Judging

Awards and Rubrics

For

SENIOR SOLUTIONS

A few feedback themes received from Coaches' survey

- **Teams didn't have knowledge of the Judging Award Structure or what trophies would be given out**
- **Ensure that Judges are well trained, friendly and encouraging**
- **Provide verbal feedback to teams at the end of Judging sessions (when time allows)**
- **Returned Rubrics with meaningful written feedback in a timely fashion**

Mission and Priorities

The Challenge
"*What* you do in FLL"

Robot Design
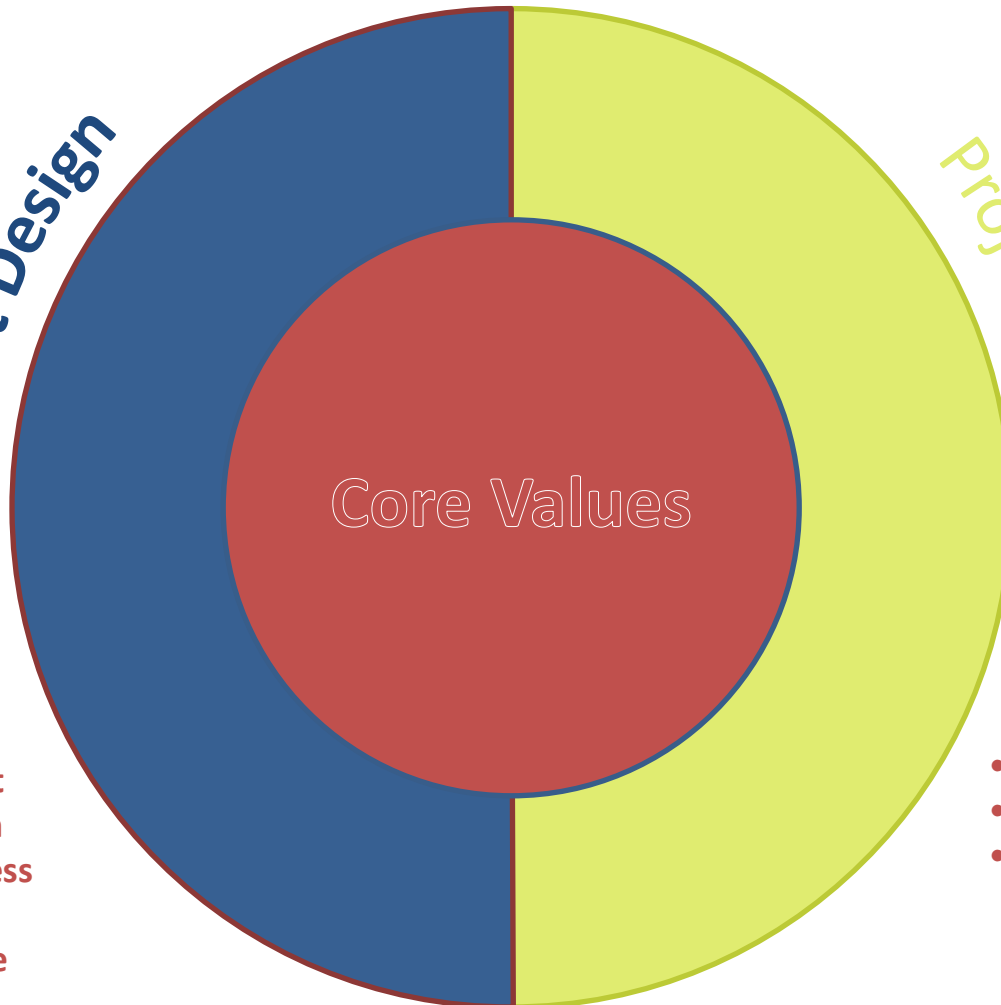
Project

Core Values

"*How* You Approach FLL"

Match Judging to Key Takeaways from FLL

Robot Design

- Durability
- Mechanical Efficiency
- Mechanization
- Programming Quality
- Programming Efficiency
- Automation/ Navigation
- Design Process
- Mission Strategy
- Innovation

Project

- Problem Identification
- Sources of Information
- Problem Analysis
- Review Existing Solutions
- Team Solution
- Innovation
- Implementation
- Presentation Effectiveness
- Creativity
- Sharing

Core Values

- Discovery
- Team Spirit
- Integration
- Effectiveness
- Efficiency
- Kids Do the Work

- Inclusion
- Respect
- Coopertition

4

Ready for SENIOR SOLUTIONS

- **Rubrics & Primers**

- **Award structures for events**

- **Deliberations process**

- **Additional Materials**

RUBRICS & PRIMERS

Rubric Format

- **List of criteria matched to Key FLL Takeaways**
- **Focus on comments (teams crave feedback!)**
- **Criteria linked to specific awards**
- **Streamlined text**
  - Ease of use; translation
- **Emphasis on team demonstration of all criteria**
  - Note "ND" option
- **Includes award considerations (more feedback!)**

Criteria Block

		Beginning	Developing	Accomplished	Exemplary
Inspiration	**Discovery**	Balanced emphasis on all three aspects (Robot, Project, Core Values) of FLL; it's not just about winning awards			
	N D	emphasis on only one aspect; others neglected	emphasis on two aspects; one aspect neglected	emphasis on all three aspects	balanced emphasis on all three aspects
	Team Spirit	Enthusiastic and fun expression of the team identity			
	N D	minimal enthusiasm AND minimal identity	minimal enthusiasm OR minimal identity	team is enthusiastic and fun; clear identity	team engages others in their enthusiasm & fun; clear identity
	Integration	Application of FLL values and skills outside FLL (ability to describe current and potential examples from daily life)			
	N D	team does not apply FLL values and skills outside FLL	team able to describe at least one example	team able to describe multiple examples	team able to describe multiple examples, incl. individual stories

Comments:

Awards Consideration Block

Awards Consideration:	Mechanical Design	Programming	Strategy & Innovation

- **A way for judge pairs to track award nominations**
- **Additional feedback for teams**

Global Standards
Rubrics

- **Global judging tool; must be utilized as provided**
- **All rubric criteria shall be weighted equally**
- **Each Rubric item shall be evaluated**

Rubric Primers

- **Short clarifications and examples to orient judges to rubrics**

- **Address common questions**

- **Give judges common frame of reference for evaluations**

EVENT STRUCTURE & AWARDS

Event Structure

Core Awards

Champion's		
Inspiration	Mechanical Design	Research
Teamwork	Programming	Innovative Solution
Gracious Professionalism	Strategy & Innovation	Presentation

