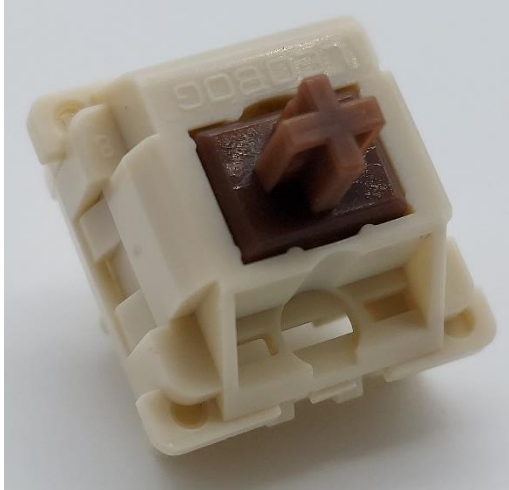




# EXAMPLE SCORE SHEET

Last Update: 01/01/1973



| SWITCH NAME          |      |              |
|----------------------|------|--------------|
| Switch Type: Tactile |      | Manufacturer |
| 25                   | /35  | Push Feel    |
| 22                   | /25  | Wobble       |
| 3                    | /10  | Sound        |
| 12                   | /20  | Context      |
| 4                    | /10  | Other        |
| 66                   | /100 | <b>Total</b> |

## Notes

### Push Feel

In this section, scores are assigned based on overall smoothness, topping out, bottoming out, and any switch-specific mechanisms such as tactile bumps, clickjackets, clickbars, etc. This section loses points based on scratchiness, thin or poor feelings, inconsistencies between switches in batches, or simple out of place oddities. This is weighted the most points wise due to this being an extremely important detail in “push button” switches.

### Wobble

In this section, scores are assigned based on N/S and E/W direction stem wobble in the resting position as well as top housing looseness along identical axes. This is the second largest category as it plays a heavy role in the typing experience and is arguably a lot more objective measure.

### Sound

In this section, scores are assigned based on how the switches sound relative to their marketing. Features such as sound from scratch, spring ping, leaf/stem interactions, bottoming/topping out, and changes across both batches and typing speeds are considered here. Due to the highly subjective nature of this score, it is weighted the least.

### Context

In this section, scores are assigned based on all of the ‘extrinsic’ switches that affect their general acceptance and usage in the community. This includes details such as availability at large, pricing, general community awareness, and manufacturer support. This score can also be influenced by a switch’s ability to contribute to frankenswitches, historical impact, overall improvement or variation in existing technology, or other unique contributing factors.

### Other

In this section, scores are assigned due to any factors that do not cleanly fit into the categories above. Needless to say, this being weight like the ‘Sound’ section indicates that it is more prone to subjectivity, but I try to explain my rationale for these ‘Other’ points when crucial.