

Judging Single-Page Reference Sheet

DESIGN AWARD <ul style="list-style-type: none"> Team is at or near the top of Engineering Notebook Rubric rankings Team exhibits a high-quality team interview Team demonstrates effective management of time, personnel, and resources Team Interview demonstrates their ability to explain their robot design and game strategy 	EXCELLENCE AWARD <ul style="list-style-type: none"> Meets all Design Award criteria, plus: Team is ranked in the top 40% of teams in Qualification Rankings, overall Robot Skills Rankings, and Autonomous Coding Skills Challenge Rankings Team is a candidate in consideration for other Judged Awards 	INNOVATE AWARD <ul style="list-style-type: none"> Recognizes an effective and well-documented design process in some aspect of the team's work Teams will identify a section or pages in their notebook where this aspect can be found so judges can follow its development The team who earns the Innovate Award should be among the top contenders for the Design Award 	JUDGES AWARD <ul style="list-style-type: none"> Earned by a team that distinguishes themselves in some way that may not fit in other award categories Team may display special attributes, exemplary effort, and perseverance at the event Team may have overcome an obstacle or challenge to achieve a goal or special accomplishment
THINK AWARD <ul style="list-style-type: none"> Recognizes the most effective and consistent use of coding techniques and programming design solutions to solve the game challenge 	AMAZE AWARD <ul style="list-style-type: none"> Recognizes a consistently high-performing and competitive robot 	BUILD AWARD <ul style="list-style-type: none"> Recognizes a well constructed robot that is built with high attention to detail to hold up to the rigors of competition 	CREATE AWARD <ul style="list-style-type: none"> Recognizes a creative engineering design solution to one or more of the challenges of the competition
ENERGY AWARD <ul style="list-style-type: none"> Recognizes outstanding enthusiasm and excitement at the event 	INSPIRE AWARD <ul style="list-style-type: none"> Recognizes passion for the competition and positivity at the event 	SPORTSMANSHIP AWARD <ul style="list-style-type: none"> Recognizes a high degree of good sportsmanship, helpfulness, and positive attitude both on and off the competition field 	<p>Not all awards or award criteria may be listed.</p> <p>For full award descriptions, please refer to the Guide to Judging. Awards are not in any order of precedence.</p>

INTERVIEW CHECKLIST <ul style="list-style-type: none"> <input type="checkbox"/> Record team number on interview notes. <input type="checkbox"/> Keep track of time – your Judge Advisor will give guidance about the event schedule. <input type="checkbox"/> Take notes on each team. <input type="checkbox"/> Be mindful of your environment. Do not leave notes unattended or discuss teams where others could hear. <input type="checkbox"/> Wish team success and thank them for the interview. <input type="checkbox"/> Away from the team, briefly discuss interview with Judge group & fill out the Team Interview Notes sheet. 	INTERVIEW TIPS <ul style="list-style-type: none"> <input type="checkbox"/> Ask teams if they have an upcoming match before you start your interview. If yes, interview them later. Matches will not be delayed or replayed if teams miss the match due to an interview. <input type="checkbox"/> Ask if all team members are present before starting the interview. <input type="checkbox"/> Take a picture of the team's robot, and be sure the team number is shown (optional). <input type="checkbox"/> If you have trouble finding a team, check the match schedule and find them as they leave a match.
--	---