+

Robot Performance

+

Judges	Local

+

Outstanding Volunteer	Adult Coach/ Mentor	Youth Mentor
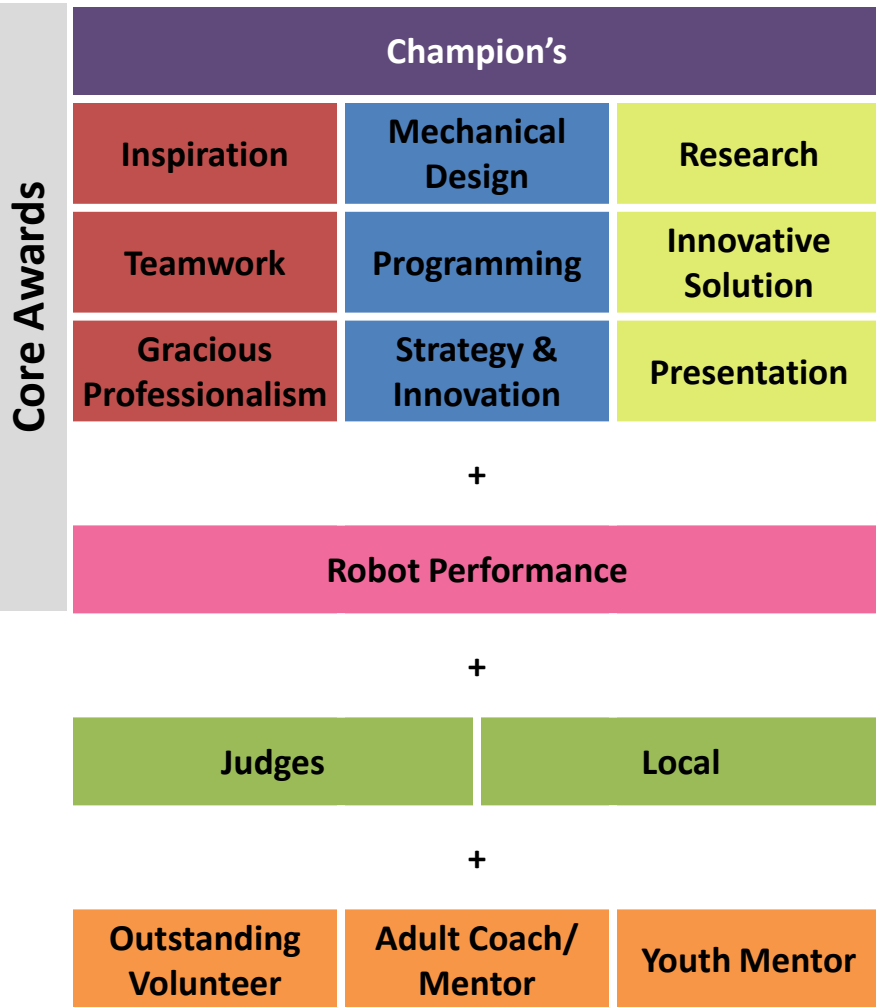
- **Specifies set of required awards**
  - **Core awards all of equal weight, except Champion's**

- **Event size and type define requirements**

- **Champion's award required at all official events**

Expanded Award Structure
All Championships /Option for Qualifier of any size

Core Awards

Champion's		
Inspiration	Mechanical Design	Research
Teamwork	Programming	Innovative Solution
Gracious Professionalism	Strategy & Innovation	Presentation

+

Robot Performance

+

Judges	Local

+

Outstanding Volunteer	Adult Coach/ Mentor	Youth Mentor
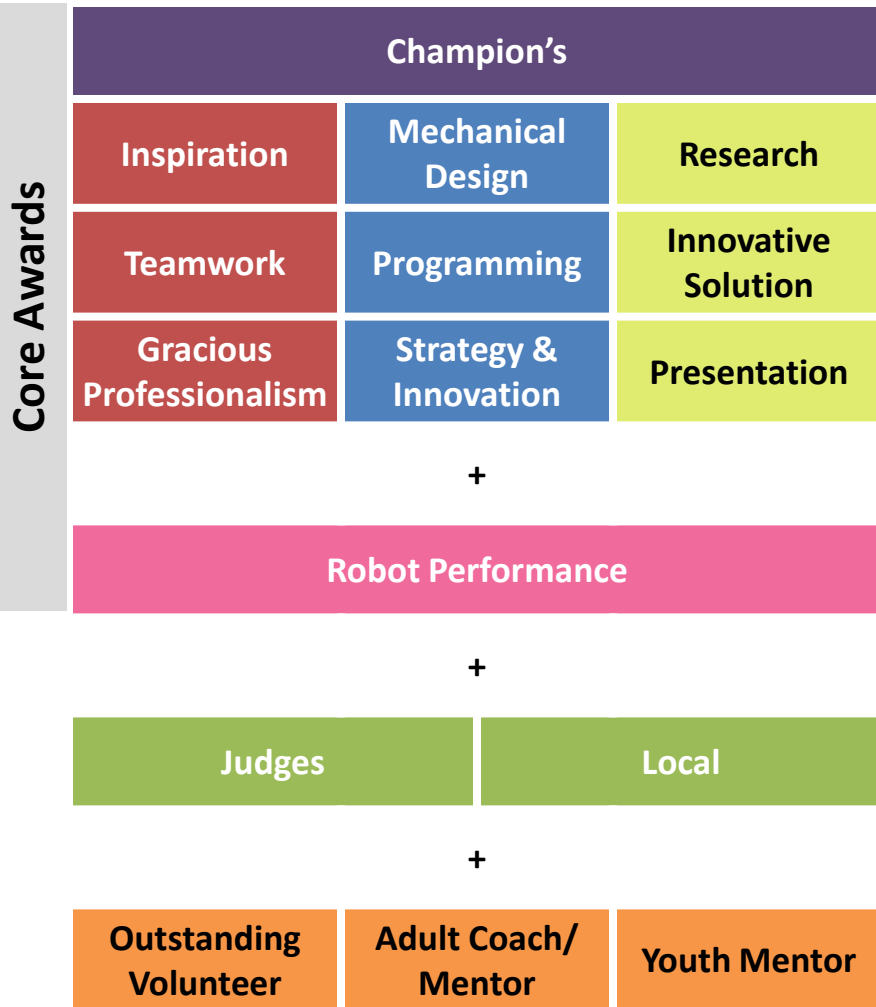
- **Champion's Award given to 1st and 2nd place (or more if desired)**
  - Only 1st place required for Qualifier

- **All other Core Awards given to equal depth**
  - Optional 2nd place Robot Performance if Champion's provided to at least 2nd place

