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*For the most current information regarding 2003 FRC awards, please see the FIRST website.*

## 1 REGIONAL AWARDS

Please read below for a description of Regional Awards.

### 1.1 Regional Chairman's Award

The concept of the Chairman's Award has expanded to include Regional Chairman's Awards, which enable FIRST to recognize more teams for their exemplary efforts in spreading the FIRST message, as well as their talents in organizing materials for their presentations. Refer to the *Chairman's Award* section for specifics.

The winning entries of the Regional Chairman's Awards will travel to the Championship for the continuing process of consideration for the most prestigious 2003 Chairman's Award.

### 1.2 New Regional Awards

The asterisk (\*) designates new awards in the listing below. (Animation and Web Site)

### 1.3 Regional Competition Awards

FIRST will hold an Awards Celebration at each Regional Competition to present the following awards:

#### Regional Finalist

This award celebrates the team or alliance that makes it to the final match of the competition.

#### Regional Champion

This award celebrates the team or alliance that wins the competition.

#### \*Autodesk Visualization Award

Presented by Autodesk, Inc., this award recognizes excellence in student animation that clearly and creatively illustrates the spirit of the FIRST Robotics Competition. In order to recognize the efforts of more team animators, this award has been expanded to include the regional level in 2003. This year, Autodesk will award excellence in content, creativity, and mastery of multimedia. *Please refer to the Autodesk Visualization section for specifics.*

#### DaimlerChrysler - Team Spirit

This award celebrates extraordinary enthusiasm and spirit through an exceptional partnership and teamwork.

#### Delphi - "Driving Tomorrow's Technology™"

This award celebrates an elegant and advantageous machine feature. This award recognizes any aspect of engineering elegance including, but not limited to: design, wiring methods, material selection, programming techniques, and unique machine attributes. The criteria for this award are based on the team's ability to concisely verbally describe, as well as demonstrate, this chosen machine feature.

#### Engineering Inspiration

This award celebrates a team's outstanding success in advancing respect and appreciation for engineering and engineers, both within their school, as well as their community. Criteria include: the extent and inventiveness of the team's efforts to recruit students to engineering, the extent and effectiveness of the team's community outreach efforts, and the measurable success of those efforts. This is the second highest team award FIRST bestows.

#### General Motors - Industrial Design

This award celebrates form and function in an efficiently designed machine that effectively achieves the game challenge.

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## **Imagery**

This award celebrates attractiveness in engineering and outstanding visual aesthetic integration from the machine to team appearance.

## **Johnson & Johnson - Sportsmanship**

This award celebrates outstanding sportsmanship and continuous gracious professionalism in the heat of competition, both on and off the playing field.

## **Judges' Awards**

During the course of the competition, the judging panel may encounter a team whose unique efforts, performance, or dynamics merit recognition.

## **Kleiner Perkins Caufield & Byers - Entrepreneurship**

The Kleiner Perkins Caufield & Byers Entrepreneurship Award celebrates the Entrepreneurial Spirit. This award recognizes a team, which since its inception has developed the framework for a comprehensive business plan in order to scope, manage, and obtain team objectives. This team displays entrepreneurial enthusiasm and the vital business skills for a self-sustaining program.

## **Leadership in Control**

This award celebrates an innovative control system or application of control components to provide unique machine functions.

## **Motorola - Quality**

This award celebrates machine robustness in concept and fabrication.

## **Rookie All-Star**

This award celebrates the rookie team exemplifying a young but strong partnership effort, as well as implementing the mission of FIRST: to inspire students to learn more about science and technology.

## **\*Web Site Award**

This award recognizes excellence in student-designed, built, and managed FIRST team websites. The winner is determined via ballot votes cast by student judges from each FIRST team. Refer to the Website Award section for specifics.

## **Xerox - Creativity**

This award celebrates creative design, use of a component, or a creative or unique strategy of play.

## 2. THE CHAIRMAN'S AWARD 2003

### 2.1 Overview

The FIRST Robotics Competition is about much more than the mechanics of building a robot or winning a competitive event. It is about the impact FIRST has on those who participate in the program and the community at large. The FIRST mission is to change the way America's young people regard science and technology and to inspire an appreciation for the real-life rewards and career opportunities in these fields.

