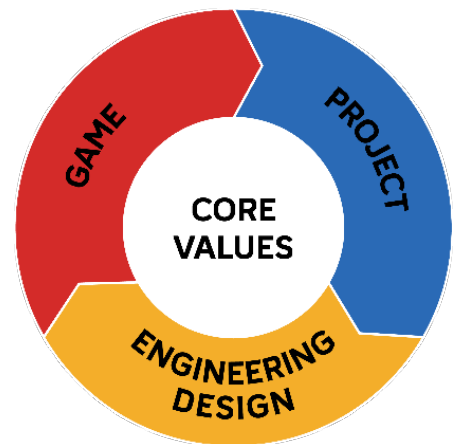


Award Allocation Instructions

FIRST® LEGO® League Future Edition teams are evaluated in four core areas: Core Values, Project, Engineering Design, and Game Performance.

Judges use the official rubrics to evaluate teams in Core Values, Project, and Engineering Design. Referees complete a scoresheet for each official match, including a *Gracious Professionalism*® score assessing a team's Core Values at the game field. The scores from the rubrics and scoresheets are used to determine each team's rank in these four areas.

The four area ranks are weighed equally and added together to calculate the team's Champion's Score:



$$\text{CORE VALUES RANK} + \text{PROJECT RANK} + \text{ENGINEERING DESIGN RANK} + \text{GAME PERFORMANCE RANK} = \text{CHAMPION'S SCORE}$$

Champion's Scores are then ranked to produce the Champion's Ranking. A lower Champion's Score results in a higher ranking. The team with the lowest Champion's Score is ranked first in the Champion's Ranking.

If a next level of competition is available, Champion's Ranking is also used to identify teams that will advance.

Scoring & Allocation Process Overview

- I. Judges submit rubrics after each judging session. Referees submit game scoresheets after each match.
- II. Judge Advisor confirms that all data is complete and accurate after scores are entered.
- III. Score data is used to determine area ranks and Champion's Rank.
- IV. Judge Advisor reviews results using the rankings and relevant judge and referee observations.
- V. Judge Advisor leads the award allocation process with judges as written.
- VI. Final award summary is shared with judges and event organizers.
- VII. Awards and advancements, if applicable, are shared at the closing ceremony.

IMPORTANT: All judging evaluations, rubric scores, and team rankings are confidential. Judges and event volunteers must not share any of this information with teams for any reason.



Allocation Guidelines

Awards should recognize the highest-performing eligible teams while ensuring that recognition is consistent with the values and objectives of *FIRST* LEGO League. Check the **Future Edition Awards List** for descriptions of the Core and Additional Awards.

30-50% of teams at an event should win an award. Teams are limited to one judged award, which includes Champion's, Core Values, Project, Engineering Design, Rising All-Star, and Inspiration Awards.

Game Performance, *Coopertition*®, Peer, and Mentorship Awards are exempt from the one-award limitation and may be received in addition to another award.

The highest-ranked eligible team should receive the applicable Core Award. Area rankings and the Champion's Rank are determined solely by team scores. Rankings provide the primary basis for award allocation. Scores and rankings should not be changed during the award allocation process.

Award Eligibility Decisions

For the Champion's, Core Values, Project, and Engineering Design Awards, there may be rare circumstances in which serious or egregious Core Values concerns make it inappropriate to recognize an otherwise eligible team with an award. Minor concerns, isolated mistakes, or behavior that can reasonably occur as young people learn and work together should not be sufficient to pass over a team.

When a significant Core Values concern is reported, the Judge Advisor should first investigate the concern, which may include speaking with the reporting volunteer and the team's coach. When appropriate, the coach should be made aware of the concern and given an opportunity to correct the behavior. If the behavior persists, or if the initial concern is severe enough to potentially remove the team from award consideration, the Judge Advisor should consult with appropriate event leadership, such as the Head Referee, Tournament Director, and/or Program Delivery Partner, rather than making the decision alone. When appropriate, the coach should also be informed of the outcome at the conclusion of the event or through follow-up from the Program Delivery Partner.

Removing a team from award consideration should be rare and reserved for significant Core Values concerns. It should not be used to reconsider rubric scores, re-rank teams, or substitute personal preferences for the results of the scoring process. If another eligible team is selected for an award, the scores and rankings of all teams remain unchanged.

Settling Ties

Judge Advisors should establish a clear and fair process if more than one team is tied in ranking for any award according to the scoring data. This process should be clearly communicated to judges at the start of the allocation process.