Condensed Award Structure
Option for Qualifier of any size

Core Awards

Champion's		
Core Values	Robot Design	Project

+

Robot Performance

+

Judges	Local

+

Outstanding Volunteer	Adult Coach/ Mentor	Youth Mentor
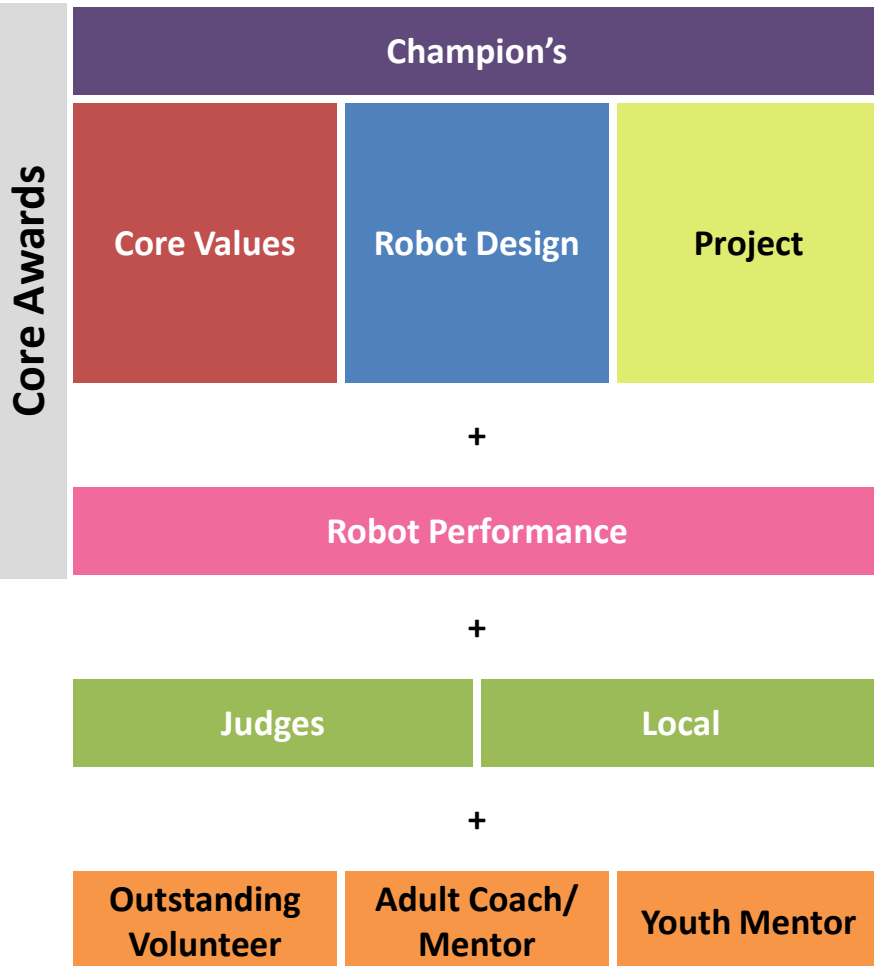
Required Awards:

- **1st place Champion's Award (at a minimum)**
- **All other Core Awards given to equal depth**
  - **Determined by overall rank in that area**
- **Robot Performance**

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Core Awards
Champion's Award

This award recognizes a team that embodies the FLL experience, by fully embracing our Core Values while achieving excellence and innovation in both the Robot Game and Project.
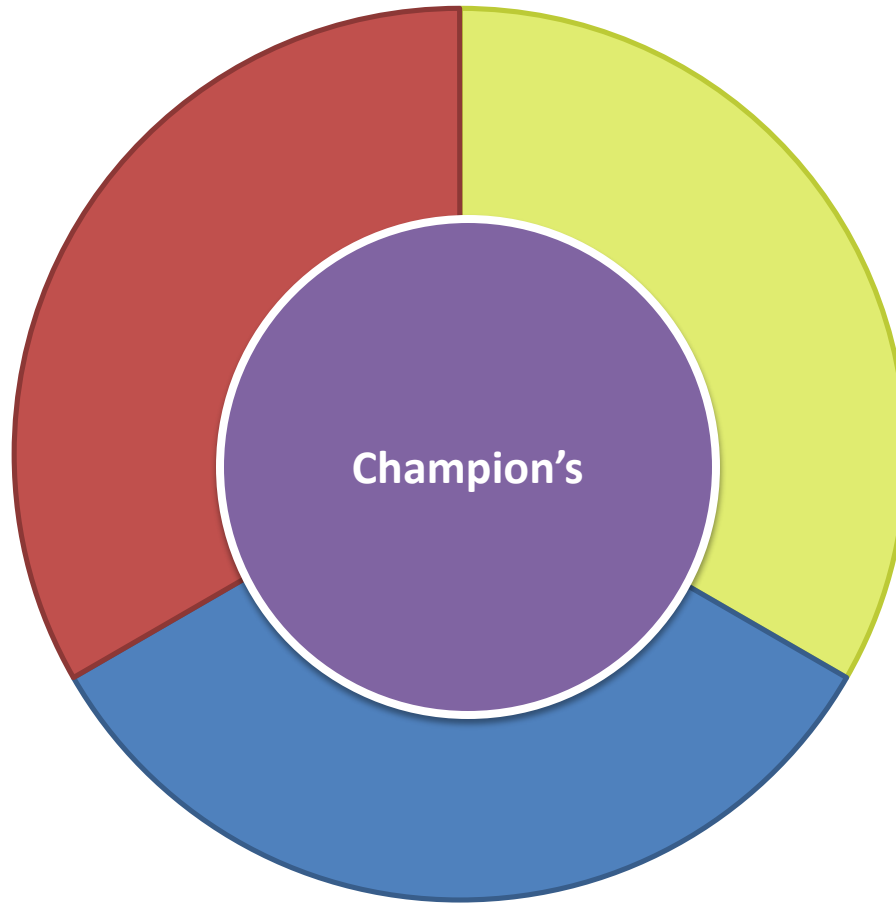
Champion's

