

PENS & ROSIN

Start every pillar at 10.0.
Pens skip Smell entirely; divide by 2, not 3.
Companion to the flower score card.

PRODUCT _____

BRAND _____

DATE _____

HOW IT WORKS: Rosin (dabs, badder, sauce) scores all three pillars below. Pens (disposables, carts) skip Smell completely and only use Taste and Effects on page 2, divided by 2 instead of 3. Check the ONE option in each row that fits the notes and write its points in the box. If the notes don't say, check "not documented" or the lower-credit option, since unverified never earns credit.

SMELL

ROSIN ONLY – SKIP FOR PENS

FROM THE JAR
before you crack it

- ☐ Screams, hits before cracking **0** ☐ Loud right off the jar **-0.8**
☐ Noticeable (or not described) **-1.2** ☐ Soft, there but quiet **-1.4**
☐ Hard to find, nose in the jar **-2.4**

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ONCE IT'S OPEN

- ☐ Fills the room **0** ☐ Present, stays close **-0.5**

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LAYERS

- ☐ Lead note + distinct base or middle notes **0** ☐ Lead + supporting only **-0.6**
☐ One flat note **-1.5**

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CHARACTER

- ☐ Memorable, clean, true to the strain **0** ☐ Fine but forgettable **-0.4**
☐ Strong but off-putting note **-0.5** ☐ Off smell: artificial, burnt, chemical **-3.2**

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DETAIL IN THE NOTES

- ☐ Specific scents described **0** ☐ Adjectives only, or not described **-1.5**

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SMELL SCORE

10.0 -

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(add the boxes, take from 10.0; floor is 0.0)

SMOKE / TASTE

cart as bought, or a fresh-loaded dab; shared by both formats

POINTS LOST

FLAVOR AT ITS BEST

- ☐ Big, full flavor **0** ☐ Decent flavor **-0.4** ☐ Thin or muted **-1.6**
☐ Basically flavorless **-4.6**

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MATCHES THE NOSE

rosin only, skip entirely for pens

- ☐ Matches **0** ☐ Partly **-0.3** ☐ Doesn't match **-1.1**

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START TO FINISH

whole cart or whole dab session

- ☐ Steady, or shifts in a good way **0** ☐ One weak or dead stretch **-0.8**
☐ Fades or goes flat most of the session **-1.6**

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HARSH, BITTER, BURNED OR RANCID

- ☐ None **0** ☐ Slight bite or tang **-0.6** ☐ Present **-1.2** ☐ Dominant in part **-2.5**
☐ Dominant throughout **-4.3**

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MOUTH COAT

during the hit

- ☐ Thick, rich coat **0** ☐ Not documented **-0.3** ☐ Light coat **-0.4**
☐ Little to no coat **-0.6**

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MOUTH STAIN

what lingers after the exhale

- ☐ Good flavor lingers **0** ☐ Not documented **-0.3** ☐ Nothing really lingers **-0.4**
☐ Bad or bitter taste lingers **-1.0**

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HEAT CONSISTENCY

same hit on pull 1 and pull 20

- ☐ Smooth, same hit start to finish **0** ☐ Not documented **-0.3**
☐ Gets harsher or weaker late in the session **-0.8**

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DETAIL IN THE NOTES

- ☐ Flavor described in specifics **0** ☐ Adjectives only **-1.5**

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SMOKE / TASTE SCORE

10.0 -

=

(add the boxes, take from 10.0; floor is 0.0)

EFFECTS

same rules as flower, shared by both formats

POINTS LOST

HOW THE HIGH HITS

- ☐ Exceptional, memorable **0**
☐ Strong and enjoyable **-0.8**
☐ Decent **-1.3**
☐ Meh, barely there **-3.2**
☐ Unpleasant **-4.5**

ONSET

- ☐ Clocked in minutes **0**
☐ Not clocked **-0.4**

ARC

- ☐ Distinct phases described **0**
☐ One state / not described **-0.6**

RUNTIME

- ☐ 60+ min **0**
☐ 30 to 59 min **-0.4**
☐ Not documented **-1.3**
☐ Under 30 min **-2.5**

LANDING

- ☐ Clean fade, end time noted **0**
☐ Landing not noted **-0.4**
☐ Crash at the end **-1.5**

USE CASE

- ☐ Clear fit for what it's good for **0**
☐ Unclear **-0.4**

SIDE EFFECTS

- ☐ None **0**
☐ Headache, dizziness or nausea **-1.5**

EFFECTS SCORE

10.0 -

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(add the boxes, take from 10.0; floor is 0.0)

OVERALL SCORE

ROSIN (all three pillars)

SMELL

TASTE

EFFECTS

+

+

÷ 3 =

PENS (no Smell pillar)

TASTE

EFFECTS

+

÷ 2 =

WHAT THE SCORE MEANS

9.0 TO 10

TECHNICAL PERFECTION

8.0 TO 8.9

EXCELLENT

7.0 TO 7.9

SOLID

6.0 TO 6.9

BELOW AVERAGE

BELOW 6.0

PASS

GROUND RULES

- Reviewed as bought: a fresh cart or a dab loaded from the jar as it came.
- Look, texture, price and lab numbers get written up in the notes and stay out of the score.
- No cure, ash or burn rows here; Heat Consistency on Taste covers a cart or dab going harsh late.

EFFECT TAGS

check every one the notes back up

- ☐ Relaxing
 ☐ Creative
 ☐ Euphoric
 ☐ Heavy
 ☐ Sedating
 ☐ Nighttime
 ☐ Social
 ☐ Daytime
 Other:

FINAL TAKE
