

# THE JUDGING PROCESS

As you'll soon find out, having your robot compete against other alliance is only half of the challenge! The **judging process** is just as important as your robot, as the awards you receive can advance you to the next level.

## THE FORMAL JUDGING PROCESS

Usually before qualification rounds even start, you're taking part in a **formal judging process**. Your judging team, whoever that may be, will present your team's season in 10 minutes for judges, followed by a question and answer session and possible activities to test your team cohesion.



During formal judging...

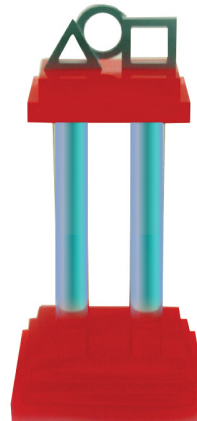
- 1. Be assertive!** Confidence shows the judges you know what you're talking about and are deserving of awards.
- 2. Be engaging!** You want the judges to listen attentively so they learn about why your team is special.
3. Use **subliminal messages**. Stress your innovative robot features, how you connect to the community, how you control the robot with software. Talk about more than just your robot.
4. Talk about **more than just your robot**. Your community outreach, team organization, and Engineering Notebook are all just as important.

## PIT JUDGING

Once you've finished the formal judging process, there's still more to do! Judges will be walking around the PIT area asking you more questions. If they seem to be asking super **specific questions**, that's most likely a good thing! It means that they're considering you for an award, so pay attention to what they ask.

## THE AWARDS

- 1. Design:** Have a design that's both functional and good-looking. Use of PTC Creo is a must to get this award.
- 2. Innovate:** Creativity is the key. The team with the most **unique** design that works efficiently as well will receive this award.
- 3. Connect:** This is given to the team that strives to make connections with the **community**, other FIRST teams, and to the engineering community.
- 4. Motivate:** Embody the aspects of FIRST and gracious professionalism, and get super excited at competitions and display lots of **energy**.
- 5. Think:** Having an Engineering Notebooks is vital. It should demonstrate the evolution of your robot and **thought processes**. If somebody could pick up your EN and rebuild your robot, then you're a good contender.
- 6. Inspire:** To get Inspire, one should be **strong in all other awards**. Additionally, a Business Plan or some reflection of your teams' goals should be present.



# COMPETITION DAY

As many will tell you, the day of any competition is jam-packed of energy, and can be a little stressful! Never fear, though, because there are plenty of smart practices that can help your team get the most out of the day.

## BEFORE THE COMPETITION

There are a couple things your team can do before even getting to the competition.

**1. Register for the event:** Depending on the level of competition, you will need to also pay a certain fee.

**Pro Tip:** Check out [www.usfirst.org/whats-going-on](http://www.usfirst.org/whats-going-on) for events occurring in your area.



**2. Write up a Bill of Materials:**

Write a list of any non-Tetrix parts used and refer to the Rule/Forum Reference that allows it.

**3. Practice Judging:** Having a well-rehearsed presentation really impresses the judges.

**Pro Tip:** Designate certain topics to certain people, and write out scripts of what you're going to say.

**4. Get some driver practice:**

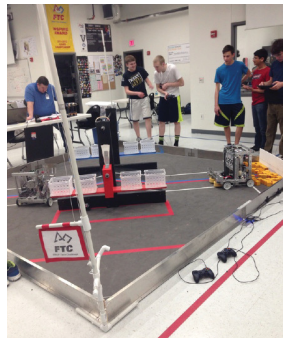
Practice makes perfect! The more you get to know how driving your robot works, the better you'll perform.

**5. Pack up supplies:** You never know what will happen, so make sure to pack up plenty of spare parts.

**Pro Tip:** Many people forget to label where the external battery is. Print this out and put it near your robot's battery!

(Note: it can be found simply by searching "FTC Main Robot Power")

**6. Check the clarifications:** Rules are being explained and tweaked ALL THE TIME, so go to <http://goo.gl/pQoh1M> to make sure you won't be breaking any new rules at competition.



MAIN ROBOT  
POWER

## DURING THE COMPETITION



### Scouting

Scouting is vital to determine the strengths and weaknesses of your opponents, allies, and really everyone at the event. Scouting includes general interviews of the

teams in the pits on their capabilities, as well as observing how they perform in the field.

**Pro Tip:** You can use our Scouting Sheet for your own purposes, found at [teamquadx.org](http://teamquadx.org).

### Qualifications and Finals

During Qualifications, each team plays a certain number of matches and are ranked based on the following scores:

-QP: Wins(2 points) and losses (0 points); main determining factor in ranking.

-RP: A total of the lowest score in each round played (the higher the score, the more intense a game was).

When Qualifications are over, Finals occur in which



the 1st seed and their two alliance picks go up against the 4th seed and their allies, while the 2nd and 3rd seeds go up against each other with their picks. If you find

yourself as a captain, 1) congratulations! and 2) get out your scouting sheets. They will be a lifesaver in determining what robots are consistent and work well with your team, and will be how you decide your alliance partners.

### Gracious Professionalism

If there was ever a time to show some GP, it's now! Help any team that's in need of some help, in any way you can. Not only is it the right thing to do, but judges notice these actions, and take them into consideration when determining awards.