Champion's Award
Weighting and Requirements
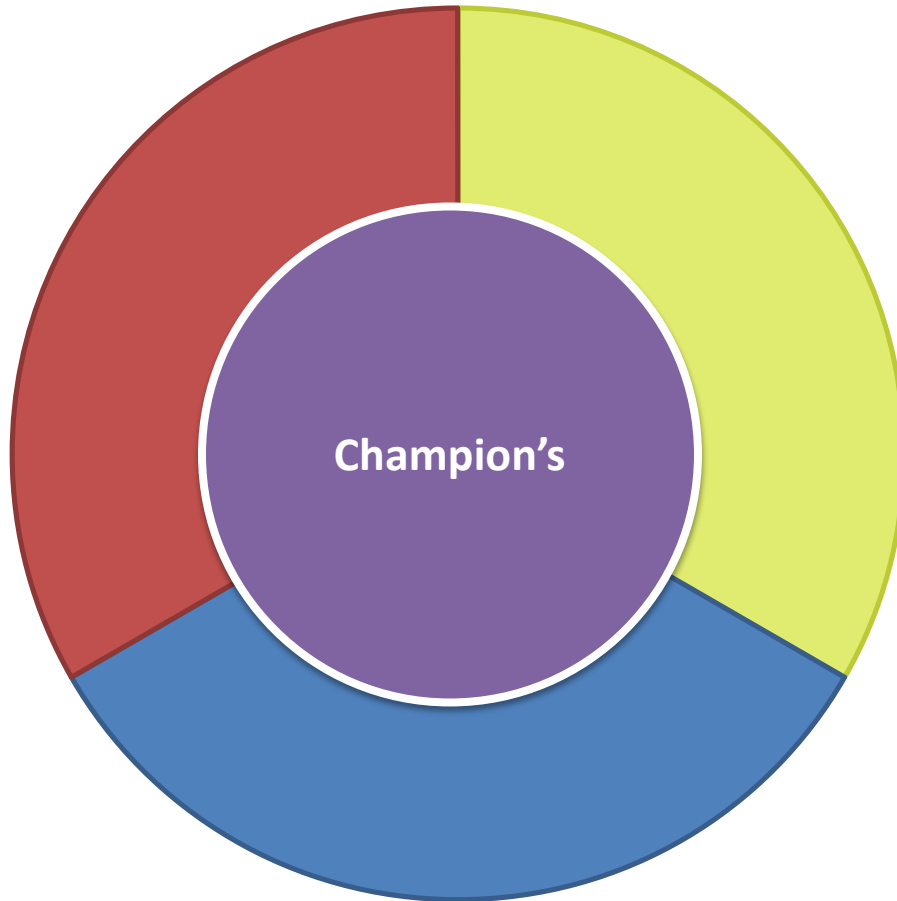
Based on strong performance BALANCED across all three judged areas <u>AND</u> additional requirements:

Robot

- Robot Game score is in top 40% of the highest single scores at the event

- **Project**
- Team must complete all 3 parts

Core Values

- Team must adhere to all Core Values

Core Awards
Core Values
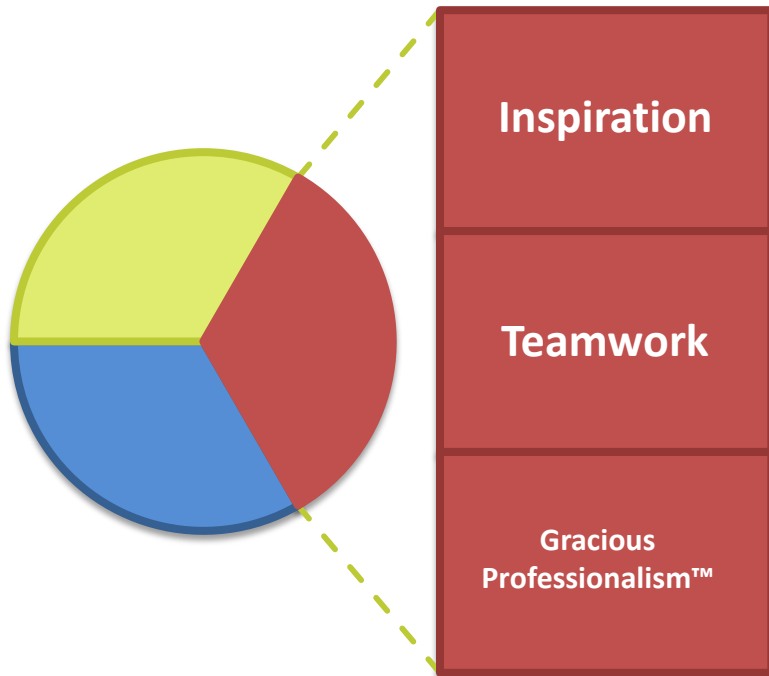
Inspiration

Teamwork

Gracious
Professionalism™

- **This award celebrates a team that is empowered by their FLL experience and displays extraordinary enthusiasm and spirit.**
- **This award recognizes a team that is able to accomplish more together than they could as individuals through shared goals, strong communication, effective problem solving and excellent time management.**
- **This award recognizes a team whose members show each other and other teams respect at all times. They recognize that both friendly competition and mutual gain are possible, on and off the playing field.**

Core Awards
Project

Research

Innovative Solution

Presentation
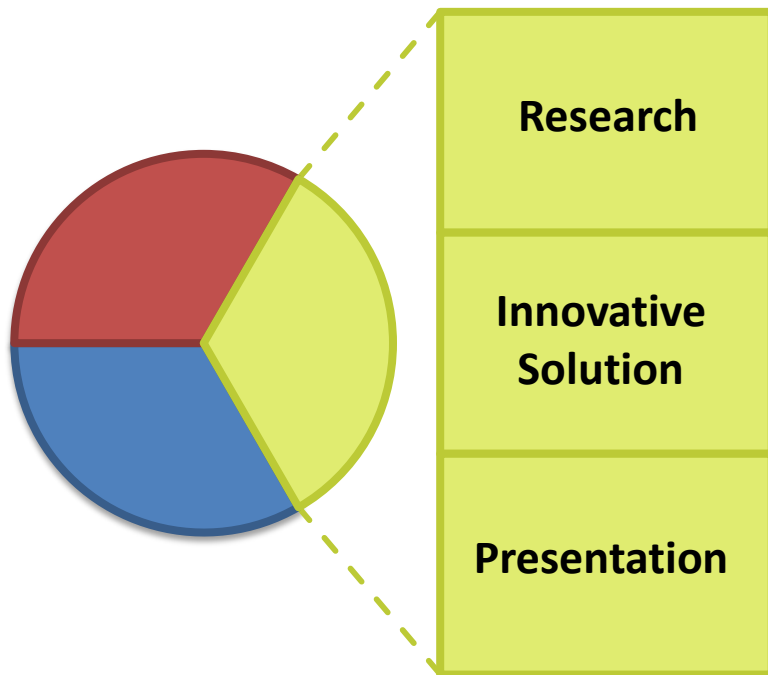
- This award recognizes a team that utilizes diverse resources to formulate an in-depth and comprehensive understanding of the problem they have identified.

