Awards and Allocation

Awards

Required Awards

Champion's Award

1 winner and up to 3 finalists depending on tournament size

This award celebrates a team that embodies the *FIRST*® LEGO® League Challenge experience by fully embracing the Core Values while achieving excellence and innovation in Robot Performance, Robot Design, and the Innovation Project.

Core Values Award

1 winner and up to 3 finalists depending on tournament size

This team displays extraordinary enthusiasm and spirit, knows they can accomplish more together than they could as individuals, and shows each other and other teams respect at all times.

Innovation Project Award

1 winner and up to 3 finalists depending on tournament size

This team utilizes diverse resources for their Innovation Project to help them gain a comprehensive understanding of their problem; has a creative, well-researched solution; and effectively communicates their findings to judges and the community.

Robot Design Award

1 winner and up to 3 finalists depending on tournament size

This team uses outstanding programming principles and solid engineering practices to develop a robot that is mechanically sound, durable, efficient, and highly capable of performing challenge missions.

Robot Performance Award

1 winner and up to 3 finalists (2nd, 3rd, and 4th places) depending on tournament size

This award celebrates 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.

Coach/Mentor Award

Up to 6 winners depending on tournament size

Coaches and mentors inspire their teams to do their best, both as individuals and together. Without them, there would be no *FIRST* LEGO League Challenge. This award goes to the coach or mentor whose leadership and guidance is clearly evident and best exemplifies the *FIRST* Core Values.

Optional Awards

Engineering Excellence Award

Up to 3 winners

This award celebrates a team with an efficiently designed robot, an innovative project solution that effectively addresses the season challenge, and Core Values evident in all they do.

Breakthrough Award

Up to 3 winners

This award celebrates a team that made significant progress in their confidence and capability in both the Robot Game and Innovation Project and are a shining example of excellent Core Values. They demonstrate that they understand that what they discover is more important than what they win.

Rising All-Star Award

Up to 3 winners

This award celebrates a team that the judges notice and expect great things from in the future.

