

Awards Overview

This section details the full list of awards presented in 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 (VEX Worlds), as warranted by the hundreds of teams competing. The awards presented at each event are chosen at the discretion of the event planning committee. Details on the judging process used to select award winners are available in the Judge Guide located at

<http://www.roboticseducation.org/vex-robotics-competitionvrc/game-day-running-an-event/>.

The standard set of awards which will be offered at most tournaments are the:

Excellence Award	Top All Around Team (Robot Performance & Judged)
Tournament Champion Award	Each Team on Winning Alliance (2 or 3 teams)
Design Award	Team with a professional design approach
Volunteer of the Year Award	Recognized Event Volunteer
Sportsmanship Award	Team that is extremely courteous and most enthusiastic
Judges Award	Recognition from judges for special accomplishments

In addition to these standard awards, large tournaments may also offer some or all of the following awards, which are available as expansion trophy packs:

Programming Skills Champion Award	Top Programming Skills Challenge Team
Robot Skills Champion Award	Top Programming Skills Challenge Team
Tournament Finalist Award	Each Team on Finalist Alliance (2 or 3 teams)
Amaze Award	Team with an amazing, well rounded and top performing robot
Build Award	Team with a well-crafted robot
Create Award	Robot with a creative engineering solution
Energy Award	Team with extraordinary enthusiasm
Innovate Award	Team that has the most “Innovative” design feature on their robot
Think Award	Team with an impressive and effective autonomous programming

The remaining awards will likely be offered only at the VEX Worlds. For a full listing of the awards offered at your specific tournament, please visit your event page at www.robotevents.com.

Robot Skills 2 nd Place:	Runner-Up Robot Skills Challenge Team
Programming Skills 2 nd Place:	Runner-Up Programming Skill Challenge Team
Community Award:	Team with extraordinary community involvement and awareness
Educate Award:	Team that integrates robotics into their classroom STEM curriculum
Future Award:	Online FUTURE Foundation Robotics Construction Challenge
Inspire Award:	Team that has earned respect from their peers for design
Promote Award:	Team with the best online challenge video submission
Service Award:	Team that goes above and beyond to assist other teams at an event
Teamwork Award:	Group with multiple teams competing and communicating together
Mentor of the Year Award:	Recognized Volunteer Team Mentor
Partner of the Year Award:	Recognized Event Sponsor/Supporter
Teacher of the Year Award:	Recognized Team Teacher

Team Professionalism and Ethics

The REC Foundation considers positive, respectful, and ethical conduct to be an important and essential component of the VEX Robotics Competition. Ethics is an important part of every engineer's professional training and practice. Judges may consider team conduct in determining awards. Judges may consider students, mentors, and adults to be team members.

Excellence Award

The **Excellence Award** is the highest award presented in the VEX Robotics Competition. This award is presented to a team that exemplifies overall excellence in creating a high quality VEX robotics **program**. This team is a strong contender in numerous award categories. Excellence winners must have an engineering notebook. Key criteria:

- Tournament Qualification Round ranking
- Programming Skills Challenge ranking
- Robot Skills Challenge ranking
- Design Award ranking
- Other Judged Award rankings
- High quality VEX robotics program

Some events may offer two Excellence Awards, one for the top overall Middle School team and one for the top overall High School team, if they have at least ten (10) teams in each group.

Excellence Award at VEX Worlds

At VEX Worlds, only teams that have submitted at least two different VEX Online Challenges, have won an Excellence Award at an official event during the current competition year, have signed up for an Excellence Award interview, and have submitted their Engineering Notebook will be considered for the Excellence Award.

The online challenges may be found at: <http://www.roboticseducation.org/online-challenges/>

Please note that at VEX Worlds, an entire school or organization, not just a single team, receives the Excellence Award. Each qualified organization will be given a single Excellence Award Interview slot. Teams may sign up for Excellence Award interviews at: <http://www.robotevents.com/vexawards/> from February 1, 2016, until March 20, 2016.

Design Award



The **Design Award** is presented to a team that demonstrates an organized and professional approach to the design process, project and time management and team organization. Only teams that submit Engineering Notebooks are eligible for the Design Award. Key criteria:

- Engineering Notebook is a clear, complete document of the team's design process
- Team is able to explain their design and strategy throughout the season
- Team demonstrates personnel, time and resource management through the season
- Teamwork, interview quality, and team professionalism.

VRC Design Award Rubric

Judges may use the Design Award Rubric to evaluate the teams' accomplishments of the award criteria. The first page of the Design Award Rubric is used to evaluate the quality of a team's Engineering Notebook. The second page of the rubric is then used to evaluate the students' understanding and application of an effective robot design process, as demonstrated in their student interview with judges. The Design Award Rubric is attached to the judges guide and is available at: <http://www.roboticseducation.org/vex-robotics-competitionvrc/game-day-running-an-event/>

Design Award – Engineering Notebook

One of the primary 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.

The Engineering Notebook has no specified format; each notebook is created through a concerted effort by a team to document their design decisions. Large events may send a Design Award winner as well as the Excellence Award winner to a state or regional championship, so teams should start their notebooks early and update them often.

