

Team #	All	Amaze			Build			Create			Think			Notes & Comments (Continue on other side)
		Amaze Award Ranking			Build Award Ranking			Create Award Ranking			Think Award Ranking			Division
		Score each criteria cell 1 to 5, (5 is best) Adjust Ranks after each interview. Use tick marks. (1 tick mark is best)			High quality construction; robust, clean, effective			Well-crafted, unique design solution, creative thinking			Programming cleanly written, understandable			Judge
		Demonstrate knowledge & teamwork skills			Efficiently use mechanical and electrical components			Highly creative design process & methodology			Clear Programming Strategy			Check list suggestion for each interview <ol style="list-style-type: none"> <li>1. Write team number below.</li> <li>2. First picture of team is the pit sign</li> <li>3. Interview team</li> <li>4. Robot picture include team number</li> <li>5. Have team pick and place judge dot on pit sign</li> <li>6. Wish team success and say goodbye</li> <li>7. Score each award</li> <li>8. Adjust all award ranks using tick marks</li> <li>9. Consider team for Judge Award (e.g. special effort, effort, perseverance, season accomplishments)</li> </ol>
		Robot design consistently high scoring			Detailed attention to rigors of competition			Ambitious & creative approaches to solving Challenge			Programming management process, version history			
		Robust robot constructed to fulfill design task												
		Robot programming consistent, effective, successful												

The Judge Advisor should instruct judges to fill out the score sheets as follows:

“Each time you meet a team, fill in a row of scores on each scoring and ranking sheet, then rank each team for each award. Compare each new team to the teams you ranked before. Give the new team the appropriate number of tick marks and add one tick mark to the rank of each lower-ranked team.

**Remember to look for Judges’ Award Candidates!** The Judges’ Award goes to a team the Judges decide is deserving of special recognition. Judges consider a number of possible criteria for this award, such as team displays of special attributes, exemplary effort and perseverance at the event, and team accomplishments or endeavors throughout the season that may not fall under existing awards but are nonetheless deserving of special recognition.”

The **Amaze Award** is presented to a team that has built an amazing, high-scoring robot that clearly demonstrates overall quality.

Key criteria:

- Robot design is consistently high scoring
- Robot demonstrates a solid mechanical design and is robustly constructed to fulfill its designed task
- Robot programming is consistently effective and successful
- Students understand and explain how they worked together to develop their robot

The **Build Award** is presented to a team that has built a well-crafted and constructed robot.

Key criteria:

- Robot construction is of high quality; robust, clean, and effective use of materials
- Robot efficiently uses mechanical and electronic components
- Robot is designed with a clear dedication to safety and attention to detail
- Robot demonstrates reliability on the field and holds up under competition conditions
- Students understand and explain how they worked together to develop their robot

The **Create Award** is presented to the team whose robot design incorporates a creative engineering solution to the design challenges of the season’s game.

Key criteria:

- Robot has a well-crafted, unique design solution, which demonstrates creative thinking
- Team has demonstrated a highly creative design process and methodology
- Team has committed to ambitious and creative approaches to solving the game challenge
- Students understand and explain how they worked together to develop their robot

The **Think Award** is presented to a team that has developed and effectively used quality program as part of their strategy to solve the game challenge.

Key criteria:

- All programming is cleanly written, well documented, and easy to understand
- Team has explained a clear programming strategy to solve the game challenge
- Team demonstrates their programming management process, including version history
- Students understand and explain how they worked together to develop their robot programming