



RCJA OnStage Novice Performance Scoresheet

Team Name:

Category	Descriptor				Score
HARDWARE	Robot(s) complete, sound and are working for the entire performance (3)				16
	3: all robot(s) work	2: robot(s) have minor errors	1: robot(s) have major errors	0: no performance possible	
	All robot(s) play a role in the performance (4)				
	4: purposeful use of robot(s)	2: some use of robot(s)	1: attempted use of robot(s)	0: no performance possible	
	Interaction between robot and other non-robot components (e.g. props) (4)				
	4: purposeful interactions	2: attempted interactions	1: limited interactions	0: no interactions	
	Robot(s) demonstrate motion via mechanical design. Examples include: wheelbase design, robotic arms, inclusion of simple systems (5)				
5: motion created via unique mechanical designs	3: motion created via mechanical design	1: limited motion via mechanical design	0: no functional motion via mechanical design		
ENGINEERING	Robot appearance complimented the performance (5)				8
	5: well-coordinated robot appearance and performance theme/concept	3: mostly coordinated appearance and attention paid to theme/concept	1: appearance and performance theme/concept loosely linked	0: no obvious link between appearance and performance	
	Evidence of working interaction. Examples include: Robot(s) interacting between other robot(s), props or humans performers (3)				
	3: purposeful interaction(s)	2: some interaction(s)	1: attempted interaction(s)	0: no interactions	
INNOVATION	Robot movements demonstrate risk. Examples include: triggering performance elements via sensors, creative mechanical movements, moving static props (5)				11
	5: Purposeful risk taking demonstrated	4: Some risk taking demonstrated	2: Attempted risk taking demonstrated	0: no risks evident	
	Robot(s) move in a themed manner. Examples include: synchronisation (Robot(s), music, human performers) (6)				
	6: movements were purposeful	4: movements were coordinated and suitable	2: movements indicated some coordination	0: no coordination evident	
CREATIVITY	The performance is stimulating and artistic (5)				15
	5: Engaging, purposeful, audience centred	4 mostly engaging, audience centred	2: Inconsistent, lacking purpose and focus	0: no performance values visible	
	Performers were engaged in the performance (2)				
	2: Performers integral part of performance	1: Performers enhanced the performance through movement	0: No humans performed during performance		
	A clear concept/theme/goal is presented (6)				
	6: all aspects work together towards a clear goal	4 most aspects work as a clear theme/concept	2: some evidence of a theme/concept	0: no concept/theme evident through performance	
	Creative use of the stage area relative to the theme or story (3)				
4: purposeful use of the stage area	2: effort to use the stage area	1: some use of the stage area	0: limited use of the stage area		
DEDUCTIONS	Restarts (-1) (Maximum of 2 allowed)				
	Each unplanned human intervention (-1). (Maximum 2-point deduction)				
	Not applied if restart applied.				
	Robot outside stage (-1) (Maximum 4-point deduction)				
	Not applied if restart applied.				
	Exceeding allotted time: Performance ends immediately (-3)				
TOTAL	MAXIMUM SCORE = 50, MINIMUM SCORE = 0				



RCJA OnStage Novice Interview Score Sheet

Team Name:

Category	Descriptor			Score	
HARDWARE	Design and construction unique for competition season (4)			8	
	4: Unique design and construction developed for the competition season	2: Attempted unique design developed, with some sourced or copied elements	0: no elements unique. copied or sourced designs		
	Use of moving parts (4)				
	4: unique or team designed moving parts that add to the robot(s)	2: attempted to add moving parts that add to the robot(s)	0: No added moving parts		
SOFTWARE	Programming language(s) clearly demonstrate knowledge and use of accepted programming techniques and features (4)			16	
	4: Highly developed and clearly demonstrated advanced use of complex programming techniques and features	2: some use of enhanced languages or features, techniques and/or functions	0: basic elements of simple programming languages only		
	Concepts used to improve readability of code (including referencing) (4)				
	4: Coding concepts relevant to language, age and level improve readability	2: Coding concepts relevant to language, age and level improve readability in some way	0: no evidence of any effort used to improve readability		
	Sensors used to enhance interaction between robot(s) and the environment (stage, props, other robot(s)) (4)				
	4: multiple sensors present that are all programmed and used in a purposeful manner	2: at least one sensor programmed and used in a purposeful manner	0: no use of program code to enable any sensors		
ENGINEERING	Stable build (4)			8	
	4: Robot(s) are stable and well balanced	2: Robot(s) have some stability through good design and construction	0: Robot(s) are unstable, or lack any designed stabilisation		
	Technically sophisticated concept (4)				
	4: overall theme/concept displays varied technical components to create a coherent performance	2: overall theme/concept has more than one technical component that contributes to the performance	0: performance is simple, without any technical complexity beyond a rolling base moving or a motor turning		
PRESENTATION	Students can clearly explain how their robot(s) work (5)			8	
	3: team members fully understand and can explain all aspects of their Robot(s), programming and their performance	2: team members understand and can explain most aspects of their Robot(s), programming and performance	1: team members can explain few aspects of their Robot(s), programming or performance		0: students cannot explain how their Robot(s) or programming work
	All team members involved throughout the interview (3)				
	3: all and multiple team members have made a balanced contribution to interview answers	2: multiple team members can demonstrate evidence of their contribution to interview materials	1: evidence of contributions to interview or materials by more than one person		0: one team member only contributes to interview and interview materials
TECHNICAL DESCRIPTION PAPER (shared with RCJ prior to or at competition)	TDP submitted (3)			10	
	Hardware & Engineering (3)				
	Software (2)				
	Performance (2)				
TOTAL	/50				