Engineering is an iterative process whereby students 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 identified. During this process, students will come across obstacles, encounter instances of success and failure, and learn many lessons. It is this iterative process that students should document in their Engineering Notebook.

The Engineering Notebook is an opportunity to document everything a team does so that it can serve as a historical guide of lessons learned and best practices. Students may include a plethora of things in their Engineering Notebook including: team meeting notes, design concepts and sketches, pictures, notes from competitions, team members' observations and thoughts, team organization practices, and any other documentation that a team finds useful. The team should also document their project management practices including their use of personnel, financial, and time resources.

Design Award at VEX Worlds

At VEX Worlds, only teams that have previously won an Excellence or Design Award at an official event will be eligible to submit an Engineering Notebook for review by the judges. Teams will submit their Engineering Notebooks at check in. Teams with high quality Engineering Notebooks will be selected for Design Award interviews in the Team Pit Areas. Teams will no longer sign up for Design Award interviews at VEX Worlds.

Robot Performance Awards

The **Tournament Champions Award** is presented to the winning alliance (2 or 3 Teams) of the VRC tournament.

The **Programming Skills Champion Award** is presented to the top ranked team in the VRC Programming Skills Challenge. Some events may choose not to offer this award.

The **Robot Skills Champion Award** is presented to the top ranked team in the VRC Robot Skills Challenge. Some events may choose not to offer this award.

The **Tournament Finalists Award** is presented to the runner-up alliance (2 or 3 Teams) of the VRC tournament. Only large events will offer this award.

The **Programming Skills 2nd Place Award** is presented to the second ranked team in the VRC Programming Skills Challenge. Only very large events, like VEX Worlds, will offer this award.

The **Robot Skills 2nd Place Award** is presented to the second ranked team in the VRC Robot Skills Challenge. Only very large events, like VEX Worlds, will award offer this award.

Other Judged Team Awards

The **Amaze Award** is presented to a team that has built a competition robot that clearly demonstrates overall quality. A solid mechanical design along with demonstrated robot programming, robustness, strong performance and consistency are key attributes assessed for this award. Key criteria:

- Robot design is consistently high-scoring and competitive
- Robot demonstrates a solid mechanical design and is robustly constructed to fulfill its designed task
- Robot autonomous mode is consistently successful
- Robot is robustly constructed to fulfill its designed task
- Teamwork, interview quality, and team professionalism

The **Build Award** is given to a team that has built a well-crafted and constructed robot that also shows a clear dedication to safety and attention to detail. Key criteria:

- Robot construction is of professional quality; robust, clean and elegant use of materials
- Robot efficiently uses mechanical and electrical components
- Robot is designed with a clear dedication to safety and attention to detail
- Robot demonstrates reliability on the field and holds up under competition conditions
- Teamwork, interview quality, and team professionalism.

The **Community Award** is presented to a team that should be recognized for making a difference in the community. This award may be judged 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 raise support in their community for technology education programs. To be considered for this award at the VEX Worlds, teams must pre-submit a 500-word essay through the VEX Worlds awards page at <http://robotevents.com/vexawards/>, which will be available from February 1, 2016, until March 20, 2016.

The **Create Award** is presented to a team whose robot design incorporates a creative engineering solution to the design challenges of this season's game. Key criteria:

- Robot is a well-crafted, unique design solution, demonstrating creative thinking
- Team has demonstrated a highly creative design process and methodology
- Team has committed to ambitious and creative approaches to playing the game
- Teamwork, interview quality, and team professionalism

The **Educate Award** is presented to a team that has successfully integrated VEX Robotics into their Science, Technology, Engineering, and Math (STEM) curriculum. The winning team will demonstrate to the judges that VEX Robotics is not just an extracurricular activity, but a valuable tool incorporated into their school curriculum to teach across many subjects in the classroom. To be considered for this award at the VEX Worlds, teams must pre-submit a 500-word essay through the VEX Worlds awards page at <http://robotevents.com/vexawards/>, which will be available from February 1, 2016, until March 20, 2016.

The **Energy Award** is presented to a team that displays a high level of enthusiasm and passion at the event. Key criteria:

- Team maintains a high level of excitement and energy throughout the event
- Team's passion for competition and robotics enriches the event experience for others
- Teamwork, interview quality, and team professionalism

The **Future Award** is presented to the winner of the FUTURE Foundation Robot Construction Challenge. Please go to <http://www.roboticseducation.org/online-challenges/> for more information.

