



Judged Award Descriptions & Criteria

The following pages contain award descriptions and key criteria for each award and are useful in guiding judges' nominations and deliberations. Event partners / judge advisors may wish to print these pages and tape them to a wall or whiteboard to assist the judges.

Not all events will give out all awards. Each judge advisor should consult with their event partner to determine which awards will be presented at an event.

Design Award

Recognizes an organized and professional approach to the engineering design process, project and time management, and team organization.

Key criteria:

- Be at or near the top of qualitative engineering notebook rankings with a fully developed notebook.
- Both the team interview and engineering notebook demonstrate independent inquiry from the beginning stages of the team's design process through execution.
- The engineering notebook is consistent with the qualities demonstrated in the team interview and robot design.
- Team demonstrates effective management of time, personnel, and resources.
- Team interview demonstrates the students' ability to explain their robot design and game strategy.
- Team interview demonstrates effective communication skills, teamwork, and professionalism.
- Engineering notebook, team interview, and conduct at the event demonstrate a student-centered ethos.

Notes:

- Student demonstration of the engineering design process is fundamental to the educational value of RECF programs. The Design Award recognizes a team's ability to document and explain their engineering design process via an engineering notebook and team interview.
- Required award if judging occurs at an event.
- The submission of an engineering notebook is required. If no team meets the requirements for this award, it should not be given out.
- The quality of a team's engineering notebook and team interview may play a role in the consideration of that team for other awards.

Excellence Award

Recognizes overall excellence in both the judged award and the performance award categories.

Key criteria:

- ALL the criteria of Design Award
- The team is a candidate in consideration for other judged awards.
- The team exhibits positive team conduct, good sportsmanship, and professionalism.
- At the conclusion of alliance matches, the team is ranked in the top 50% of teams* at the event in alliance match rankings.
- At the conclusion of the solo matches, the team is ranked in the top 50% of teams* at the event.
- At the conclusion of the solo coding matches, the team is ranked in the top 50% of teams* at the event with a score above zero.

*For events with a single Excellence Award, percentages are based on the number of teams at the event. For blended grade level events with two grade specific Excellence Awards, percentages are based on the number of teams in each grade level award.

Excellence Award Notes:

- Incorporates all the criteria of the Design Award, plus the added component of a team's on-field performance at the event.
- Required award if judging occurs at an event.
- Under certain conditions, at "blended" events which combine both grade levels (middle school and high school for RECF Achieve, or elementary school and middle school for RECF Engage), one Excellence Award per grade level may be awarded. This is determined by the [RECF Robotics Qualifying Criteria](#). In the instance of two grade level specific Excellence Awards being given out at an event, teams are only compared to teams of the same grade level. This includes quantitative event data, such as rankings. When only one Excellence Award is given out for an event with multiple grade levels, all teams are considered together without regard for their grade level.

For example, in a 25-team blended event with a single Excellence Award, 50% of 25 teams would be 12.5, which rounds up to 13 teams. Thus, to be eligible for Excellence, a team would need to be ranked in the top 13 in the event for the above performance metrics to be eligible for the Excellence Award. If the event had 10 teams of one grade level and 15 in the other, thus meeting the requirements for two grade level specific Excellence Awards, then 50% of 10 teams comes out to 5, and 50% of 15 comes out to 7.5 which rounds up to 8. In this instance, teams would need to be ranked 5th place or higher or 8th place or higher **within their respective grade levels** in the above performance metrics to be eligible for the grade level specific Excellence Award.

- For events with fewer than 16 teams present, and which qualify teams directly to the RECF World Championship, RECF Regional Support Managers may authorize that the 50% ranking requirements for alliance match, solo match, and coding match rankings be waived. Teams are still required to have a solo coding score above zero to be eligible. Judges should still consider a team's performance rankings in their deliberations for the award.

Innovate Award

Recognizes an effective and well documented design process for a novel aspect of the team's robot design or gameplay strategy.