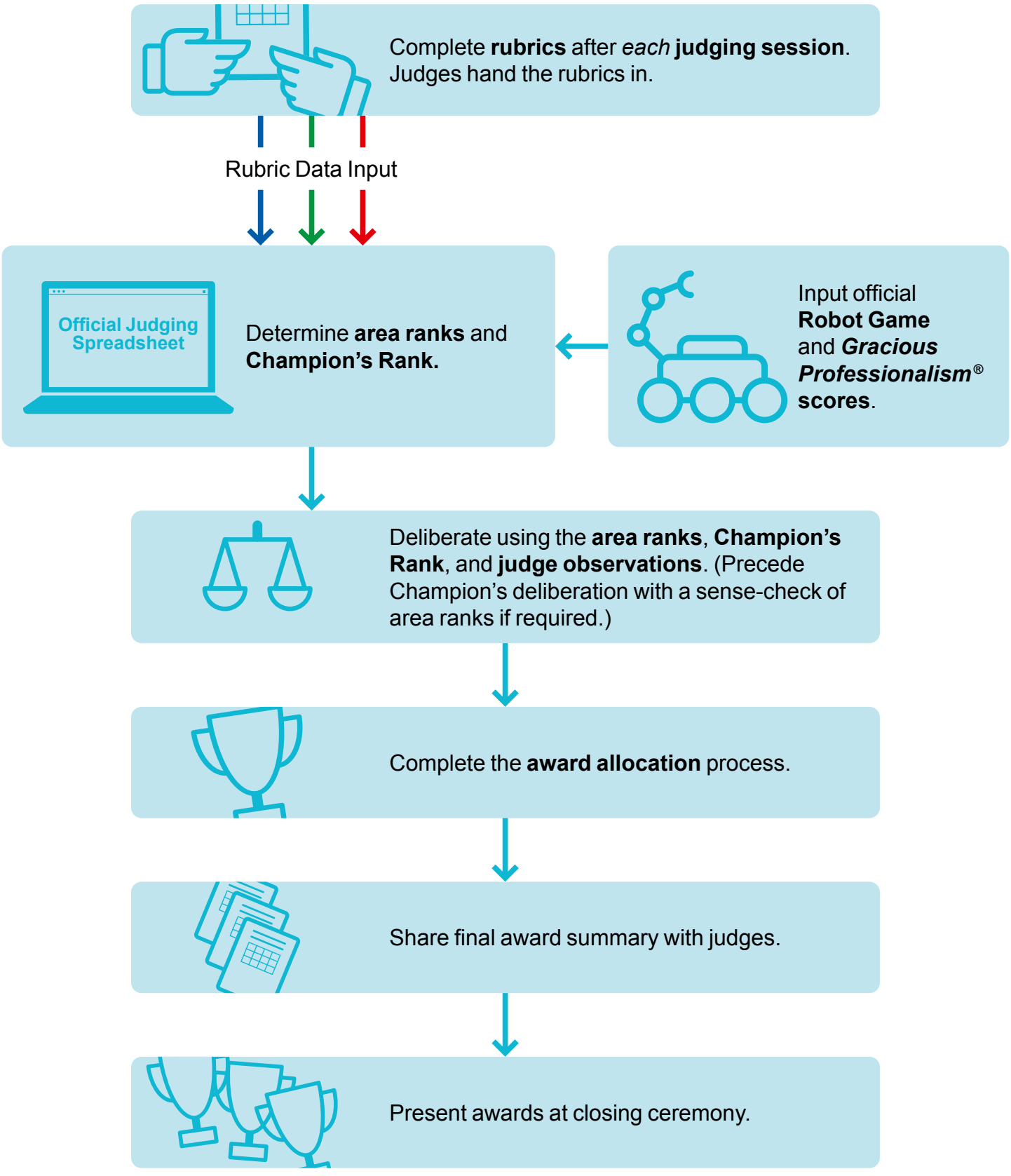
Motivate Award

Up to 3 winners

This award celebrates a team that embraces the culture of *FIRST* LEGO League through team building, team spirit, and displayed enthusiasm.

Judging Process Flowchart

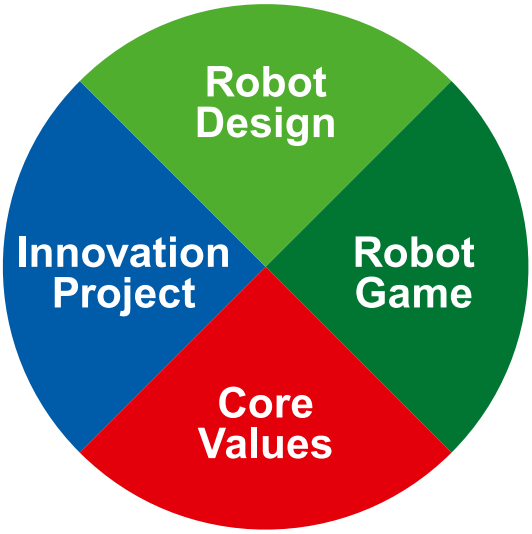
Follow these steps to properly assess award eligibility.



Award Allocation and Advancement

FIRST® LEGO® League teams are evaluated equally in four areas: Core Values, Innovation Project, Robot Design, and Robot Game. The judges and referees use the rubrics and Robot Game score sheets to make this evaluation. *Gracious Professionalism*® points from the Robot Game count towards the team's Core Values. They do not affect the Robot Game scores.

The scores are then used to create the area ranks, which show the rank order of how the teams performed in each area. This happens automatically in the Event Hub or the Official Judging Spreadsheet (OJS) and the data you need will be illustrated.



The four area ranks are weighted equally and used to calculate the Champion's Score. The Champion's Scores are then put in order to create the Champion's Rank.

The team with the lowest Champion's Score will be ranked first in the Champion's Rank.

The following diagram shows how the Champion's Rank is calculated. Remember, it is the **area ranks**, not the rubrics or Robot Game score sheet scores for each area, that are used.

Determining the Champion's Rank

INNOVATION PROJECT RANK + **CORE VALUES RANK** + **ROBOT DESIGN RANK** + **ROBOT GAME RANK** = CHAMPION'S SCORE

These Champion's Scores are ranked to produce the ***CHAMPION'S RANK****. The lowest score will be the top ranked team.*

During deliberation, the judge advisor leads the allocation of the awards. The Champion's Rank and area ranks are used to determine which teams should win awards, and the judges sense-check the results. Remember, the group of highest performing teams should be winning the awards.

AWARDS

To recognize and commend more teams overall, teams are limited to winning one judged award. The coach may still be eligible for the Coach/Mentor Award, and the team may still be eligible for the Robot Performance Award. How many awards there are and whether the optional awards will be presented varies between events. Check with your tournament director.

AWARD	ALLOCATION PROCESS
ADVANCEMENT	Use the Champion's Rank to identify teams that will advance to the next level of competition.
REQUIRED AWARDS Allocated in the specific order detailed in the following instructions.	
Champion's	Allocation based on the Champion's Rank.
Core Values	Allocation based on the Core Values area rank, which includes both the rubric and the *Gracious Professionalism*® scores.
Innovation Project	Allocation based on the Innovation Project area rank.
Robot Design	Allocation based to teams based on the Robot Design area rank.
Robot Performance	Allocation based on highest individual Robot Game score. Ties are broken using second- or third-highest game score.
Coach/Mentor	Allocation based on team nominations.
OPTIONAL AWARDS If used, allocated in the specific order detailed in the following instructions. These awards are allocated only to teams who have not won a required award besides a Robot Performance Award and/or a Coach/Mentor Award.	
Engineering Excellence	Unlike other optional awards all teams are eligible. Allocation based on highest Champion's Rank.
Breakthrough	Judges select candidates. Allocation is based on the highest Champion's Rank.
Rising All-Star	Judges select candidates. Allocation is based on the highest Champion's Rank.
Motivate	Judges select candidates. Allocation is based on the highest Champion's Rank.

