

EVALUATION ON THE TOURNAMENT DAY

FIRST® LEGO® League Challenge

FIRST LEGO League Challenge teams work on seasonal tasks for several weeks. They design and program an autonomous robot, document the design process, research the season's theme, create an innovative solution, and elaborate a presentation.

The highlight of the season is participation in a tournament where the teams present their results and are recognized for their work and dedication.

Research

At the tournament, teams will be evaluated in four categories: **Research, Robot Design, Core Values** and **Robot Game**.

Robot Design

Core Values

After the opening ceremony on the day of the tournament, the **evaluations** start. The teams know when and where the judging will take place by means of a schedule. It is important to **be on time** for the judging.

Robot Game

Judging session

Each team presents their **Research, Robot Design, and Core values** in a **35-minute judging session**. The team enters the room, sets up their material (equipment for the research presentation, robots, etc.) and is welcomed by the judges.

Research

First, the team presents the research. This presentation should be 5 minutes long. Attention: Longer presentations will be stopped by the judges. This ensures that each team has the same conditions. Afterwards, the judges will ask the team questions about the research.

Robot Design

Next, the team presents the Robot Design report in five minutes and then answers questions from the judges.

Core Values

Finally, the team members are asked questions about the implementation of the core values.

Feedback

Before the team leaves the room, the judges give initial verbal feedback on the performance.

The judges will use a standardized **evaluation form** for the evaluation of the teams per category.

Robot Game

In addition to the judging session, each team will participate in **three preliminary rounds** of a **2.5-minute Robot Game match**. Each match is evaluated individually. Only the best match counts.

The eight or four best teams qualify for the **quarter- or semi-finals**. The best two teams participate in two matches in the **finals**.

The Robot Game is judged by **referees**. They use a **standardized evaluation sheet** to determine the points.

In addition to the Robot Game performance, the referees also evaluate the **Gracious Professionalism** in the three preliminary rounds. These points are included in the evaluation of the basic values category.

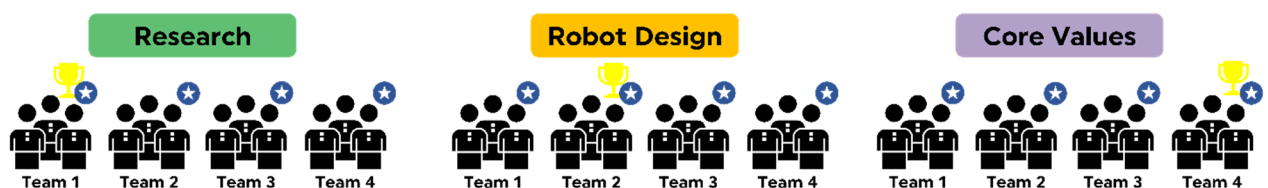
Special category: Coaching

The special coaching category allows coaches to be honored for their special efforts. Each team can fill in the **nomination form** for their own coach. Co-coaches may also be nominated. The form is filled in by the teams before the tournament or directly on the day and submitted to the judges.

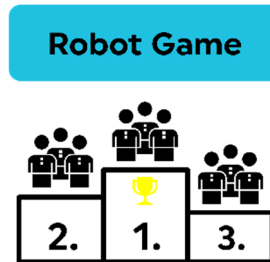
Award Ceremony

At the end of the day, all teams will be honored for their achievements at the awards ceremony. Each team member will receive a **medal**.

Before the award ceremony, the judges meet and decide based on the evaluation sheets which teams are nominated for the respective trophy in the categories of **Research, Robot Design** and **Core Values** and to which teams the trophies will be awarded. For each category **4 teams will be nominated** and awarded with a **certificate**. One **trophy** will be awarded per category.

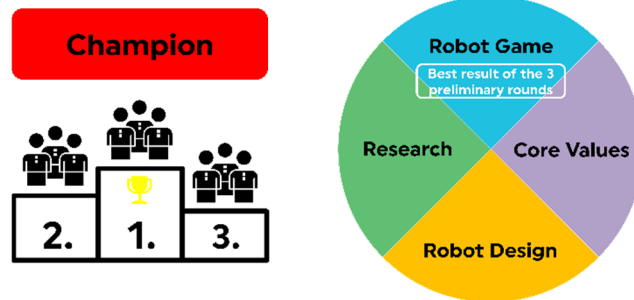


In the category **Robot Game** the places 1 to 3 will be announced and honored with a **certificate**, the team with the best Robot-Game result in the final will receive the **trophy**.



In the category **Coaching**, the **trophy** will be awarded to one coach. The award is based on the information provided by the teams and the decision of the judges.

At the end of the awards ceremony, results will be announced in the **Champion** category (= overall ranking). The overall ranking consists of the evaluation in the categories Research, Robot Design, Core Values as well as the best result of the Robot Game preliminary rounds. All categories are equally considered in the calculation. The three best teams receive a **certificate**, the best team receives the Champion **trophy**.



The principle of "**one team, one trophy**" applies to the awarding of trophies. Exceptions are the trophies in the category Robot Game and Coaching.

Also, the teams will find out who has qualified for the next level of the tournament. The number of qualifying places depends on the number of participating teams in the tournament and can vary from one to three. The overall ranking is relevant for the **qualification**.

After the tournament

After the tournament, the **results** will be published on the *FIRST* LEGO League website. The 1st to 3rd places in the category Champion and the Robot Game, the nominations and trophy winners in the categories Research, Robot Design and Core Values as well as the trophy winner of the Coaching category will be mentioned.