



Awards

Table of Contents

Appendix B – Awards.....	2
B.1 – Overview.....	2
B.2 – Types of Awards.....	2
B.3 – Judging Format.....	2
B.3.1 – Team Judging.....	2
B.3.2 – Exploration Challenge Judging.....	2
B.4 – Helpful Hints.....	2
B.5 – Awards List/Description	3

Appendix B – Awards

B.1 – Overview

This section describes the awards for the CREATE Junior game. It also describes the format of judging and offers helpful hints for teams to be used in preparation.

B.2 – Types of Awards

There are three types of awards given to teams competing in the CREATE Junior game:

- **On Field Awards.** Based solely on the scores obtained on the field.
- **Judged Award.** Based solely upon the scores received in the judged portion of the competition.
- **Hybrid Award.** Based on the combination of on field performance, the judged portion of the competition, and social interaction throughout the tournament. Teams must do well in both the On Field and Judged Award categories.

B.3 – Judging

Judging is done throughout the day. It is done informally by judges and event officials as they watch your team's interaction with event officials, referees, judges, other teams and fans, and how you relate to members within your team. There are two type of judging/judges interviews that occur at a CREATE Jr. tournament. They are:

B.3.1 – Team Judging (Judging for the Honor and Engineer Awards)

Team judging is offered to every team attending a CREATE Jr. tournament. It has a formal structure as follows:

- **First 3 minutes - Team Presentation** – During this time your team will have an opportunity to present to the judges. Your focus can be your robot, how it works, and/or your engineering journey. You will be judged on presentation skills and technical knowledge.
- **Middle 5 Minutes – Scripted Questions** – During this time each team will be asked the same set of questions. A list of questions will not be available before the competition and each team promises not to discuss the interview until all interviews are completed. Some questions will be technical in nature, some will focus on your engineering journey and others will focus on team interaction.
- **Last 2 Minutes – Judges Questions** – During this time the panel of judges may ask any question they would like.

B.3.2 – Exploration Challenge Judging (Judging for the Exploration Challenge Award)

Exploration Challenge judging is an optional component of a CREATE Jr. tournament. It is not offered at every event. For events that offer the Exploration Challenge, teams must opt in by notifying the event partner of your desire to participate. This must be done PRIOR to your arrival at the event to ensure enough judges are available to carefully consider each teams' work. Exploration Challenge judging has a formal 10 minute interview structure which is broken up into the following parts:

- **First 6 minutes - Team Presentation** – During this time your team will have an opportunity to present to the judges. Why you selected your topic, what resources you used, and what you learned should all be covered in this part of the presentation.
- **Last 4 Minutes – Q&A** – During this time each team will be asked questions related to their exploration.

B.4 – Helpful Hints

Awards are based upon each team's performance throughout the entire day. Please keep in mind that everything you do says something about you and your team. Judges and event officials will be with you in the pit area, playing field and all the common areas. The following are characteristics of winning teams:

- Respectful - Respectful of each other, other teams, officials and everyone at the tournament.
- Enthusiastic - Enthusiasm is contagious. Great teams have plenty of it and spread it around!
- Focused – Everyone on your team should have a role to play and should take their role seriously.
- Knowledgeable – Each member of your team should have a good understanding of your robot, how it was constructed and what decisions were made in the final design of your robot. In the interview judges will score you higher if:
 - Each team member contributes to the presentation and to answering questions. It is perfectly acceptable to have one team member (student) lead the presentation. However the best teams are careful to make sure that every member of their team has a part in the presentation.
 - Engineering notebooks, although not required, are VERY helpful for the judges, in team judging.. Teams are strongly encouraged to write an engineering notebook. A well written engineering notebook, which details not only your designs, both rejected and accepted, but also your journey as a team, will be looked on very favorably by the judges. The notebook is also an excellent way to prepare for your 10 minute interview as it helps you remember things that happened throughout the year and organizes your thoughts. Please keep in mind that all elements of the notebook are to be done by the students.
 - Well run teams have coaches and mentors that understand that their role is to be a facilitator. During the interview all questions should be answered by the students only, unless specifically directed to a coach/mentor.

B.5 – Awards List/Description

Champion – *“To defeat all opponents in a competition or series of competitions, so as to hold first place.”*
This award is given to each team of the winning alliance.

Engineer – *“To design or create using the techniques or methods of engineering.”* This award is given to the team that has the best overall design and construction. Creative design as well as excellence in construction will be taken into account. Teams winning this award will have robots that are well constructed, have no sharp edges that could cause injury to people or the field, their electrical cables are securely fastened to the frame and their robot is solid with no loose parts. Also, the journey the team took to arrive at their final design and steps to construct their robot will be an important consideration in determining the winner of this award.

Exploration – *“ The activity of searching and finding out about something.”* This award is given to the team that has the best in-depth knowledge of any topic of their choice, related to this year's game theme, and ability to communicate what they have learned. One of the most important aspects of this will be the enthusiasm and love of learning developed through their study. Communication aids such as charts, , graphs, diagrams, etc, are welcome, but will not be nearly as important as a team's ability to verbally communicate what they have learned.

Finalist – *“To defeat all opponents in a series of competitions except for the Champion, so as to hold second place.”* This award is given to each team of the second place alliance. The Finalist award will be awarded at large format tournaments.

Skills Champion – *“To defeat all opponents in a competition or series of competitions, so as to hold first place.”* This award is given to the team ranked first in the Skills Challenge.

Honor – *“Honesty, fairness and integrity in one's beliefs and actions.” “A source of credit or distinction.” “High respect, as for worth, merit or rank.”* This is CREATE's highest award. They honor themselves and their team by working together, working hard, and building a robot worthy of their potential. For a team to be considered for this award they must perform well in all aspects of the tournament. This award is given to the

team that exemplifies all aspects of CREATE's honor code.

“Honor by Design”

Honest – Follow the spirit of the rules of the competition. Do “what’s right” when no one is looking.

Competitive – Always give your best. Be humble in victory and gracious in defeat. Be respectful of your teammates, coaches and mentors, competitors, judges and spectators.

Collaborative – Act in the best interest of the team’s goals and be supportive of your fellow teammates. Share knowledge, tools and parts with other teams.

Leader – Encourage, praise, involve and constructively challenge your teammates.

Professional – Works hard and is determined. Overcomes obstacles. Is well trained and acts in a professional manner.