

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; exemplifies teamwork, discovery, inclusion, innovation, impact, and fun; 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.

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 at least one of the core areas of *FIRST* LEGO League.

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.

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. This award goes to the coach or mentor whose leadership and guidance is clearly evident and best exemplifies the *FIRST* Core Values.

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.

Peer Award

Up to 3 winners

This award celebrates a team that has been nominated by their peers for their expression of Core Values and *Gracious Professionalism*.

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.

Innovation Project Score is calculated by adding together all ten scores from the Innovation Project judging rubric.

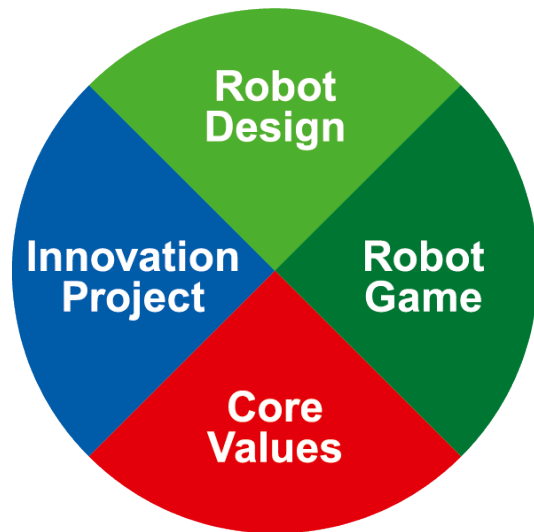
Robot Design Score is calculated by adding together all ten scores from the Robot Design judging rubric.

Core Values Score is calculated by adding together five designated criteria from each judging rubric, for a total of ten rubric scores, plus three *Gracious Professionalism*® scores. *Gracious Professionalism* scores do not affect a team's Robot Game Score or rank.

The scores are then used to create the **area ranks**, which show the rank order of how the teams performed in each area. This ranking happens automatically in the Event Hub or the Official Judging Spreadsheet (OJS).

The four area ranks are weighted equally and used to calculate the **Champion's Score**. The Champion's Scores are then used 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

$$\text{INNOVATION PROJECT RANK} + \text{COREVALUES RANK} + \text{ROBOTDESIGN RANK} + \text{ROBOT GAME RANK} = \text{CHAMPION'S SCORE}$$

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

Once scores and ranks are calculated, 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 check the results. Remember, the group of highest performing teams should be winning the awards.

If applicable, Champion's Rank is also used to identify teams that will **advance** to the next level of competition.

The complete list of all judging evaluations for every team will remain **confidential**, along with any information regarding ranking of teams.