The **Innovate Award** is 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, unique piece of engineering that exemplifies thinking outside of the box and innovative engineering design. This robot feature should also be a part of the engineering design solution that solves the complex problems presented by the VRC game. To be considered for this award at the VEX Worlds, teams must pre-submit a 500-word essay describing your innovative robot feature plus a **60 or less second** video of their innovative robot feature in action through the VEX Worlds awards page at <http://robotevents.com/vexawards/> will be available from February 1, 2016, until March 20, 2016. Key criteria:

- Robot design demonstrates an ingenious and innovative piece of engineering
- Innovative feature is soundly crafted and is an effective solution to a design problem
- Innovative solution is integrated as a part of an overall well-crafted robot
- Students understand and explain why the innovative feature was necessary
- Teamwork, interview quality, and team professionalism

The **Inspire Award** is presented to a team that demonstrates outstanding leadership through actions with other teams. This team will be identified by their peers as a leader in innovative and creative design in the robotics community. The recipient team serves as an example to others and embraces the concept of cooperative learning. Cooperative learning will be based on inspiring other teams' designs or openly sharing their design ideas with others. Teams are to nominate teams other than themselves. While local/regional events are permitted to give this award, it will be given primarily at VEX Worlds. To nominate teams for this award at the VEX Worlds, teams must pre-submit a 500-word essay and a 30-60 second video of the inspirational design being nominated for this award through the VEX Worlds awards page at <http://robotevents.com/vexawards/>, which will be available from February 1, 2016, until March 20, 2016.

The **Judges Award** is presented to a team that the judges determine 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, or team accomplishments or endeavors throughout the season that may not fit under existing awards, but are nonetheless deserving of special recognition.

The **Partner of the Year Award** is presented to an organization that consistently supports students and schools as they pursue excellence in the VEX Robotics Competition. There are many partners and organizations that deserve recognition for their support of the REC Foundation and the VEX Robotics Competition. This partner supports student and school efforts to advance educational opportunities in Science, Technology, Engineering, and Math (STEM) subject areas; their generosity creates a positive impact for all those touched by the VEX Robotics Competition. The recipient of this award is recognized as a "champion" that fights for affordability and accessibility for all participants.

The **Promote Award** is presented to a VEX Robotics Competition school, club or team that has created and submitted an outstanding VEX Robotics promotional video. This video promotes the team in the community in order to recruit new students, mentors, and 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 to their community! Check for details on the Promote Award and submit your videos at: <http://www.roboticseducation.org/online-challenges/>.

Key Criteria:

- Video is exciting, of high production and editorial quality, and expresses vision
- Video is original and innovative in approach, in editing and content
- Video is clear and easy to follow, with a message that is easily understood

The **Service Award** is given to a team that is always willing and able to help other teams in need of assistance. VEX Worlds uses ballots for this award. Key criteria:

- Team is willing to help others by sharing resources, knowledge, and encouragement
- Team has helped not only alliance partners, but all teams, by sharing resources
- Team has enriched local VRC events by volunteering personnel and/or resources

The **Sportsmanship Award** is presented to a team that has earned the respect and admiration of the volunteers and other teams at the event. VEX Worlds uses ballots for this award. Key Criteria:

- Team is courteous, helpful, and respectful to everyone at the event, on and off the field
- Team treats others on the playing field in the spirit of friendly competition and cooperation
- Team demonstrates respect and willingness to help event staff, other teams and spectators
- Team demonstrates excitement and enthusiasm throughout the event

The **Teamwork Award** is presented to a group of teams from a single school, or organization, that demonstrates a season-long commitment to cooperation, unity and mutual respect. The Teamwork award is presented to a school, or an organization, that has built a sustainable multi-team robotics program. This award recognizes a school, or a group of teams from a single organization, that demonstrates the ability to field multiple independent robotics teams which also work and collaborate together to enrich the experience of all students involved. To be considered for this award at the VEX Worlds, teams must pre-submit a 500-word essay through the VEX Worlds awards page at <http://robotevents.com/vexawards/>, which will be available from February 1, 2016, until March 20, 2016.

The **Think Award** is presented to a team that has developed and effectively used quality programs as part of their strategy to solve the game challenge. Key criteria:

- All programming is cleanly written, well documented, and easy to understand
- Team has explained a clear programming strategy to solve the game challenge
- Team demonstrates their programming management process, including version history
- Team's autonomous code is consistent and reliable
- Teamwork, interview quality, and team professionalism

Individual Awards

The **Mentor of the Year** award is given to a mentor or engineer that has helped 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 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. To be considered for this award at the VEX Worlds, teams must pre-submit a 500-word essay through the VEX Worlds awards page at <http://robotevents.com/vexawards/>, which will be available from February 1, 2015, until March 20, 2016.

The **Teacher of the Year Award** is presented to a teacher who shows true leadership and dedication to his or her group of students. The winner of this award continually exceeds expectations to ensure a safe, 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. To be considered for this award at the VEX Worlds, teams must pre-submit a 500-word essay through the VEX Worlds awards page at <http://robotevents.com/vexawards/>, which will be available from February 1, 2016, until March 20, 2016.

The **Volunteer of the Year Award** is presented to an event volunteer who demonstrates a commitment and devotion to their community, putting in many hours of hard work with persistence and passion to help make events happen. To be considered for this award at the VEX Worlds, teams must pre-submit a 500-word essay through the VEX Worlds awards page at <http://robotevents.com/vexawards/>, which will be available from February 1, 2016, until March 20, 2016.