



Awards

Overview

This section details the full list of awards presented at the VEX Robotics Competition. Most local and regional tournaments will offer a small subset of these awards, based on the number of teams at their event. The only competition likely to present each and every one of these awards will be the

VEX Robotics Competition World Championship, as warranted by the hundreds of teams competing. The awards presented at each event are chosen at the discretion of the event planning committee.

The standard set of awards which will be offered at tournaments are the:

- Tournament Champions
- Excellence Award
- Robot Skills Champion*
- Programming Skills Champion*

**If this challenge is not being offered, a Judges' Award will be presented in its place*

In addition to these standard awards, we expect many tournaments will offer a combination of the following awards:

- Tournament Finalists
- Amaze Award
- Build Award
- Create Award
- Energy Award
- Future Award
- Innovate Award
- Sportsmanship Award
- Think Award
- Judges' Award
- Volunteer of the Year Award

The remaining awards will likely be offered only at the World Championship. For a full listing of the awards offered at your specific tournament, please visit www.RobotEvents.com.

Award Descriptions

Descriptions for all of the different awards presented at the VEX Robotics Championship are shown below. The first section contains a short characterization of what each award has been created to recognize. The following pages have longer descriptions of each award to provide more detailed explanations. It is important to note that not all awards will be offered at all events. Please visit www.RobotEvents.com to find awards listing for your event(s).

Robot Performance Awards

Excellence Award:	Top All Around Team (Robot Performance & Judged)
Tournament Champions:	Each Team on Winning Alliance
Tournament Finalists:	Each Team on Finalist Alliance
Robot Skills Champion:	Top Robot Skills Side Challenge Team
Robot Skills 2nd Place:	Runner-Up Robot Skills Side Challenge Team
Programming Skills Champion:	Top Programming Skills Side Challenge Team
Programming Skills 2nd Place:	Runner-Up Programming Skills Side Challenge Team

VEX Robotics Competition - *Clean Sweep*

Judged Awards

Amaze Award:	Overall Quality
Build Award:	Craftsmanship and Construction
Community Award:	Community Involvement & Support
Cooperate Award:	Teamwork
Create Award:	Creative Engineering Design
Design Award:	Engineering Process and Documentation
Educate Award:	Classroom Adoption of Robotics
Energy Award:	Team Spirit and Enthusiasm
Future Award:	Research Project and Presentation
Innovate Award:	Innovative Feature/Solution
Judges' Award:	Judges' Recognition
Mentor of the Year Award:	Recognized Volunteer Team Mentor
Partner of the Year Award:	Recognized Event Sponsor/Supporter
Promote Award:	Video Submission
Sportsmanship Award:	Sportsmanship
Support Award:	Helping Other Teams at the Event
Teacher of the Year Award:	Recognized Team Teacher
Think Award:	Autonomous Programming and Sensor Use
Unite Award:	Teamwork Among Multiple Same School Teams
Volunteer of the Year Award:	Recognized Event Volunteer

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
- 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.

Please Note: Some events may decide to offer two Excellence Awards, one for the top overall Middle School team and one for the top overall High School team if they feel they have enough teams in each group.

Tournament Champions (2 or 3 Teams)

Presented to the winning alliance of the VEX Robotics Competition tournament.

Programming Skills Champion (1 team)

Presented to the top ranked team in the VEX Robotics Competition Programming Skills Challenge.

Robot Skills Champion (1 team)

Presented to the top ranked team in the VEX Robotics Competition Robot Skills Challenge.

Tournament Finalists (2 or 3 Teams)

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

Programming Skills 2nd Place (1 team)

Presented to the second ranked team in the VEX Robotics Competition Programming Skills Challenge.

Robot Skills 2nd Place (1 team)

Presented to the second ranked team in the VEX Robotics Competition Robot Skills Challenge.

Amaze Award

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

Key Criteria:

- 1) Robot design is consistently high-scoring and competitive
- 2) Robot autonomous mode is consistently successful
- 3) Robot is robustly constructed to fulfill its designed task
- 4) Teamwork and interview quality

Build Award

The “Build” award is given to a team that has built a well crafted and constructed robot that also shows a clear dedication to safety and attention to detail. Judges will be looking for robots that have a professional feel and quality look to them, with clear attention to detail in construction, efficient use of mechanical and electronic components, and reliability on the competition field.

