



Judging Single-Page Reference Sheet

Superscript numbers next to award names indicate precedence for event qualifications. For Full Award Descriptions, please refer to the **Guide to Judging**.

<p>² DESIGN AWARD</p> <ul style="list-style-type: none"> • Be at or near the top of Engineering Notebook Rubric rankings. • Exhibit a high-quality team interview. • Team demonstrates effective management of time, talent, and resources. • Team interview demonstrates their ability to explain their robot design and game strategy. 	<p>¹ EXCELLENCE AWARD</p> <ul style="list-style-type: none"> • All Design Award criteria, plus: • Be ranked in the top 30% of teams in Qualification Rankings • Be ranked in the top 30% of teams in Robot Skills Rankings. • Be ranked in the top 30% of Autonomous Coding Skills Challenge Rankings • Be a candidate in consideration for other Judged Awards 	<p>JUDGES AWARD</p> <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 displays special attributes, exemplary effort, and perseverance at the event. • Team overcomes an obstacle or challenge and achieves a goal or special accomplishment 	<p>³ INNOVATE AWARD</p> <p>Recognizes an effective and well-documented design process for some aspect of the team's design.</p> <p>Teams will identify a section or pages in their notebook where this aspect can be found so judges can more easily follow its development.</p> <p>The team who earns the Innovate Award should be among the top contenders for the Design Award.</p>
<p>⁴ THINK AWARD</p> <p>Recognizes the most effective and consistent use of coding techniques and programming design solutions to solve the game challenge.</p>	<p>⁵ AMAZE AWARD</p> <p>Recognizes a consistently high-performing and competitive robot.</p>	<p>⁶ BUILD AWARD</p> <p>Recognizes a well-constructed robot that is constructed with high attention to detail to hold up to the rigors of competition.</p>	<p>⁷ CREATE AWARD</p> <p>Recognizes a creative engineering design solution to one or more of the challenges of the competition.</p>
<p>ENERGY AWARD</p> <p>Recognizes outstanding enthusiasm and excitement at the event.</p>	<p>INSPIRE AWARD</p> <p>Recognizes passion for the competition and positivity at the event.</p>	<p>SPORTSMANSHIP AWARD</p> <p>Recognizes a high degree of good sportsmanship, helpfulness, and positive attitude both on and off the competition field.</p>	

<p>INTERVIEW CHECKLIST</p> <ul style="list-style-type: none"> <input type="checkbox"/> Record team number on Interview Notes. <input type="checkbox"/> Keep track of time - spend equal time with every team. <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. 	<p>INTERVIEW TIPS</p> <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. <input type="checkbox"/> Ask if all team members are present before starting the interview. <input type="checkbox"/> Take picture of robot, be sure team number is shown (Optional). <input type="checkbox"/> Mark pit sign or team list to show a completed interview. <input type="checkbox"/> If you have trouble finding a team, check the match schedule and find them as they leave a match.
---	--