

Hybrid Tournament – Example Scorecards

Option 1: Simple & Accessible (Best for First Time Use)

Total Score: 100 points

Area	Points	How it's calculated
Competition Performance	50	Match result / judges' score / final placing
Preparation & Commitment (miMove)	50	Engagement in the 6 weeks leading up to the event

miMove Preparation Breakdown (50 points)

Behaviour	Points
Activity logged related to the event	20
Commitment (regular participation)	15
Reflection (learning & effort)	10
Trying Something New	5

Why this works:

- Easy to explain to students and parents
- Immediately rebalances "talent vs effort"
- Encourages preparation without over-complication



Option 2: Balanced & Behaviour-Focused (Most Recommended)

Total Score: 120 points

Area	Points	Weighti ng
Competition Performance	60	50%
miMove Engagement	60	50%

miMove Engagement Breakdown (60 points)

Badge Area	Points	Evidence
Activity	15	Training / practice logged
Commitment	15	Consistency over time
Active Out of School	10	Independent preparation
Reflection	10	Learning, effort, improvement
Trying Something New	5	New role, skill or position
Social Connectivity	5	Team support & collaboration

Why this works:

- Rewards how students prepare
- Encourages independent and inclusive participation
- Aligns well with character and personal development frameworks



Option 3: Team-Based Hybrid Scorecard (Great for Houses & Inter-School)

Total Score: 150 points

Area Points

Competition Performance 75

Team Preparation (miMove) 75

Team Preparation Score (75 points)

Metric	Points	How it's measured
% of team engaging on miMove	25	Participation rate
Average commitment score	20	Consistency across team
Average activity logged	15	Preparation volume
Reflections submitted	10	Learning evidence
Inclusion bonus	5	Engagement from least-active members

Why this works:

- Encourages teams to bring everyone with them
- Prevents over-reliance on a few high performers
- Reinforces inclusive team culture



Optional Inclusion Adjustments (Recommended)

Schools may choose to:

- Reward consistency rather than volume number of activities rather than duration (mins)
- Add an Inclusion Multiplier where:
 - Improvement over baseline = bonus points
 - o First-time engagement is recognised

How to Explain This to Students (Simple Script)

"The competition isn't just about what happens on the day.
It's also about how you prepare, how committed you are and how you support your team.

Everything counts — effort included."

What This Unlocks

- Fairer competitions
- Higher participation before events
- Stronger behaviour habits
- Powerful evidence for:
 - Inclusion
 - Personal development
 - School culture