

THE SCORE CARD

Start every pillar at 10.0.
 Flaws cost points. There are no bonus points.
 Follow along with the notes and the total matches.

STRAIN

BRAND

DATE

HOW IT WORKS: Check the ONE option in each row that fits the notes and write its points in the box. Add the boxes and subtract from 10.0. Skip rows that don't apply. If the notes don't say, check "not documented", "not described" or the lower-credit option, since unverified never earns credit. Count each complaint in one row only.

SMELL		POINTS LOST
FROM THE JAR <i>before you crack it</i>	☐ 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	-
ONCE IT'S OPEN	☐ Fills the room 0 ☐ Present, stays close -0.5	-
ON BREAKDOWN	☐ Opens up: louder or new notes 0 ☐ Stays the same / not described -0.4 ☐ Fades or flattens -1.5	-
LAYERS	☐ Lead note + distinct base or middle notes 0 ☐ Lead + supporting only -0.6 ☐ One flat note -1.5	-
CHARACTER	☐ Memorable, clean, true to the strain 0 ☐ Fine but forgettable -0.4 ☐ Strong but off-putting note -0.5 ☐ Off smell: artificial, gym sock, rank -3.2	-
DETAIL IN THE NOTES	☐ Specific scents described 0 ☐ Adjectives only, or not described -1.5	-
SMELL SCORE 10.0 - = (add the boxes, take from 10.0; floor is 0.0)		

SMOKE / TASTE joint as bought; vapes skip cure, ash and burn		POINTS LOST
FLAVOR AT ITS BEST	☐ Big, full flavor 0 ☐ Decent flavor -0.4 ☐ Thin or muted -1.6 ☐ Basically flavorless -4.6	-
MATCHES THE NOSE <i>skip if no smell notes</i>	☐ Matches 0 ☐ Partly -0.3 ☐ Doesn't match -1.1	-
START TO FINISH	☐ Steady, or shifts in a good way 0 ☐ One weak or dead stretch -0.8 ☐ Fades or goes flat most of the joint -1.6	-
CURE <i>skip on vapes</i>	☐ Ready as bought 0 ☐ Needs a burp / undercured -1.0	-
GRASS OR HAY	☐ None 0 ☐ In part of the joint -1.1 ☐ Start to finish -1.9	-
HARSH, BITTER, BURNT OR RANCID	☐ None 0 ☐ Slight bite or tang -0.6 ☐ Present -1.2 ☐ Dominant in part -2.5 ☐ Dominant throughout -4.3	-
MOUTH COAT <i>during the hit</i>	☐ Thick, rich coat 0 ☐ Not documented -0.3 ☐ Light coat -0.4 ☐ Little to no coat -0.6	-
MOUTH STAIN <i>what lingers after the exhale</i>	☐ Good flavor lingers 0 ☐ Not documented -0.3 ☐ Nothing really lingers -0.4 ☐ Bad or bitter taste lingers -1.0	-
ASH <i>skip on vapes</i>	☐ Bone white 0 ☐ Light grey -0.5 ☐ Not documented -0.5 ☐ Pepper-and-salt or dark -1.2	-
BURN <i>skip on vapes</i>	☐ Clean and even 0 ☐ Not documented -0.3 ☐ Uneven, canoe or flash -0.6	-
DETAIL IN THE NOTES	☐ Flavor arc described in specifics 0 ☐ Adjectives only -1.5	-
SMOKE / TASTE SCORE 10.0 - = (add the boxes, take from 10.0; floor is 0.0)		

EFFECTS

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 -

=

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

OVERALL SCORE

SMELL

TASTE

EFFECTS

OVERALL

+

+

÷

3

=

Only two pillars scored (a vape, or a pre-roll with no smell notes)? Add those two and divide by 2. Round to two decimals.

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. Flower is judged the way you would get it off the shelf.
- Look, touch, price and lab numbers get written up in the notes and stay out of the score.
- Exact detail earns points: exact ash color, exact minutes, exact moments in the joint. Vague notes get marked down.

EFFECT TAGS

check every one the notes back up

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

FINAL TAKE
