

ORTOP FLL - Major Changes from FLL for 2011 Tournament Awards

FLL is making major changes to the overall awards and judging approach for 2011. The goals behind these changes are:

- align awards and judging with FLL mission and priorities
- improve and simplify the judging experience
- ensure global consistency across all tournaments worldwide

FLL's judging focus is on **what we do** (the Project and Robot) and **how we do it** (our Core Values). Through interaction with the judging panel, the judging process is designed to evaluate the team's performance, provide meaningful feedback and to celebrate each team's accomplishments throughout the season.

Based on the annual Challenge, teams showcase their experience in three judged areas (Robot Design, Project, Core Values) in addition to the score-based Robot Game. Each judged area utilizes a rubric, or evaluation tool, to gather the information that will drive FLL deliberations, a qualitative, discussion-based process to rank top teams in each area.

FLL judging recognizes extraordinary team achievement through a set of Core Awards that highlight the most important elements of the FLL experience. It is important to note that FLL believes that all teams who complete the Challenge are successful; awards simply represent the special achievement of particular teams. Beyond awards, one of the most important aspects of FLL judging is the written feedback provided to all teams at the conclusion of or shortly following an event.

General Award Guidelines and Changes

- The criteria for selecting Champions award winners will be based on equal weighting between Robot Design, Project and Core Values. Robot Performance is no longer a weighted category, though a team must score in the top 40% to be eligible for a Champions award.
- A team is eligible to win only one award and they will be given the highest priority / most prestigious award for which they are eligible. The only exception to this is the Robot Performance award, which goes to the team with the highest robot game score, even if they also win another award.
- The Core Values Award replaces the Teamwork Award, matching the judging change..
- A team must participate in all three judged areas and the robot game to be eligible for any award.
- Non-adherence to FLL core values by team members, coaches or parents can disqualify a team from receiving any award.

Qualifying Tournament Awards

- Awards to be given at a Qualifying Tournament are:
 - Champions – 1 or 2, depending on tournament size
 - ACE (advancement to Championship event) – 2 to 4, depending on tournament size
 - Robot Design, Project & Core Values – 1 each
 - Robot Performance – 1 each
 - Rising Star – 0 to 1 each depending on tournament size and new team participation

- ACE awards are given to top teams with balanced performance across the three judging areas that scored in the top 40% in Robot Performance. Along with the Champions, they advance to compete at a Championship Tournament. (This replaced Champions Runner-up from past years.)
- The Rising Star award is given to the top performing Young or Rookie Team that did not otherwise receive a higher priority award.
 - This may not be given out at some Qualifiers, depending on tournament size and the number of participating Young and Rookie Teams.
 - A Young Team only has kids in grade 5 or lower. This is the same as last year.
 - A Rookie Team only has kids who are participating in FLL for the first time. This is a change from prior years. Coaches and mentors may now be experienced.
 - A Rising Star winner does not advance to compete at a Championship Tournament.
- Advancement to a Championship must be based on the Champions criteria. Other criteria, like Young or Rookie, can not be used to advance teams.

Championship Tournament Awards

- Awards to be given at a Championship Tournament are:
 - Champions – 1st, 2nd, 3rd, 4th
 - Judge sub-categories – 1st, 2nd for each of:
 - Robot Design – Mechanical Design, Programming, Strategy & Innovation
 - Project – Research, Innovative Solution, Presentation
 - Core Values – Inspiration, Teamwork, Gracious Professionalism
 - Robot Performance – 1st, 2nd
 - Young Team – 1
 - Rookie Team – 1
- The Young Team and Rookie Team awards are given to the top performing Young and Rookie Team that did not otherwise receive a higher priority award.