

ROLLER RUMBLE FINAL JAM (HOME TEAM)

wo/qualities

2	Jammer passes blockers after time has expired - no score
3	Brilliant move leaves blocker hitting air - 4 Points
4	Jammer steps into infield - no score
5	Blocker knocks jammer down - no score
6	Jammer gets around blocker - 1 Point
7	Blockers execute perfect double-block - no score
8	Jammer is whipped past opposing blocker - 2 Points
9	Lacklustre effort from jammer - no score
10	Speed of jammer catches blocker off guard - 3 Points
11	Jammer sidesteps blocker but the blocker recovers to make a stop - no score
12	Jammer jumps over collapsed pack - 5 Points (grand slam)

ROLL

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non cummulative

11	Blocked - 0 Points
12	Fine Jam - 5 Points (grand slam)
13	Jammer fights his way through rear of pack - 1 Point
14	Not enough time left - 2 Points
15	Determined Jam - 4 Points
16	Referee calls Jam off prematurely - 1 Point
22	Knocked down - 0 Points
23	Blocker sidesteps Jammer - 0 Points
24	Jammer passing pack on the outside - 3 Points
25	Jammer is too slow - 1 Point
26	Double-Whip - 4 Points
33	Jammer shoots through Blockers - 4 Points
34	Knocked over the rail - 0 Points
35	Pivot hits jammer - 3 Points
36	Fantastic moves lead to grand slam - 5 Points
44	Jammer assisted by teammates - 4 Points

45	Pivot grabs jammer helmet - 5 Points (grand slam)
46	Jammer eases off too soon - 1 Point
55	Jammer cuts through opposing blockers - 4 Points
56	Mistimed jump block by opponent - 2 Points
66	Good jam - 2 Points

ER RUMBLE FINAL JAM (HOME TEAM)

w/qualities

Brilliant move leaves blocker hitting air - 4 Points
Jammer passes blockers after time has expired - no score
Jammer is whipped past opposing blocker - 2 Points
Jammer steps into infield - no score (1 Point if Fast or Agile)
Blocker knocks jammer down - no score (1 Point if Star or Smart)
Blockers execute perfect double-block - no score
Lacklustre effort from jammer - no score
Jammer sidesteps blocker but the blocker recovers to make a stop - no score
Speed of jammer catches blocker off guard - 3 Points
Referee blows call - no score (1 Point if Powerful or Mean)
Jammer jumps over collapsed pack - 5 Points (grand slam)