- This award recognizes a team's solution that is exceptionally well-considered and creative, with good potential to solve the problem researched.

- This award recognizes a team that effectively communicates the problem they have identified and their proposed solution to both the judges and other potential supporters.

Core Awards
Robot Design
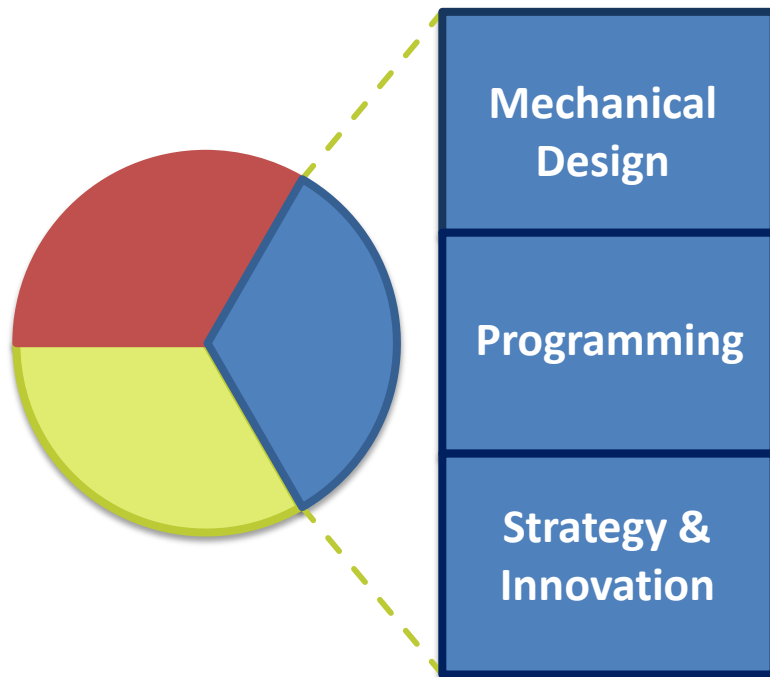
Mechanical Design

Programming

Strategy & Innovation

- **This award recognizes a team that designs and develops a mechanically sound robot that is durable, efficient and highly capable of performing challenge missions.**

- **This award recognizes a team that utilizes outstanding programming principles, including clear, concise and reusable code that allows their robot to perform challenge missions autonomously and consistently.**

- **This award recognizes a team that uses solid engineering practices and a well-developed strategy to design and build an innovative, high performing robot.**

Core Awards
Robot Performance

Robot Performance

- **This award recognizes a team that scores the most points during the Robot Game. Teams have a chance to compete in at least three 2.5 minute matches and their highest score counts.**

- **Determined on the field, NOT JUDGED**

- **If a tie, go to second highest, then third highest runs**

- **Robot Performance remains the only exception to one (team) award per team**

Optional Awards

Judges Awards

Examples:

- **Rising Star**

- **Perseverance**

- **Aesthetics/Style**

- During the course of competition the judges may encounter teams whose unique efforts, performance or dynamics merit recognition. Some teams have a story that sets them apart in a noteworthy way. Sometimes a team is so close to winning an award that the judges choose to give special recognition to the team. Judges Awards allow the freedom to recognize remarkable teams that stand out for reasons other than the Core Award categories.

Optional Awards

Local Awards

- **Locally defined**

Examples:

- **Highest Average (consistency)**

- **Special Sponsor Awards**

Special Recognition Awards

Outstanding Volunteer

Outstanding Volunteer Award
- **The FLL program would not exist without its volunteers. This award honors an extraordinary volunteer(s) whose dedication to the FLL program has a positive impact on the team experience.**

Adult Coach/Mentor

Adult Coach/Mentor Award
- **Many teams reach significant milestones thanks to their close relationship with an adult mentor. This award goes to the coach or mentor whose wisdom, guidance, and devotion are most clearly evident in the team's discussion with the judges.**

Young Adult Mentor

Young Adult Mentor Award
- **FLL presents this award to the young adult, high school or college mentor whose support, impact, inspiration, and guidance are most clearly evident in the team's discussion with the judges.**

AWARDS CONSIDERATIONS

Overall

- **We continue to recommend that a minimum of 30% of participating teams receive awards**

- **Robot Performance remains the one exception to one (team) award per team**

- **Qualifier advancement standard policy based on Champion's Award criteria**
  - **If >20% of teams advance, the 40% Robot Performance hurdle may be adjusted in advance of the event to reflect up to twice the percentage of advancing teams**

Overall

- **FLL Championship trophies are reserved for Championships**
  - Alternative forms of recognition must be used for Qualifiers and may be used for Special Recognition Awards
- **Judges and/or Local Awards may be used in addition to Core Awards or to "fill in" award counts if desired**
  - These MUST be used only to recognize teams for an accomplishment not addressed by a Core Award category
- **Special Recognition Awards for individuals are strongly recommended, especially at Championships**

Team Participation

- **Only eligible for awards at the first official event of each qualifying level attended during season**
- **Teams must participate in all 3 Judged areas and the Robot Game to be eligible for any Core Awards**
- **All team members expected to participate in each judged session**
  - **Specialization is okay, but must be able to direct Q & A**
  - **Encourage parents of students with special needs to share successful participation strategies prior to the event**
- **Monitor 10 person team limit:**
  - **A team of 30 with a 10 person competition team is not okay**

Project Judging

- **Ongoing constant requirements:**
  - Identify a Real-World Problem
  - Create an Innovative Solution
  - Share your research and solution
- **Season-specific Requirements:**
  - Senior Solutions-Identify a senior partner
- **Presentation time of 5 minutes, including any setup**
- **Team must demonstrate completion of all requirements during presentation portion**
- **Live presenter; A/V as enhancement only**

Core Values Judging

- **Non-adherence to FLL Core Values (team members, coaches, parents) disqualifies teams from receiving any awards**

- **Core Values input form for all volunteers; increased awareness of policies and consequences:**
  - **Adult Intervention**
  - **Gracious Professionalism**

Robot Design Judging

- **Allowable Parts, software and all rules must be followed on the table to win Robot Performance or any Robot Design awards**

  - **May use additional parts in Robot Design Judging when clearly identified**

Robot Performance

- **Award ALWAYS goes to the highest score after a minimum of 3 official rounds**

- **May use Local Awards to recognize:**
  - **Elimination Rounds**
  - **Alliance Rounds**

OTHER JUDGING ITEMS

Core Values Judging

- **Minimum 10 minute session; dedicated room**
  - **No longer an option to do in pits or combine with other judging sessions**

- **Teamwork Activity remains optional but strongly encouraged**
  - **Help us expand the Wiki Activity Library**

Core Values Judging
Poster

- **Used as a tool to jumpstart discussion**
  - **3 hour preparation maximum suggested**
  - **2 minute presentation maximum**
  - **followed by Q & A**
- **Focuses on more complex/abstract rubric criteria:**
  - **Discovery, Inclusion, Integration, Coopertition**
- **Increased Pit/Event Visibility**

Robot Design Judging

- ## Robot Design Executive Summary
    - Used as a tool to jumpstart discussion
    - 3 hour preparation maximum suggested
    - 4 minute presentation, including trial run, maximum

- ## Elements to include
    - Robot Facts
    - Design Details (fun, Strategy, Design Process, Mechanical Design, Programming, Innovation)
    - Trial Run

- ## Written version not required

Deliberations

Deliberations

For

& Beyond!