Key Criteria:

- 1) Robot construction is of professional quality; robust, clean and elegant use of build materials
- 2) Robot efficiently uses mechanical and electrical components
- 3) Robot is designed with detailed attention to the hazards and rigors of the competition
- 4) Teamwork and interview quality

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 raise support in their community for technology education programs.

Cooperate Award

The “Cooperate” award will be awarded to a team that demonstrates extraordinary teamwork. This award recognizes a team’s season-long commitment to cooperation and mutual respect both within the team, and to others on the field of play and throughout the event.

Key Criteria:

- 1) Team demonstrates commitment to respect and cooperation to all, throughout the season
- 2) Team demonstrates that they work well with their alliance partners, before, during and after a match
- 3) Team demonstrates an internalized culture of teamwork, mutual respect and cooperation
- 4) Teamwork and interview quality

Create Award

The “Create” award is earned by a team whose robot design incorporates a creative engineering solution to the design challenges of this year’s game. 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 a highly creative engineering design process.

Key Criteria:

- 1) Robot is a well-crafted, unique design solution, demonstrating creative thinking
- 2) Team has demonstrated a highly creative engineering design process and methodology
- 3) Team has committed to ambitious and creative approaches to playing the game
- 4) Teamwork and interview Quality

Design Award

The “Design” award is presented to a team that demonstrates an organized and professional approach to the design process, project management, time management and team organization. Teams will be assigned a 10 minute time slot during which the team will set up and deliver a presentation to judges. The winning team will be able to describe how they created and implemented an efficient and productive design process to effectively manage their time and resources to accomplish their project goals.

Design Award - Engineering Notebook

One of the main missions of the VEX Robotics Competition is to help students acquire real world life skills that will benefit them in their academic and professional future. The Engineering Notebook is a way for teams to document how the VEX Robotics Competition experience has helped them to better understand the engineering design process while also practicing a variety of critical life skills including project management, time management, brainstorming and teamwork.

Engineering is an iterative process requiring students to recognize and define a problem, brainstorm and work through various stages of the design process, test their designs, continue to improve their designs and continue the process until a solution has been produced. During this process students will come across obstacles, will encounter instances of success and failure, and will learn many lessons through their experience. It is this process that students should document in their Engineering Notebook.

The Engineering Notebook is an opportunity to document everything a team does and can serve as a historical guide of lessons learned and best practices which can benefit the team and students in future years. Students may document any number of things in their Engineering Notebook such as: team meeting notes, design concepts and sketches, pictures, notes from competitions, biographies of the members of their team (students, teachers and mentors), observations and thoughts of team members throughout the season, team organization practices and any other notes that a team finds useful.

Judging of Engineering Notebooks

Creating and maintaining an Engineering Notebook is in no way “required or mandated” for teams participating in the VEX Robotics Competition. There are no overbearing rules or guidelines for this notebook if you do choose to have one to show at events - it is a document created by the team, for the team and can be customized in whatever way works best for your team. While not required, maintaining an Engineering Notebook is highly recommended and can have many benefits for the team, but when and how to maintain such a notebook is completely optional and up to each team. There is only one award given at the VEX World Championship (and some local events) which requires that teams present their Engineering Notebook to the judges - the Design Award. We still encourage any teams that create an Engineering Notebook to bring it to events and keep it in their pit area to show and discuss with Judges. Judges are always interested in learning and seeing the various skills students acquire and demonstrate through their participation in the VEX Robotics Competition. Teams are welcome to bring support materials, flyers, team promotional materials and items such as an Engineering Notebook to events to share with judges.

Key Criteria:

- 1) Engineering Notebook is a clear, complete document of the team’s design and build process
- 2) Team is able to explain their design and strategy throughout the season
- 3) Team demonstrates personnel, time and resource management throughout the season
- 4) Teamwork and interview quality

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) curriculums. 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.

Energy Award

The “Energy” award is decided based on team enthusiasm at the event. The winning team demonstrated boundless passion and energy throughout the competition – in the pit area, on the field, in the audience, when their robot is playing and when it’s not.

