding detail throughout the entire story, and carefully selects words that epitomizes the character and the scene.

*(cont. below)*

**\*EVENT GRADING ONLY\***

**Penalties:** The total of any penalties imposed from Word Count, Time Call, or Missed Posts ratings, plain and simple.

- **Word Count:** This is a simple judgement, based on whether you exceeded the word count in any post(s) or not. Every 'point' in this category will impose a cumulative -1 penalty to Total Score. Every 100 words someone is above the limit, they get a -1. (ie; word limit is 1000, poster submits a 1001 word post. They get penalized.)
- **Time Call:** Another simple judgement, based on whether you were over the time limit in any post(s) or not. Every 'point' in this category will impose a cumulative -1 penalty to Total Score.
- **Missed Posts:** Another simple, but much more severe judgement, depending on whether you missed any post(s) altogether. Every 'point' in this category will impose a cumulative -2 penalty to Total Score.

**Total Score:** The total of your Description & Clarity, Technical, Characterization, Story, and Voice categories added together, with any Penalties applied.

Round ##							
Participants	Desc & Clarity	Technical	Characterization	Story	Voice	Penalties	Total
name	5	5	5	5	5	-3	<b>22</b>
name	5	5	5	5	5	0	<b>25</b>

**Feedback:** Feedback is heavily encouraged. After all, you just read their writing and gave them a score, so you may as well go ahead and mention where and how you think they could improve. Remember, feedback should always be constructive. Do not use this to bash someone's writing.

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## **PvP Grading Rubric**

**General Fight Notes:** This section is a brief overview of the judge's initial thoughts from just a read-through of the work. Things like a play-by-play of the reading, or just some 'liked this, didn't like this' sort of thing. It need not be excessive, or any more than a few comments, but may be as extensive as is necessary.

The score for all of the following categories, barring the Penalties and Bonuses categories, will be rated on a scale of 1 to 10, with a 3-4 being a rough 'average' rating for the site as a whole, generally speaking. Note that not all rankings carry over cleanly to all categories, such as Skill, which should be taken into consideration.

**Rating of 1:** The category in question is definitely in need of work. There are either frequent errors, obvious mistakes, readability issues or the like.

**Rating of 2:** The category is in need of improvement, but shows some promise and basic understanding of the concepts at play.

**Rating of 3:** The low end of average. Roughly on par with the general level of the site as a whole.

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**Rating of 7:** Good Job. Not many errors present, well-presented.

**Rating of 8:** Very good. Not much room for improvement remains.

**Rating of 9:** Excellent. Almost no errors or issues present, and clearly very well thought out or checked over.

**Rating of 10:** For lack of a better word, Perfect. Virtually no errors present.

**Quality:** This is the section dealing primarily with how well the general feel of the writing is and how well the descriptions enable the reader to envision the scene at hand. Good use of descriptive words to effectively describe not only the scenery, but the actions of those who inhabit it. Clarity of description is almost as important as the description itself. Word usage, and not overloading or underloading things is also taken into consideration.



*(cont. below)*

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A completed (modified) grading sheet example can be found [here](#)(link). I find it easier to set up a google spreadsheet and plug in functions and have it automatically add everything up automatically.