Key criteria:

- Teams identify a specific section or specific pages in their notebook that describes the origin and development of a single design element, strategy, or other attribute that is a key part of their team's robot design or gameplay that is in use at the event.
- This design element, strategy, or other attribute is unique or uncommon among Innovate Award submissions at the event.
- The development of this design element, strategy, or other attribute is well-documented from initial conception through execution.
- The engineering notebook is fully developed, and demonstrates a clear, complete, and organized record of the engineering design process.
- The engineering notebook is consistent with the qualities demonstrated in the team interview and robot design.
- Both the team interview and engineering notebook demonstrate independent inquiry from the beginning stages of their design process through execution.
- Team demonstrates effective management of time, personnel, and resources.
- Team interview demonstrates their ability to explain their robot design and game strategy.
- Team interview demonstrates effective communication skills, teamwork, professionalism, and a student-centered ethos.

Innovate Award Notes:

- Submission of an engineering notebook and an Innovate Award Submission Form are required.
- The team must indicate to judges where their novel aspect can be found in their engineering notebook via the Innovate Award Submission Form, which must be placed within their engineering notebook as described below.
- Teams can only submit a single aspect for consideration at an event.
- The team who earns the Innovate Award should also meet all of the criteria for the Design Award.
- The Innovate Award Submission Form or an exact recreation of that form, including all questions, answers, and all other form information can be included by the team in one of two places:
 1. Immediately after the cover page of the team's engineering notebook. In the case of physical notebooks, this form can be printed out and placed in the notebook. For digital notebooks, this form can be scanned in or recreated and included.
 2. In a clearly labeled section in their engineering notebook. In this instance, teams should take care to date all entries and arrange them chronologically, fully filling out the information required on the Innovate Award Submission Form. Judges are to only consider the entry with the latest effective date. Teams are encouraged to put a diagonal line through out-of-date entries to clearly indicate this to judges.
- The intent of this award is to emphasize design aspects that are unique, novel, and creative, in addition to being well documented and in use at the current event. Design aspects that are commonplace, basic, or not in use at the event will not be considered.

Think Award

Recognizes effective and consistent use of coding techniques and programming design solutions to solve the game challenge.

Key criteria:

- Must participate in solo coding matches, with a score greater than zero.
- Code is cleanly written, well commented, and easy to follow.
- Team clearly explains the programming strategy to solve the game challenge.
- Team clearly explains their programming management process / version control.
- Students understand and explain how they worked together to develop their robot code.
- Programming is effective at solving the game challenges for both alliance matches and solo coding matches.
- Team interview demonstrates effective communication skills, teamwork, professionalism, and a student-centered ethos.
- The engineering notebook is consistent with the qualities demonstrated in the team interview and robot design.

Amaze Award

Recognizes a consistently high-performing and competitive robot.

Key criteria:

- Robot reliably contributes to high-scoring matches with their alliance partners.
- Robot performs at a high level in solo driving and solo coding matches at the event, with a solo coding score greater than zero.
- Programming is effective at solving the game challenges for both alliance matches and solo matches.
- Students understand and explain how they worked together to develop their robot design to consistently execute an effective game strategy.
- Team interview demonstrates effective communication skills, teamwork, professionalism, and a student-centered ethos.
- The engineering notebook is consistent with the qualities demonstrated in the team interview and robot design.

Build Award

Recognizes a well-constructed robot that is built with a high degree of attention to detail in order to hold up to the rigors of competition.

Key criteria:

- Robot construction is durable and robust.
- Robot is reliable on the field and withstands the rigors of competition.
- Robot is designed with attention to safety and detail.
- Students understand and explain how they worked together to develop their robot design.
- Team interview demonstrates effective communication skills, teamwork, professionalism, and a student-centered ethos.
- The engineering notebook is consistent with the qualities demonstrated in the team interview and robot design.

Create Award

Recognizes a creative engineering design solution to one or more of the challenges of the competition.

Key criteria:

- Team demonstrates a creative approach to accomplish game objectives.
- Team has committed to ambitious and creative approaches to solving the game challenge.
- Team explains how they worked together to develop their robot design and game strategy.
- Team interview demonstrates effective communication skills, teamwork, professionalism, and a student-centered ethos.
- The engineering notebook is consistent with the qualities demonstrated in the team interview and robot design.

Judges Award

Recognizes attributes judges felt were deserving of special recognition.