Key Criteria:

- 1) Team Maintains a high level of energy throughout the event
- 2) Team demonstrates support for all participants
- 3) Team’s positive energy enriches the event experience for others
- 4) Teamwork and interview quality

Future Award

The “Future” award is presented to the “school” or “club” that demonstrates how the efforts of their team(s) are improving their school and/or local community, along with showing a vision of the impact this will have on their future. This is your opportunity to show judges how your VEX Robotics team(s) are making an impact in your community and are helping to advance awareness, appreciation and adoption of STEM (Science, Technology, Engineering and Math). These teams are encouraged to give the judges hope and optimism that the students of today will improve the world as the future innovators, problem solvers and leaders of tomorrow.

An Online submission website will be published six weeks prior to Championships. Four to six weeks prior to the World Championship Event teams will:

- Submit a one page Future Award presentation summary
- Submit one letter of support online
- Reserve a Presentation and Interview Time Slot online
(There will be four presentation time slots available per hour)

Teams will be informed at the competition check in which Presentation and Interview room they have been assigned for their Time Slot:

- Once a group is instructed to enter an interview room they have up to 7 minutes to setup and complete the delivery of their presentation.
- Presentations exceeding 7 minutes will be cut off. Groups need to practice to assure that they will complete their setup and delivery in the allotted time.
- Presentation participants should be prepared to answer questions from the Presentation and Interview Judge Panel for three to five minutes following their presentation.

The presentation should clearly identify specific contributions that members of the VEX team(s) have made in the school or local community. Students are encouraged to be creative with the presentation and may use any number of presentation tools and methods including, but not limited to: models, display boards, PowerPoint presentations (presenters must provide their own laptop) and video presentations (presenters must provide their own laptop or video equipment, NO video projection equipment will be provided). Assume a single electrical outlet will be available, however no extension cords will be provided.

VEX Robotics Competition - *Clean Sweep*

Up to 10 student members of the team(s) may make the presentation to the judges. One adult is allowed to accompany the student presenters into the interview room. This adult is not allowed to communicate with the students or judges while in the room, but may observe and take pictures or video if they wish.

The support letter shall be from a non-team related school or local official who has witnessed the impact that this team is having and should explain how the team is helping to shape the school or community.

Judges will consider many different criteria when considering teams for this award, including: how well the students communicated the details of their project, the quality of their presentation and the usefulness of visual materials used to support the presentation. Students will also be judged on how they carry themselves and interact with both the judges and their fellow teammates.

Upon completion of all interviews, Judges may seek out additional information from teams during the course of the event before final award determinations are made.

Innovate Award

The “Innovate” award is presented to a team that has demonstrated a strong combination of ingenuity and innovation in designing their VEX robot. This award will typically recognize a specific innovative machine feature, that was designed by thinking outside the box, resulting in a unique piece of engineering which forms an integral part of their engineering design solution to the complex problems presented by the VEX Robotics Competition game.

Key Criteria:

- 1) Robot design demonstrates an ingenious and innovative piece of engineering
- 2) Innovative feature is soundly crafted and is an effective solution to a design problem
- 3) Innovative solution is integrated as a part of an overall well crafted robot
- 4) Teamwork and interview quality

Judges’ Award

The Judges Award goes to 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, and team accomplishments or endeavors throughout the season that may not fall under existing awards - but are nonetheless deserving of special recognition.

Mentor of the Year Award

This award is given to a mentor or engineer that has helped their students achieve goals that were seemingly out of reach. This individual is a role model, a leader and an extraordinary mentor who helps show students new ways to expand their knowledge and solve problems in the worlds of STEM. The recipient of this award will be nominated by the students on their team with a written submission detailing how the mentor inspires, motivates and educates students in a positive, enthusiastic and challenging atmosphere.