Keys to Successful Deliberations
Judge Advisors

- **Strong facilitation skills and understanding of FLL Judging process**

- **Review and use of Judging Manual, tools, materials, training**

- **Appropriate maturity level**

- **Understanding of FLL Core Values and mission**

- **Ability to inspire children**

- **Must recuse from deliberations involving team with which they have any relationship**

Keys to Successful Deliberations
Judges

- **Advance review of Judge training materials**

- **Participate in additional training provided by FLL and local Judge Advisor**

- **Appropriate maturity level**

- **Understanding of FLL Core Values and mission**

- **Ability to inspire children**

- **Understanding of FLL Judging process**

- **Must recuse from deliberations involving team with which they have any relationship**

Deliberations Room Covenants

- **What happens here, stays here**
- **Treat each other with respect**
- **Communicate honestly**
- **Contribute constructively**
- **There can be several right answers – You're *JUDGES*!**
- **Work together to reach consensus**
- **Stay focused and participate**
- **Help keep us on schedule**
- **Listen attentively**
- **Have fun!**

Judging Process

FLL
FIRST®LEGO®League

Judging Pairs

1 Judging Sessions

📄 Completed Rubrics + Comments – 1 per room

2 Nominate & Rank Teams

📄 Individual Award Nominations – ~2 per room

📄 1-N Ranking for Overall Area – 1 per room

Judge Advisor & Head Judges

3 Select Champion's Candidates

📄 Champion's Candidates Selected by JA/HJ

Number dependent on tournament size

Individual Judging Areas
Head Judges Facilitate

4 Call Backs

Optional

5 Discuss Award Candidates

6 Initial Deliberations
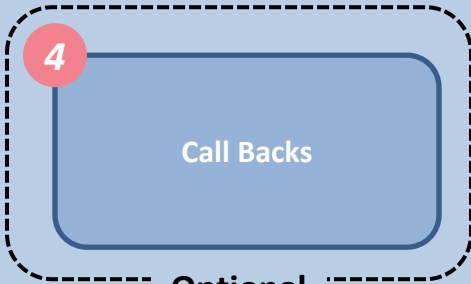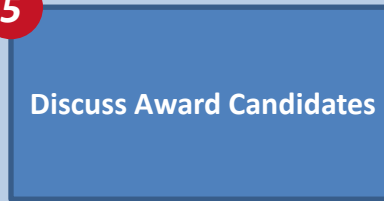
📄 1-N Ranking for Each Award in Each Area

All Judges
Judge Advisor Facilitates

7 Discuss Champion's Candidates

8 Vote for Champion's Award

9 Finalize Remaining Core Awards

10 Finalize Optional Awards

📄 Scripts for All Awards

📄 Written Feedback to All Teams

1 – Judging Sessions

- **Minimum 2 judges per area per team**

- **Maximum 16 teams seen by each pair**
  - **12 recommended**

Judging Sessions

Completed Rubrics + Comments – 1 per room

2 – Nominate & Rank Teams

2

Nominate & Rank Teams

◻ Individual Award Nominations – ~2 per room

◻ 1-N Ranking for Overall Area – 1 per room

Robot Design Award Nominations Worksheet

Room

Mechanical Design
This award recognizes a team that designs and develops a mechanically sound robot that is durable, efficient and highly capable of performing challenge missions.

Rank	Team	Reason
1	527	super streamlined
2	4	smooth movement
3		

Programming
This award recognizes a team that utilizes outstanding programming principles, including clear, concise and reusable code that allows their robot to perform challenge missions autonomously and consistently.

Rank	Team	Reason
1	464	master program, best line follower
2	1900	proportional control
3		

Strategy & Innovation
This award recognizes a team that uses solid engineering practices and a well-developed strategy to design and build an innovative, high performing robot.

Rank	Team	Reason
1	1943	good teamwork & design process
2	1914	unique robot solution
3		

Overall Ranking (1-N)

Rank	Team	Reason
1	527	super streamlined
2	464	master program, line follower
3	2007	innovative attachments
4	1900	proportional control
5	1943	good teamwork & design process
6	1914	unique robot solution
7	4	smooth movement
8	338	spot on navigation
9	412	quick change attachments
10	1201	short and sweet program
11	1705	thoughtful use of parts
12	1706	strategic mission order
13		
14		
15		
16		

Judges Award
Judges Awards allow the freedom to recognize remarkable teams that stand out for reasons other than the Core Award categories.

Rank	Team	Reason
1	981	robot drop – persevered!
2		

Adult Coach/Mentor
This award goes to the coach or mentor whose wisdom, guidance, and devotion are most clearly evident in the team's discussion with the judges.

Name	Team
Marc-Andre Olivier	425

Young Adult Mentor
FLL presents this award to the young adult, high school or college mentor whose support, impact, inspiration, and guidance are most clearly evident in the team's discussion with the judges.

Name	Team
Beth Manchester	523

Call-Back Teams
Please choose one Primary and one Alternate team to call-back. The Alternate team may be called back if the Primary team is called-back for the Champion's Award.

