

# CREATE



## Robotics Championship of the Americas Awards

### Clean Sweep – All Divisions

(One award will be given to teams across both Clean Sweep Divisions)

Community Award  
Future Award  
Judges Award  
Sportsmanship Award  
Educate Award  
Energy Award

### Clean Sweep – High School Division

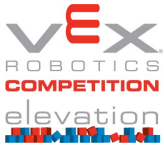
Amaze Award  
Build Award  
Create Award  
Excellence Award  
Programming Skills Champion Award  
Programming Skills 2<sup>nd</sup> Place Award  
Robot Skills Champion Award  
Robot Skills 2<sup>nd</sup> Place Award  
Think Award  
Tournament Champion Award  
Tournament Finalist Award

### Clean Sweep – Middle School Division

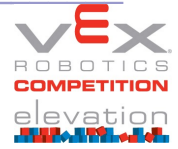
Amaze Award  
Build Award  
Create Award  
Excellence Award  
Programming Skills Champion Award  
Robot Skills Champion Award  
Think Award  
Tournament Champion Award  
Tournament Finalist Award

See the following pages for award descriptions and special instructions.

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## Robotics Championship of the Americas Awards



**Amaze Award** - The “Amaze” award will be presented to a team that has built a competition robot that clearly demonstrates overall quality. Solid mechanical design along with demonstrated robot strength, programming, robustness, performance and consistency are key attributes assessed for this award.

**Build Award** - The “Build” award will be given to a team that has built an impressive machine, with attention to features and safety. Judges will look for beautifully crafted and constructed robots that also show a clear dedication to safety and attention to detail. These robots will have a professional feel and quality look to them, with clear attention to quality in construction.

**Community Award** - The “Community” award is presented to a team recognized for making a difference in the community by the local VEX Robotics Organizing Committee. This team demonstrates strong community building skills and has made many contributions to help support students and teams beyond their own school. This award is given to a team that makes a concerted effort to change their community's perception and support for technology education.

**Create Award** - The “Create” award will be earned by a team whose robot design incorporates a creative engineering solution for the game challenges. Attributes such as solid mechanical ability, unique design solutions and innovative approaches to playing the game will be taken into account by the judges looking for teams demonstrating an overall creative engineering design process.

**Energy Award** - The “Energy” award will be decided based on team enthusiasm at the event. The winning team will demonstrate enthusiasm throughout the competition – in the pit area, on the field, in the audience, when their robot is playing and when it's not. This award will be judged and decided by the volunteers and staff at the event.

**Excellence Award** - This is the highest award presented in the VEX Robotics Competition. The recipient of this award is a team that exemplifies overall excellence in building a well-rounded VEX robotics program. This team excels in many areas and is a shining example of dedication, devotion, hard work and teamwork. A strong contender in numerous award categories, this team deserves to be recognized for their accomplishments building a robot and in building a “team” committed to quality in everything they do. Teams are given points towards the Excellence Award in the following categories:

- Tournament Qualification Round Ranking
- Programming Skills Challenge Ranking
- Robot Skills Challenge Ranking
- Elimination Results
- Judged performance in all other award categories

Using this wide range of criteria, the Excellence Award will be presented to the team who excels in all areas of VEX Robotics.

**Future Award** - The “Future” award will be awarded to a team whose students have impressed the judges by researching an issue facing the world and proposing a way that robotics technology can help solve that problem. Teams will create a submission to demonstrate their understanding of the issue and their proposed solution. Students on this team give the judges hope and optimism that the state of our world will improve as the students of today ascend to become the future problem solvers and leaders of tomorrow.

*2008-2009 Future Award Topic*

*How do you see robotics in the future assisting people to make their lives easier, or more efficient? Can you see an application where robotics can improve the quality of life for someone?*

This is your opportunity to use your knowledge of the engineering process to solve a real world problem. Teams will have a 10-minute block of time to make a presentation of their choosing to the judge panel. Up to four (4) student members of the team can make the presentation to the judges. The presentation should clearly identify a real world problem impacting people, explain the research made to understand and attempt to solve the problem, and present a robotic solution that will address that problem. Students should be prepared to answer questions from the judges regarding their presentation. Students are encouraged to be creative with the presentation and can use any number of presentation tools and methods including, but not limited to: models, display boards, power point presentations (bring your own laptop) and video presentations (bring your own laptop or equipment to show it on). Judges will consider many different criteria when considering teams for this award, including: how well the students communicated the problem and their proposed solution, research information and details provided to support their presentation, quality and usefulness of visual materials used to support the presentation, and how the students carry themselves and interact with the judges (and each other).

**Judges Award** - For 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, team accomplishments or endeavors communicated to the judges that may not fall under existing awards, but deserve recognition.

**Programming Skills Champion** - Presented to the # 1 ranked team in the VEX Robotics Competition Programming Skills Challenge.

**Programming Skills 2<sup>nd</sup> Place** - Presented to the # 2 ranked team in the VEX Robotics Competition Programming Skills Challenge.

**Robot Skills Champion** - Presented to the # 1 ranked team in the VEX Robotics Competition Robot Skills Challenge.

**Robot Skills 2<sup>nd</sup> Place** - Presented to the # 2 ranked team in the VEX Robotics Competition Robot Skills Challenge.

**Sportsmanship Award** - The "Sportsmanship" award will be presented to a team that has earned the respect and admiration of the volunteers and other teams at the event. This team is a model for all to follow and interacts with everyone in a positive, respectful and polite manner. This award is judged during the event by teams, referees and volunteers.

**Educate Award** - The "Educate" award is given to a team that has been able to successfully integrate VEX Robotics into their Science, Technology, Engineering and Math (STEM) curriculum's. The winning team will demonstrate to the judges that VEX Robotics is not just an extracurricular activity, but a valuable tool used in their school to teach across many subjects in the classroom.

**Think Award** - The "Think" award will be presented to a team that has successfully utilized autonomous programming modes during competition. Quality, consistency and success of autonomous programs as well as the ability of the students to explain the programming process will help to determine a winner of this award. This award may be judged by the referees, programming inspectors and/or members of the judge panel.

**Tournament Champion** - Presented to the winning alliance of the VEX Robotics Competition tournament.

**Tournament Finalists** - Presented to the runner-up alliance of the VEX Robotics Competition tournament.