Partner of the Year Award

There are two definitions for “Champion”: One who surpasses all rivals in a competition, a title which is what the robots at this event compete for. But the more important definition of a champion is, “one who fights for a cause or on behalf of someone else”, – that is the champion this award will recognize. There are many partners whom deserve recognition for their efforts to advance educational opportunities for students in our communities in the areas of science, technology, engineering, and math. “Champions” in the VEX Robotics Competition help students and schools in many ways: they support teams, they support volunteers and local groups to provide events like these, they support training, workshops, scrimmages, mentor placement, fundraising and many other efforts to ensure these opportunities are accessible and available to more students than ever before. This award recognizes the contribution of a “Champion” making a truly generous and positive impact on our community.

Promote Award

The “Promote” award is presented to a team that has created and submitted an outstanding VEX Robotics video. One of the goals of this video should be to help the team introduce itself in the community, to help recruit new students, mentors, and gain support for the team. This video may be about the team, the program, the competition, the design and build process, the robot itself or any theme the team can dream up to help promote its VEX Robotics program to their community!

Videos will be submitted to the “Digital Prototyping and Online Design Challenge” section at www.RobotEvents.com. The Digital Prototyping and Online Design Challenge section will go live with multiple challenges on October 16, 2009 and teams can begin to submit their videos at that time.

Key Criteria:

- 1) Video is exciting, of high production and editorial quality, and expresses a complete vision
- 2) Video is original and innovative in approach, in editing and content
- 3) Video is clear and easy to follow, with a message that is easily followed

Sportsmanship Award

The “Sportsmanship” award is 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 manner in the spirit of friendly competition and cooperation. This award is judged during the event by teams, referees and volunteers.

Key Criteria:

- 1) Team is courteous, helpful and respectful to everyone at the event, on and off the field
- 2) Team treats others on the playing field in the spirit of friendly competition
- 3) Team demonstrates respect and willingness to help to event staff and spectators

Support Award

The “Support” award is given to a team that is always willing and able to help other teams in need of assistance. There are many forms of “support” that can be given at an event: Resources , Knowledge and Encouragement are some of the most important ways team support each other throughout the competition. This award is judged and voted on by the teams participating at the event.

Key Criteria:

- 1) Team is always willing to help others by sharing resources, knowledge, and encouragement
- 2) Team has helped not only alliance partners, but all teams, by sharing resources
- 3) Team has enriched local VRC events by volunteering personnel and/or resources

Teacher of the Year Award

The “Teacher of the Year” award is presented to a teacher who shows true leadership and dedication to his or her group of students. The winner of this award continually exceeds expectations to ensure a safe, enjoyable and educational experience for all students. The recipient of this award will be nominated by the students on their team with a written submission detailing how the teacher inspires, motivates and educates students in a positive, enthusiastic and challenging atmosphere.

Think Award

The “Think” award is presented to a team that has successfully utilized autonomous programming modes during competition. Quality, consistency and success of autonomous programs in being an integral part of an effective strategy as well as the ability of the students to explain their programming process from strategy to syntax 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.

Key Criteria:

- 1) Team’s autonomous code is effective to task, cleanly written, well-defined, and elegantly designed
- 2) Team has explained a clear autonomous strategy, that is a part of their overall strategy to win the game
- 3) Team’s autonomous code is consistently successful in the field
- 4) Teamwork and interview quality

Unite Award

The “Unite” award is presented to a school that has built a sustainable multi team robotics program. This award recognizes a school that demonstrates the ability to field multiple independent robotics teams which also work and collaborate together to enrich the experience of all students involved. Student access, a positive competitive atmosphere and a unity of vision among independent teams are key factors in receiving this prestigious award.

Key Criteria:

- 1) A multi-team program is designed to enrich student experiences, clear unity of vision and educative value
- 2) Teams have independent designs and ideas, but also work to collaborate, in balance
- 3) Program is designed to be sustainable and available as an educational platform for students
- 4) Teamwork and interview quality

Volunteer of the Year Award

VRC events don’t just materialize; it takes the collective effort of many people who are willing to give of their time and effort for the sake of the participants. At the root of each event you can usually find an individual spearheading the effort to “make things happen”.

The Volunteer of the year will be easy to spot because of their enthusiasm, dedication and results oriented approach to bringing the experience and opportunities available through VEX Robotics to as many students as possible. The recipient of this award demonstrates a commitment and devotion to their community, putting in many hours of hard work with persistence and passion to help make this event happen.