

INSTRUCTIONS FOR JUDGES

Each match has 3 judges.

Before the match, read the case and Roles & Interests.



Judge 1 - RESULT

Who managed the situation more successfully?

Consider:

- How well each player advanced and protected their role's interests
- Quality and practicality of the final outcome
- What each player gained or gave up - an agreement alone does not mean a better result

Judge 2 - CREATIVITY

Who used the more creative and effective approach?

Consider:

- Solutions beyond the obvious compromise
- New options, trades, conditions, or reframing
- Whether the approach created value and stayed within the facts of the case

Judge 3 - COMMUNICATION

Who communicated more effectively?

Consider:

- Quality of questions and ability to clarify priorities and constraints
- Listening and responding to the other player
- Clear and persuasive explanation of ideas
- Ability to keep the discussion constructive and move it toward a decision

After the Match

Each judge votes for Player 1 or Player 2 based only on the assigned criterion and gives a brief reason.

No draws. Two or more votes win the match. Record all three votes for tournament tiebreaks.