Use the following process to allocate the awards in the order shown. You will need the area ranks and Champion's Rank. These will show up in the Event Hub or in the OJS, they will be on the Results and Rankings page when all the data has been entered.

Sense-Check the Data

1. If using the Event Hub you need to open the .csv files for Core Values, Innovation Project and Robot Design and check for missing data.
2. Sort the teams in **Champion's Rank order**.
3. Confirm with the judges that the scores look like they have been entered correctly. Use the .csv files exported from the Event Hub to help.
4. If confirmed, move on to the Award Allocation process. If not, review the data and correct as needed.

Award Allocation Process

5. Awards are allocated using the rank data.
6. For each award ask the question, "Is the group happy to allocate this award to the top ranked team in this area?"
   a. If there is a discussion, keep tight control of who is speaking and allow only one person to talk at a time. Only the judges who actually judged the team should be allowed to speak. Bring the discussion to a conclusion firmly and as quickly as is reasonable.
7. Do not change any ranks even if the award is not given to the top ranked team.
8. Allocate the award. Click the arrow in the Award column for the winning team and choose the name of the award. Also, go to the Award Place column and click the arrow to select their award place.
9. Remember, a team can win only one award unless the other award is a Robot Performance Award and/or a Coach/Mentor Award.
10. Allocate the awards in the following order. How many of each award will vary depending on the size of the tournament. Check with your tournament director.

Champion's Award

11. The winner will be the team that is ranked first in the Champion's Rank.
12. Allocate all the Champion's Awards to teams in the order that they are placed in the Champion's Rank.
13. Allocate all the Champion's Awards before moving on to any other awards.

Advancement

14. Identify which teams will advance to the next level of the competition using the **Champion's Rank**. The number of advancing teams depends on how many spaces have been allocated to your event. Check with your tournament director.

Robot Performance Award

15. Sort the teams in **Robot Game rank order.**
16. The winner will be the team that scores the most points during the Robot Game.
17. Allocate all the Robot Performance Awards to teams in the order that they are placed in the Robot Game rank.

Core Values Award

18. Sort the teams in **Core Values rank order.**
19. Allocate only the first-place Core Values Award. You must now allocate the first-place award for Innovation Project.

Innovation Project Award

20. Sort the teams in **Innovation Project rank order.**
21. Allocate only the first-place Innovation Project Award. You must now allocate the first-place award for Robot Design.

Robot Design Award

22. Sort the teams in **Robot Design rank order.**
23. Allocate the first-place Robot Design Award.
24. Now you can go back and allocate the second-place awards in all three areas (Core Values, Innovation Project, and Robot Design).
25. Repeat this process for all the third-place awards and then all the fourth-place awards if these are being used at your event.

Optional Awards

26. Now you can allocate the optional awards. If you do not have any optional awards, you can go to Step 38 and allocate the Coach/Mentor award(s), which is required.

Engineering Excellence Award

27. Sort the teams in **Champion's Rank order.**
28. The Engineering Excellence Award goes to the highest Champion's Ranked team who has not yet won an award besides Robot Performance and/or Coach/Mentor.
29. Repeat this process until all the Engineering Excellence Awards have been allocated.

Breakthrough/Rising All-Star/Motivate Awards

30. Sort the teams in **Champion's Rank order**.
31. From the group of teams that have been selected, identify the team that has the highest Champion's Rank, but has not yet been allocated an award besides Robot Performance and/or Coach/Mentor.
32. Repeat until all optional awards are allocated.

Coach/Mentor Award

33. The best candidates for the Coach/Mentor Award will have been selected by a judge(s) looking through the nomination sheets completed by the teams. If there is time, the sheets for the best candidates can be read to the group, and all the judges can vote for the winners. Otherwise, a decision can be made by the judges reading the nomination sheets.

Local Awards

34. Now you can allocate any local awards that are used at your event. Check with your tournament director on the process used to select the winners of these awards.
35. Use the **Champion's Rank** to check if there are any very highly ranked teams that have not won an award. If there are, and it isn't an error, could a Local Award be used to recognize this team?

Wrap-Up

36. Prepare your presentation for the award ceremony and make sure you have an accurate list of the winners. Also, ensure it is given to any media covering the event and to the *FIRST*® LEGO® League partner.
37. Feel free to customize your ceremony and script now.
38. Ensure that the rubrics and any coach nomination forms are organized so they can easily be distributed to the teams following the event.

Well done! Thank all your judges and invite them to stay for the award ceremony.