**Colours**

**cheqr [BOLD UPPER CASE]** Ultramarine: Hex code #120A8F (RGB: 18,10,143)

bord [Lower case] Vivid Orange: Hex code #FF8200 (RGB: 255,130,0)

**Fonts**

Colours and font case as per the above are mandatory. Font type and size have not been finalised. Happy to be guided by the professional input of the designer.

The current preference is for a sans serif font, but ultimately would like a ‘modern’ and ‘dynamic’ font

**Logo**

Thinking about a stylised checkerboard design, perhaps giving a sense of motion. White squares alternated with Vivid Orange and perhaps two or three squares being Ultramarine as a replacement for Vivid Orange.

No current preference as to placement of logo, whether at the beginning like that using the BrandCrowd logo or above the name, or with the name superimposed over the logo.

**What is CHEQRbord?**

* A referee/umpire assessment and rating tool
* An automated umpire/referee rostering tool

**Description**

The software calculates a single metric, the ‘A-score’, for each referee/umpire. This metric provides a means for assessing each referee/umpire in terms of the critical competencies and qualifications necessary to officiate at any level of competition.

The A-score quantifies the mostly qualitative elements used in determining the suitability of a referee/umpire to officiate at any given competition level e.g. skill level, fitness, match management, game day performance, training record.

Referees/umpires can be ranked by competition administrators and officials. The A-score for each referee/umpire provides a common basis of comparison of the various qualitative factors that determine competency, as opposed to a purely subjective assessment of an individual’s competency.

The A-score enables CHEQRbord to automatically appoint umpires to scheduled games, once the game day schedule has been input.

**Functionality**

CHEQRbord calculates the A-score for each referee/umpire by compiling the rating for each of the deemed competency elements, which in turn are calculated by the match/game day ‘score’ assigned for each competency element multiplied by the relative weighting for that competency element.