



Southwestern Pennsylvania BotsIQ
They're building robots.....Were building a workforce. How's that for ingenuity?

Grand Champion Score Calculations

Documentation Score:

- Counts for 40% of total Grand Champion score
 - The documentation is scored out of a possible 450 points, the value of the individual sections and the scoring of these sections is detailed in the Doc_Eval_2012.pdf

Arena Score:

- Counts for 40% of total Grand Champion score
 - The arena score has a moving possible score depending how the brackets are setup at the finals competition

Awards Score:

- Counts for 20% of the total Grand Champion score
 - 100pts – King of the Ring
 - 75pts – Best Engineered Bot*
 - 75pts – Coolest Bot*
 - 75pts – Best Sportsmanship*
 - 150pts – Arena 1st Place**
 - 100pts – Arena 2nd Place**
 - 75pts – Arena 3rd Place**
 - 50pts – Arena 4th Place**

*Should there be a tie in the standings for these awards the point's value will be divided evenly between the tied teams

**The point's value of these awards may be changed depending upon the bracket used at the finals competition

Final Grand champion scores are calculated as follows:

Grand Champion Score = [(Documentation Score)*.4] + [(Arena Score)*.4] + [(Awards Score)*.2]

New Rules to Accompany the Grand Champion Award

New Forfeiture Rules:

- Schools forfeiting to themselves in the arena:
 - Both teams are awarded no points for Win/Loss/Appearance
 - Both teams will receive a 25 point penalty on their arena standing
- Forfeits in which the teams are from differing schools:
 - The forfeiting team will receive no points for Win/Loss/Appearance
 - The opponent of the forfeiting team will receive appearance points and 35 points for no combat taking place, making this match worth a total of 40 points
- Should both teams not be able to compete in a match(both forfeit):
 - A coin toss will be initiated to determine who moves on in the winners bracket and who will move to the losers bracket
 - Both teams will be awarded no Win/Loss/Appearance points

“Non-Combat” Rule:

- Will be the judging panel’s decision
- If teams appear to be in collusion to engage in “Non-Combat” maneuvers during a match judges may rule the match as a “dual forfeit”
 - “Non-Combat” maneuvers are defined as any maneuver that is NOT showing aggression towards another robot or avoidance maneuvering to escape the aggression of another robot
- “Dual Forfeit” is defined as having both teams declared as losers
 - In this situation both teams will receive a 50 point penalty and will be given one loss each
 - Should both teams be undefeated, they will both move to the losers bracket:
 - The team with the lower bout number of their last win will move to the losers bracket as if they had lost the current match
 - The team with the higher bout number of their last win will move to the losers bracket in the position of the loser of the bout that should they have won the current bout they would have moved on to
 - Should either team have loss or if both teams have a loss:
 - If both teams have a loss then both teams are eliminated as this will count as their second loss
 - If only one team has a loss:
 - The team with the loss will be eliminated from the competition
 - The other team will move to the losers bracket in the losers position of the current bout

“Controlled Motion” Rule

- During the course of a bout the Judging Panel may call for teams to demonstrate “Controlled Motion”
 - Controlled motion is defined as the robot having the ability to return to the team’s starting position.
 - The “Starting position” is the red or blue area where the robot began the match from.
 - The demonstration of controlled motion will be conducted as follows:
 - Bout time will be stopped.
 - Teams will be given 15 seconds to return to their starting positions.
 - When the 15 seconds are up if both teams have returned to their starting locations the bout will proceed and will last for whatever time was remaining before the demonstration of controlled motion was initiated.
 - Should one team be unable to return to their starting position that team will be considered the loser of the bout and the other team the winner of the bout. Points will be awarded as they normally would with the winning team earning 55pts (50pts for the win and 5pts for the appearance) and the losing team earning 15pts (10pts for the loss and 5pts for the appearance).
 - Should both teams be unable to return to their starting locations:
 - The judges will decide the winner and loser as they would have had the bout went the entire three minutes without a knock-out.