Criteria to consider:

- Team displays special attributes, exemplary effort, or perseverance at the event.
- Team distinguishes themselves in some way that may not fit in other award categories
- Team stands out to judge volunteers as being deserving of special recognition.
- Team interview demonstrates effective communication skills, teamwork, professionalism, and a student-centered ethos.

Notes:

- Required award if judging is being conducted at an event.
- Optionally, a second Judges Award may be presented at an event at the discretion of the event partner and judge advisor. This second Judges Award may be required for some event types.

Inspire Award

Recognizes passion for the competition and positivity at the event.

Key criteria:

- Team exhibits passion and a positive attitude at the event.
- Team exhibits integrity and goodwill toward other teams, coaches, and event staff.
- Team overcomes an obstacle or challenge, or achieves a goal or special accomplishment at the event.
- Team interview demonstrates effective communication skills, teamwork, professionalism, and a student-centered ethos.

Sportsmanship Award*

Recognizes a high degree of good sportsmanship, helpfulness, respect, and a positive attitude both on and off the competition field.

Key criteria:

- Team is courteous, helpful, and respectful to everyone, on and off the field.
- Team interacts with others in the spirit of friendly competition and cooperation.
- Team acts with honesty and integrity, enriching the event experience for all.

*Potentially a volunteer-nominated award. Volunteers at the event may discuss amongst themselves and nominate teams for consideration.

Energy Award*

Recognizes outstanding enthusiasm and excitement at the event.

Key criteria:

- Team maintains a high level of enthusiasm and excitement throughout the event.
- Team exhibits a passion for the robotics competition that enriches the event experience for all.

*Potentially a volunteer-nominated award. Volunteers at the event may discuss amongst themselves and nominate teams for consideration.

3D Printing & Fabrication Award*

Recognizes a team who have effectively designed and utilized 3D printing or other fabrication techniques to create solutions to engineering design challenges.

Key criteria:

- Team provides documentation outlining the conception, creation, and implementation of their component(s) for all iterations, which includes ample evidence of a student-centered design and fabrication process.
- Component(s) are designed with attention to detail.
- Team demonstrates effective use of materials and material selection.
- Component(s) provide clear functionality for solving an engineering design problem.

*Potentially a volunteer-nominated award. Volunteers at the event may discuss amongst themselves and nominate teams for consideration.

Notes:

- This can include 3D printing, laser cutting or engraving, or any other legal fabrication method resulting in competition legal components that are used by the team to create an effective solution to a design challenge.
- Judges will need to check for appropriate documentation to support the award nomination.

Team Spirit Award*

Recognizes a team that has an approach to team identity, image, and theme that unifies team logos, uniforms, and overall aesthetics.

Key Criteria:

- Team has an effective and original logo or theme.
- Team's logo, apparel, pit space, and other collateral represent a unified aesthetic.
- Team aesthetic has a positive and respectful message and/or cultural significance, and a bold approach to a memorable team identity.
- Team enhances the event experience for all by exhibiting positive energy and good sportsmanship throughout the event.

*Potentially a volunteer-nominated award. Volunteers at the event may discuss amongst themselves and nominate teams for consideration.

Notes:

- This team is immediately recognizable even without a team number visible and are outstanding ambassadors for their organization and the competition as a whole.

Individual Recognition Awards

The **Mentor of the Year Award** recognizes a team mentor who has helped students achieve goals that were seemingly out of reach. This individual is a role model, a leader, and an extraordinary mentor who shows students new ways to expand their knowledge and solve problems in the world of STEM.

The **Partner of the Year Award** recognizes an organization that consistently supports students and schools as they pursue excellence in competitive robotics. The recipient of this award is recognized as a champion who dedicates their time, abilities, and resources to ensure affordability and accessibility for all participants.

The **Teacher of the Year Award** recognizes a teacher who shows true leadership and dedication to their group of students. The winner of this award continually exceeds expectations to ensure a safe, enjoyable, and educational experience for all students.

The **Volunteer of the Year Award** recognizes an individual who leads the effort to "make things happen." Hosting a robotics event takes the collective effort of many people who give their time and effort for the sake of the participants. The Volunteer of the Year demonstrates a commitment and devotion to their community, putting in many hours of hard work with persistence and passion to make events happen.