

Judges Routine Checklist

Please use this checklist each round to help keep yourself organized. We'll cover together at 8:00am April 27

Know Before You Go :)

1. Know who you are paired with
2. Know your area of responsibility
3. Know the time constraints your area is working with
4. Know who your pit-boss is. If you have a question, your pit-boss is your primary source
 - a. Misty
 - b. Terry
5. Your head judge is Robo Joe and may be seen wearing a mowhawk
6. Teams will get a practice round during the time you are being trained. Teams will then get 2 rounds to compete. The teams best of 2 rounds is what we look at. We will hide the 2nd round scores until the closing ceremonies to build suspense :)
7. Teams are going to be nervous when you approach, please do everything you can to greet with a positive non intimidating demeanor. Remember what it was like when you were in 4th grade.
8. If the robot does something that is too close to call, give them the points.
9. If an 'Act of God' situation occurs. You may stop your 2 ½ minute clock to allow the team to get situated and then start the clock again. Otherwise, keep the clock rolling. If teams finish early, cool. Stop the clock and record "Remaining Time" on your scoresheet for tie breaker purposes.

Time to Rock :) (This game is about putting humans on Mars and all the space history preceding that moment. Tell them something cool about space programs)

1. Intro yourself and judging partner
2. Wish them good luck and remind them to have fun
3. Tell them to remove any clutter items from home base by placing those items outside of the game box or in their bot box.
4. Ask them to place the robot in the home base for a size check. Make sure the robot does not exceed the inside perimeter of the black line. Wires do not count. If exceeds black line, give them 30 second to modify down to size. At 30 seconds, issue a warning and say "in 15 more seconds, we have to void your score and move to the next table". If voided, write in big letters "Voided", circle the round number, and send to score room.
5. Check for all lego parts with exception of 1 piece of paper, 1 paper clip, 1 balloon, 1 popsicle stick, 1 crayon, up to 6 inches of tape, and a 12 oz water bottle. If parts are not compliant, use process on #3.
6. Measure height to no higher than 16". Its okay to guestimate. If higher, use process on #3.
7. Ask if they are ready. Set your clock for 2 ½ minutes. "Ready set go".

Rockin :)

1. Bot must be completely inside the outside perimeter of home base when starting each run.
2. Bot may be retrieved by hand when on the way home from a mission when a part of the bot enters black line of home base. See #4
3. Look for touch fouls and triad fouls. Counts only outside of home base
 - a. Touch fouls are when bot is touched while bot IS NOT touching a game piece = -5 points.
 - b. Triad fouls are when bot is touched while bot IS touching a game piece = tell team that game piece is no longer scoreable and they should move on to next task
4. If team is bringing an item back to home base, they may not touch bot till that item crosses home base. If they do, the item is no longer scoreable. If they bring an item back to home successfully, have them remove the item from the home base and set outside of the game box or in their bot box.
5. Scoring happens after time is up. Means that a team could undo a point.

Rocked it :)

1. Praise them for the strong areas. Give constructive criticism for improvement areas.
2. Go through the scoresheet with them. They normally are very helpful to judges.
3. Not many things on the scoresheet will be accomplished. Not designed to.
4. Give ALL TEAMS a positive feedback and subjective judges choice award card(S) for qualities of your choosing or use GREAT ENGINEERING, TEAMWORK, PROGRAMMING, OVERCOMING ADVERSITY, DRESSED FOR MARS, EINSTEIN AWARD FOR SMARTS, ECO-FRIENDLY, ETC...
5. Have team sign off on scoresheet, send scoresheet with a runner, high fives around the table, and then head to next table.