	Team	Reason
Primary	451	Translator got sick
Alternate		

3 – Select Champion's Award Candidates

3

Select Champion's Candidates

Champion's Candidates Selected by JA/HJ

- **Done by Judge Advisor and Head Judges**
- **Based on:**
  - **Aggregate within-room rankings from all three judging sessions (golf score approach)**
  - **Number and variety of award nominations**
  - **Other factors**
- **Check with judges to make sure no teams are either missing that should be on the list, or on the list but should not be**

3 – Champion's Selection Example

eam Num	Team Name	R1	R2	R3	Max	Overa	Core Valu	Projec	Robot	Performa	Award Nomin	iroup	Average Score
704	Purple Perogis	370	360	360	370	5	1	1	3	4	5	101	363
523	Crunchy Pad Thai	290	400	260	400	6	2	3	1	3	4	103	317
1964	Higher Macadamia	185	125	210	210	7	3	1	3	10	3	105	173
305	Crabby Rangoons	370	320	290	370	8	5	2	1	1	4	102	327
590	Green Eggs and Flan	375	400	400	400	8	4	2	2	1	4	105	392
313	Mint Muffins	375	370	275	375	9	2	6	1	3	3	105	340
464	Passable Pancakes	300	345	245	345	9	5	2	2	5	2	100	297
548	Stealthy Steaks	255	120	245	255	9	1	3	5	10	4	104	207
798	Balloon Bagels	210	225	305	305	9	1	6	2	4	2	106	247
1864	Sanitized Salad	235	300	235	300	9	2	5	2	3	2	102	257
2007	Pasta La Vista	290	225	375	375	9	3	3	3	2	1	100	297
1929	Wok 'n Roll	170	250	160	250	10	4	1	5	9	5	103	193
1943	Award Wieners	125	75	120	125	10	1	4	5	10	6	100	107
2	Killer Kucumbers	195	95	175	195	11	3	3	5	10	4	106	155
1957	Pizza Pi	270	290	260	290	11	3	1	7	4	3	102	273
4	Elephant Ears	320	210	300	320	12	4	1	7	7	3	100	277
248	Raspberry Cheesecakes	240	210	285	285	12	3	7	2	8	1	104	245
425	Leftover Latkes	55	105	85	105	12	1	3	8	10	5	102	82
1900	Rice to the Challenge	325	240	275	325	12	2	6	4	6	4	100	280
1993	Tarragon of Virtue	35	115	70	115	13	3	2	8	11	3	101	73
2057	Simmering Bananas	185	130	350	350	13	6	6	1	3	1	104	222
2071	Hungry Hot Dogs	250	400	400	400	13	3	6	4	3	2	103	350
2079	Pickled Peppers	195	265	250	265	13	6	1	6	8	2	106	237
9	Purple Corn Dogs	180	65	215	215	14	2	2	10	9	2	106	153
1879	Eggcellent Eggs	215	215	110	215	14	6	3	5	9	2	105	180
396	Lucky Flapjacks	370	400	400	400	15	10	2	3	3	3	103	390
1986	Gruel and Unusual Punishme	100	230	350	350	15	7	5	3	2	1	106	227
1	Flying Burritos	400	255	370	400	16	7	8	1	2	3	101	342
100	Horrible Hard Boiled Eggs	140	120	65	140	16	4	6	6	9	0	102	108
1907	Planet of the Grapes	135	105	10	135	16	2	4	10	10	4	101	83

4 – Call Backs

Call Backs

Optional

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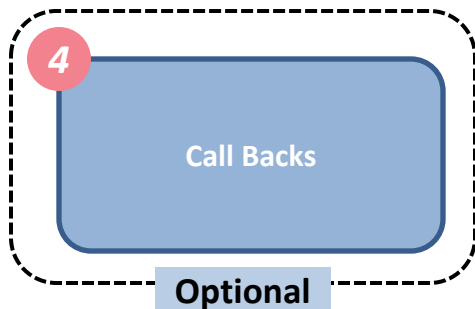
- **Purpose of call backs is to gather any additional information about teams that is necessary to make decisions**

- **Make it clear to teams that it should not be an expectation for an award**

5 – Discuss Award Candidates

Discuss Award Candidates

5

- **Head Judges lead discussions**

- **Each judging pair highlights reasons teams were nominated for particular awards**

- **Keep it short and factual**

6 – Initial Deliberations

- ## Voting is easiest method to rank teams after discussion

6

Initial Deliberations

1-N Ranking for Each Award in Each Area

Core Values
Award Rankings Worksheet

Inspiration			Teamwork			Gracious Professionalism™		
This award celebrates a team that is empowered by their FLL experience and displays extraordinary enthusiasm and spirit.			This award recognizes a team that is able to accomplish more together than they could as individuals through shared goals, strong communication, effective problem solving and excellent time management.			This award recognizes a team whose members show each other and other teams respect at all times. They recognize that both friendly competition and mutual gain are possible, on and off the playing field.		
Rank	Team	Reason	Rank	Team	Reason	Rank	Team	Reason
1	1900		1	1864		1	1957	
2	1929		2	313		2	2071	
3	548		3	129		3	548	
4	1993		4	1907		4	1964	
5	798		5	548		5	1943	
6	425		6	145		6	9	
7	145		7	1943		7	145	
8	79		8	79		8	79	
9	590		9	337		9	425	
10	1907		10	425		10	523	
11	1943		11	704		11	704	
12	2050		12	1900		12	1900	

Judges Awards Listing			Adult Coach/Mentor		
#	Team	Reason	#	Name	Team
1	829		1	Pablo Diaz	1864
2	981		2	Jenny Collins	1409
3	1914		**Young Adult Mentor**		
4			1	Jay Mickus	548
5			2		

7 – Discuss Champion's Candidates

7

Discuss Champion's Candidates

- **Judge Advisor leads discussions**
- **Each judging area highlights reasons teams were strong in their area**
- **Timed (example 2 minutes per area per candidate team)**
- **Keep it short and factual**
- **Any other pertinent info disclosed here**
  – **Core Values inputs for other volunteers**
  – **Robot Performance ranking**

8 – Vote for Champion's Award

- **Vote for 1st Place first, then remaining places in turn**

- **Judges with conflict of interest abstain from input and voting**

8

Vote for Champion's Award

9 – Finalize Remaining Core Awards

- **Choose remaining field based on rankings from**

9

Finalize Remaining Core Awards

6

Initial Deliberations

1-N Ranking for Each Award in Each Area

Team	Mechanical Design	Ran
527	Perfect Pizzas	1
305	Crabby Rangoons	2
1	Flying Burritos	3
527	Perfect Pizzas	1
305	Crabby Rangoons	2
1	Flying Burritos	3
1439	Korny Flakes	4
2086	Doughnut Wholes	5
2057	Simmering Bananas	6
1986	Gruel and Unusual Punishment	7
4	Elephant Ears	8
76	Generous Guacamole	9
523	Crunchy Pad Thai	10
590	Green Eggs and Flan	11
1409	Colossal Cheddar	12
1936	Lords of the Fries	13
1964	Higher Macadamia	14