Judges should also be reminded that allocation discussions are confidential and should not be shared with teams.

Required Award Allocation & Advancement Process

Use the following process to allocate core awards in the order shown. Judge Advisors should discuss with their Tournament Director or Program Delivery Partner how many and which awards should be given at the event.

You will need the team scores, area ranks, and Champion's Ranks from the Event Portal or Official Judging Spreadsheet.

Check the Data

The purpose of this review is to identify data entry or scoring errors. It is not an opportunity to change scores or re-rank teams based on judge preference or deliberation.

1. Confirm that all rubric scores, game and *Gracious Professionalism* scores, and other required data have been entered correctly. Correct any errors before continuing.
2. Confirm with the judges that the judging data appears to have been entered correctly.
3. Review the area rankings and sort teams in Champion's Ranking order.

Allocate Champion's Awards

4. Allocate the 1st Place Champion's Award to the highest-ranked eligible team in the Champion's Ranking.
5. If additional places or finalists are presented, continue in Champion's Ranking order.
6. Allocate all Champion's Awards before moving on to the other awards.

Determine Advancement

7. If teams will advance from the event to a next level of competition, confirm the number of advancement spaces allocated to the event with the Tournament Director or Program Delivery Partner.
8. Use the Champion's Ranking to identify the advancing teams.

Allocate 1st Place Core Awards

9. Allocate the following 1st place awards in any order. Teams who have been allocated a Champion's Award cannot win another area core award.
 - a. **Core Values Award:** Sort by Core Values Rank and allocate the award to the highest-ranked eligible team.
 - b. **Project Award:** Sort by Project Rank and allocate the award to the highest-ranked eligible team.
 - c. **Engineering Design Award:** Sort by Engineering Design Rank and allocate the award to the highest-ranked eligible team.
10. If multiple places or finalists for each area award are presented, continue in area ranking order.
11. If you are using award places, allocate all 2nd place Core Awards before moving onto 3rd place awards.

Allocate Game Performance Awards

12. Sort teams in Game Performance Rank order and allocate all Game Performance Awards in rank order. Teams can win a Game Performance Award in addition to a Champion's Award or area core award.

Allocate Remaining Core Awards Places

13. Once first-place awards have been allocated in all three areas, repeat the same sequence for second-place awards, then any additional places.

Teams that have already received a Champion's Award or another area Core Award are not eligible for an additional Core Award.

Additional Award Allocation Process

Once all Core Awards have been allocated, allocate any Additional Awards being presented at the event.

Allocate Rising All-Star & Inspiration Awards

These awards are based on judge nominations from the team's judging session. Teams that have already received a Champion's, Core Values, Project, Engineering Design, Rising All-Star, or Inspiration Award are not eligible for another award from this group.

14. Review the eligible teams nominated for each award.
15. If time permits, the Judge Advisor may lead a discussion to determine by consensus which nominated team best represents the intent of the award.
16. If time is limited, allocate the award to the nominated eligible team with the highest Champion's Ranking.
17. Repeat as needed if multiple award places or finalists are presented.

Allocate *Coopertition*® Awards

This award is based on official match score data. Teams who have already won another award are eligible for this award.

18. Identify the highest combined match score at the event. Allocate the *Coopertition* Award to both teams who competed together in that match.
19. Repeat as needed if multiple award places or finalists are presented.

Allocate Mentorship & Peer Awards

These awards are based on nominations submitted by teams, coaches, or other event volunteers. Teams who have already won another award are eligible for this award.

20. Review any award nominations collected before or during the event.
21. If time permits, review the nominations with the judges and select the recipient or recipients.
22. If time is limited, the Judge Advisor may designate a smaller group of judges to review the nominations and determine the recipient or recipients for each of the awards, if given.

Allocate Local Awards

23. Once all official awards have been allocated, allocate any local awards using the process provided by the Tournament Director or Program Delivery Partner.

Confirm Final Results

24. Confirm that all awards being presented have been allocated.
25. Confirm compliance with the one-award limitations.
26. Confirm that all award places and team numbers/names are correct.
27. Confirm that the final advancement list is accurate, if applicable.

Wrap-Up & Present Awards

28. Thank the judges for their work and invite them to attend the award ceremony.
29. Prepare the award ceremony information and make sure there is an accurate final list of award recipients and any advancing teams.
30. Organize team rubrics and any nomination materials so they can be distributed or retained according to event procedures.
31. Share the final award summary with the appropriate event leadership.