



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

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

Below are descriptions for all of the different awards presented at the VEX Robotics Competition. The first section contains short characterizations to demonstrate 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).

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
Amaze Award:	Overall Quality
Build Award:	Craftsmanship and Construction

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Community Award:	Community Involvement & Support
Cooperate Award:	Teamwork
Create Award:	Creative Engineering Design
Design Award:	Engineering Process and Documentation
Energy Award:	Team Spirit and Enthusiasm
Excellence Award:	Top All Around Team
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 and Professionalism
Teacher of the Year Award:	Recognized Team Teacher
Think Award:	Autonomous Programming and Sensor Use
STEM Award:	Classroom Adoption of Robotics
Support Award:	Helping Other Teams at the Event
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
- Elimination Results
- 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 # 1 ranked team in the VEX Robotics Competition Programming Skills Challenge.

Robot Skills Champion (1 team)

Presented to the # 1 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 # 2 ranked team in the VEX Robotics Competition Programming Skills Challenge.

Robot Skills 2nd Place (1 team)

Presented to the # 2 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. Solid mechanical design along with demonstrated robot strength, programming, robustness, performance and consistency are key attributes assessed for this award.

Build Award

The “Build” award will be given to a team that has built an impressive machine, with attention to features and safety. Judges will look for beautifully crafted and constructed robots that also show a clear dedication to safety and attention to detail. These robots will have a professional feel and quality look to them, with clear attention to quality in construction.

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 change their community's perception and support for technology education.

Cooperate Award

The “Cooperate” award will be awarded to a team that demonstrates extraordinary teamwork. Teamwork under pressure, demonstrated teamwork over the entire season, and teamwork demonstrated on the field of play and throughout the event will play a major role in earning this award.

Create Award

The “Create” award will be earned by a team whose robot design incorporates a creative engineering solution for the game challenges. 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 an overall creative engineering design process.

Design Award

The “Design” award will be presented to a team that demonstrates a solid approach to the design process, project management, time management and team organization. Teams will present their Engineering Notebook to the judges and explain the design process they followed during the current season. The winning team will be able to describe how they created and implemented an efficient and productive process to manage their time and 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.

At the VEX Robotics World Championship and any other event giving the Design Award, students will show and explain their Engineering Notebook to the judges. The judges may request the Engineering Notebook so they can review it further during their deliberations, but it will always be returned to teams before the end of the event.

If bringing an Engineering Notebook to an event, and especially if submitting it to judges, be sure to clearly label your Engineering Notebook with your team information and official VEX Team ID Number. Judges will either personally return the notebook to the team or they will leave the notebooks at the Pit Administration Table for teams to collect at the end of the day.

Energy Award

The “Energy” award will be decided based on team enthusiasm at the event. The winning team will demonstrate enthusiasm throughout the competition – in the pit area, on the field, in the audience, when their robot is playing and when it's not. This award will be judged and decided by the volunteers and staff at the event.

Future Award

The “Future” award will be awarded to a team whose students have impressed the judges by researching an issue facing the world and proposing a way that robotics technology can help solve that problem. Teams will create a submission to demonstrate their understanding of the issue and their proposed solution. Students on this team give the judges hope and optimism that the state of our world will improve as the students of today ascend to become the future problem solvers and leaders of tomorrow.

2008-2009 Future Award Topic

How do you see robotics in the future assisting people to make their lives easier, or more efficient? Can you see an application where robotics can improve the quality of life for someone?

This is your opportunity to use your knowledge of the engineering process to solve a real world problem.

Teams will have a 10-minute block of time to make a presentation of their choosing to the judge panel. Up to four (4) student members of the team can make the presentation to the judges. The presentation should clearly identify a real world problem impacting people, explain the research made to understand and attempt to solve the problem, and present a robotic solution that will address that problem. Students should be prepared to answer questions from the judges regarding their presentation. Students are encouraged to be creative with the presentation and can use any number of presentation tools and methods including, but not limited to: models, display boards, power point presentations (bring your own laptop) and video presentations (bring your own laptop or equipment to show it on).