Team	Inspiration	Ran
1929	Wok 'n Roll	1
548	Stealthy Steaks	2
1993	Tarragon of Virtue	3
1900	Rice to the Challenge	1
1929	Wok 'n Roll	2
548	Stealthy Steaks	3
1993	Tarragon of Virtue	4
798	Balloon Bagels	5
425	Leftover Latkes	6
145	Black 'n' Blueberries	7
79	Helpful Hamburgers	8
590	Green Eggs and Flan	9
1907	Planet of the Grapes	10
1943	Award Wieners	11
2050	Poached Peaches	12

Team	Research	Ran
2093	Innovative Pi	1
1964	Higher Macadamia	2
4	Elephant Ears	3
2079	Pickled Peppers	1
2093	Innovative Pi	2
1964	Higher Macadamia	3
4	Elephant Ears	4
396	Lucky Flapjacks	5
704	Purple Perogis	6
305	Crabby Rangoons	7
2	Killer Kucumbers	8
425	Leftover Latkes	9
464	Passable Pancakes	10
701	Fried Green Potatoes	11
1893	A Few Gouda Men	12
1929	Wok 'n Roll	13
1993	Tarragon of Virtue	14

Team	Programming	Ran
313	Mint Muffins	1
396	Lucky Flapjacks	2
248	Raspberry Cheesecakes	3
313	Mint Muffins	1
396	Lucky Flapjacks	2
1	Flying Burritos	3
248	Raspberry Cheesecakes	4
775	Fanatic Chickens	5
2	Killer Kucumbers	6
76	Generous Guacamole	7
139	Leaping Lollipops	8
305	Crabby Rangoons	9
464	Passable Pancakes	10
704	Purple Perogis	11
1117	Pine Nuts	12
1900	Rice to the Challenge	13
2071	Hungry Hot Dogs	14

Team	Teamwork	Ran
1864	Sanitized Salad	1
129	Swimming Tunas	2
145	Black 'n' Blueberries	3
1864	Sanitized Salad	1
313	Mint Muffins	2
129	Swimming Tunas	3
1907	Planet of the Grapes	4
548	Stealthy Steaks	5
145	Black 'n' Blueberries	6
1943	Award Wieners	7
79	Helpful Hamburgers	8
337	Mashed Mushrooms	9
425	Leftover Latkes	10
704	Purple Perogis	11
1900	Rice to the Challenge	12
1929	Wok 'n Roll	13

Team	Innovative Solution	Ran
2079	Pickled Peppers	1
1879	Eggcellent Eggs	2
1907	Planet of the Grapes	3
2079	Pickled Peppers	1
1929	Wok 'n Roll	2
2093	Innovative Pi	3
1879	Eggcellent Eggs	4
4	Elephant Ears	5
305	Crabby Rangoons	6
1907	Planet of the Grapes	7
9	Purple Corn Dogs	8
348	Frantic Fritattas	9
1957	Pizza Pi	10
701	Fried Green Potatoes	11
396	Lucky Flapjacks	12
1943	Award Wieners	13
1857	Talented Tamales	14

Team	Strategy & Innovation	Ran
1936	Lords of the Fries	1
2086	Doughnut Wholes	2
139	Leaping Lollipops	3
1936	Lords of the Fries	1
313	Mint Muffins	2
2086	Doughnut Wholes	3
1864	Sanitized Salad	4
1	Flying Burritos	5
139	Leaping Lollipops	6
829	Satisfying Sandwiches	7
1409	Colossal Cheddar	8
1943	Award Wieners	9
2	Killer Kucumbers	10
103	Rushing Dressing	11
523	Crunchy Pad Thai	12

Team	Gracious Professionalism	Ran
1957	Pizza Pi	1
2071	Hungry Hot Dogs	2
1943	Award Wieners	3
1957	Pizza Pi	1
2071	Hungry Hot Dogs	2
548	Stealthy Steaks	3
1964	Higher Macadamia	4
1943	Award Wieners	5
9	Purple Corn Dogs	6
145	Black 'n' Blueberries	7
79	Helpful Hamburgers	8
425	Leftover Latkes	9
523	Crunchy Pad Thai	10
704	Purple Perogis	11
1900	Rice to the Challenge	12

Team	Presentation	Ran
2007	Pasta La Vista	1
2	Killer Kucumbers	2
798	Balloon Bagels	3
2007	Pasta La Vista	1
523	Crunchy Pad Thai	2
2	Killer Kucumbers	3
1943	Award Wieners	4
798	Balloon Bagels	5
590	Green Eggs and Flan	6
1957	Pizza Pi	7
2093	Innovative Pi	8
704	Purple Perogis	9
1993	Tarragon of Virtue	10
548	Stealthy Steaks	11
1879	Eggcellent Eggs	12

10 – Finalize Optional Awards

10

Finalize Optional Awards

Scripts for All Awards

Written Feedback to All Teams

- **Complete list of all awards determined**

- **Short scripts written for each award winner**

- **Rubric-based feedback completed and reviewed for appropriateness**
  - **Ready for return to teams**

- **Assemble materials teams would like back (Project binders, prototypes, etc.)**

10 – Finalize Optional Awards

10

Finalize Optional Awards

Scripts for All Awards

Written Feedback to All Teams

- **A complete list of results shall be made available to the public to include:**
  - all officially completed robot rounds
  - list of all award winners.

- **Results released shall NOT include:**
  - judging evaluations for every team
  - any information regarding ranking of teams in consideration for awards

RESOURCES

Available Resources

- **Judging Manual**
  - **Shift away from printed Judges' Handbook**
  - **Shift toward Judge Advisor Resource:**
    - **Wiki-based**
    - **One stop shop**
    - **Links to all tools and resources**

Available Resources

- **Available:**
  - **Rubrics and Primers**
  - **Award Descriptions**
  - **Event Structure:**
    - **Qualifiers**
    - **Championship**
  - **Deliberations Process:**
    - **Judging Lite**
    - **Support Material**
  - **Global Standards**

- **For Judges:**
  - **Prep Packs by area**
  - **Modular Training Slides**

- **For Teams:**
  - **Judging Profile Sheets**
  - **Core Values Poster Instructions**
  - **Robot Design Executive Summary Instructions**

Available Resources

- **Coaches Handbook clarifications**
  - **Demystify process and eligibility requirements**

- **Global Program Standards Update**
  - **High level requirements refined for increased clarity and consistency**

Global Standards

- **It is important for Tools, Materials and Deliberations Process to be implemented "as Provided"**
  - **Suggest any changes to flljudge@usfirst.org or via Wiki**
  - **We'll capture as appropriate for community benefit and continuous improvement**
- **We need your help**
  - **Select like-minded Judge Advisors and Judges**
  - **Train Judge Advisors and Judges on process**