Judges will consider many different criteria when considering teams for this award, including: how well the students communicated the problem and their proposed solution, research information and details provided to support their presentation, quality and usefulness of visual materials used to support the presentation, and how the students carry themselves and interact with the judges (and each other).

Innovate Award

The “Innovate” award will be 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 the team designed as their solution to the complex problems presented by the VEX Robotics Competition game.

Judges’ Award

For 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, team accomplishments or endeavors communicated to the judges that may not fall under existing awards, but deserve recognition.

Mentor of the Year Award

This award will be 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

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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, which is what the robots compete to determine at the event. But the more socially important definition of a champion is “one who fights for a cause or on behalf of someone else” – that is what this award is for. There are many partners whom deserve recognition for their efforts to advance STEM opportunities for students in our communities. “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 and more students than ever before. This award recognizes the contribution of a “Champion” making a true 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 the video should be to create a promotional tool that can help the team promote itself in the community to help recruit new students, mentors, and sponsors and to help secure general team support. 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. Teams wishing to enter a video for consideration for this award will submit their entry online in advance of the event. All videos meeting the requirements specified on the website will be eligible for the VEX Robotics World Championship Promote Award, whether their team qualified and attended the World Championship or not.

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 November 4th, 2008 and teams can begin to submit their videos at that time.

Sportsmanship Award

The “Sportsmanship” award will be 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 and polite manner. This award is judged during the event by teams, referees and volunteers.

STEM Award

The “STEM” award will be given to a team that has been able to successfully integrate VEX Robotics into their Science, Technology, Engineering and Math curriculums. The winning team will demonstrate to the judges that VEX Robotics is not just an extracurricular activity, but a tool used in their school to teach concepts across the STEM spectrum in the classroom.

Support Award

The “Support” award will be 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: Leadership, Expertise, Knowledge and Encouragement are some of the most important which make a team worthy of this recognition. This award is judged and voted on by the teams participating at the event.

Teacher of the Year Award

The “Teacher of the Year” award will be presented to a teacher who shows true leadership and dedication to his/her group of students. The winner of this award continually goes “the extra mile” to ensure a safe,

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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 will be presented to a team that has successfully utilized autonomous programming modes during competition. Quality, consistency and success of autonomous programs as well as the ability of the students to explain the programming process 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.

Unite Award

The “Unite” award will be presented to a school that has built a sustainable multi team robotics program. This award will recognize 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 multi-team unity are key factors in receiving this prestigious award.

Volunteer of the Year Award

The Volunteer of the year will be easy to spot because of their enthusiasm, dedication and result 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 endless hours of hard work with persistence and zeal to help make this event happen.

World Championship Qualifying Criteria

We are very proud to bring the 2009 VEX Robotics World Championship to the Dallas Convention Center and Arena from April 30 – May 2, 2009. In addition to having a great layout that will provide for a tremendous competition atmosphere, the large size of the Dallas Convention Center allows every winning team from approximately 100 official VEX Robotics Competition events around the globe to qualify for the VEX Robotics World Championship. The qualification criteria to attend the VEX Robotics World Championship are as follows:

The top teams from any Official VEX Robotics Competition tournament around the world will qualify for the VEX Robotics World Championship.

To be considered an “Official” VEX Robotics Competition tournament, an event must:

- Play the official game of the current season (this year, Elevation)
- Have a minimum of 12 official VEX Robotics Competition Teams (from multiple schools)
- Be part of the network of events listed along with online registration on Robotevents.com
- Take place between October 2008 and April 2009

Here are the ways that teams at local VEX Robotics Competition events can qualify for the 2009 VEX Robotics World Championship:

- The teams on the winning alliance from all official tournaments qualify for the VEX Robotics Competition World Championship
 - Two (2) teams from events with two team alliances (events with 12-16 teams) **OR** three (3) teams from events with three team alliances (events with 17+ teams) in the playoffs
- The Excellence Award winner (1) from each event
- The 1st Place Programming Skills Challenge team (1) from each event (if they offer this challenge)
- The 1st Place Robot Skills Challenge (1) team from each event (if they offer this challenge)

This means each official event will qualify between three (3) and six (6) teams. About one to two weeks after an official local VEX Robotics Competition event has concluded the qualified teams will receive an email with the instructions to register for the World Championship.