The Chairman's Award was created to keep the central focus of the FIRST Robotics Competition on our ultimate goal of transforming the culture of the United States, in ways that will inspire greater levels of respect and honor for science and technology, as well as encourage more of today's youth to become scientists, engineers and technologists.

The Chairman's Award represents the spirit of FIRST; it honors the team that best represents a model for other teams to emulate and which embodies the goals and purpose of FIRST. It remains the most prestigious team award FIRST presents. Because the Chairman's Award recognizes sustained excellence and impact, not just a one-year team effort, it is difficult for a first year (rookie) team to receive this honor; however, we encourage rookie teams to enter a submission because it is a great way to document a team's efforts and impact.

FIRST will present a Regional Chairman's Award at each regional competition. Twenty-three regional competitions are scheduled for the 2003 season. Only the winners of the Regional Chairman's Award will be eligible for consideration in the selection of the Chairman's Award presented at the Championship. **Congratulations to the winning team for 2002, Team 175, Buzz Robotics - Hamilton Sundstrand Space Systems, Enrico Fermi High School!**

### 2.2 Submission Information / Submission Content

The criteria for the 2003 Chairman's Award are essentially identical to those that have been traditional for the Chairman's Award in the past, with the exception that the judges will more consciously focus on a team's activities during the entire year, as distinguished from just the six-week design and build period. The FIRST Robotics Competition is not about machines; it is about the experience of people working together toward a shared goal. Documenting and preserving your team's FIRST experience becomes an important component of the over-all FIRST experience.

FIRST presents the Chairman's Award to the team judged to have created the best partnership effort among team participants and the team that best exemplifies the true meaning of FIRST through measurable impact on the participants, school, and community at large. There is no single "best way" for a team to win the Chairman's Award. Many factors come into play. The primary factors the judges will evaluate are:

1. How strong is the year-round team partnership effort?  
(Partnership can be defined in many ways, including: the partnership among the team's students/corporate sponsor/engineers; school/university sponsor/engineers; students/adults; community/team)
  2. How strongly does the submission document how FIRST impacted the learning experience of the students, school curriculum, engineers, and/or community?
  3. How strongly does the submission provide examples of what the participants experienced in the FIRST program (i.e.: challenges, accomplishments, pitfalls, "lessons learned" etc.)?
  4. How well has the team communicated its excitement and impact within the entire school, community, and beyond (state/nation) through its participation in FIRST?
  5. Has the team documented an innovative way to spread the FIRST message?
  6. Has the team explained/demonstrated why/how it should be a role model for other FIRST teams to emulate?
  7. As a whole, does the content of the documentation exemplify the true meaning of FIRST?
- Your Chairman's Award submission should include documentation for all of the above factors.

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## 2.3.1 Submission Format

The growing number of FIRST teams makes it necessary to standardize the submission format and limit its content to four single-sided, 8 ½ x 11-inch pages. Content can be any combination of text and images. Neatly write or type the text, using a minimum of font size 10. The judges do need to be able to read it! When you prepare this documentation, bear in mind that the students, engineers, teachers, community, school, sponsors, families and other supporters, as well as the machine itself, are all integral parts of your team experience. Your submission need not be professionally produced; but it does need to clearly convey the factors outlined above.

## 2.3.2 Submission Requirements / Disqualifications

- Send 2003 submissions in hardcopy form only. FIRST will not accept Electronic files, CD-roms, computer disks, VHS/DVD, or audiotapes.
- Submit a completed 2003 Chairman's Award Executive Summary Form *at the time of submission*. Please find this form at the end of the Chairman's Award section. If we receive entries without a completed Executive Summary form, judges will not review or consider them.
- Clearly mark *ALL* pages of your Chairman's Award submission with your FIRST Team Number.
- Submit only *one* entry per team.
- Your team *must* compete in the regional competition where you submit your Chairman's Award entry. If your team is competing in more than one regional event, chose *ONE*, and submit your entry to that designated address. We will automatically deem a team ineligible for consideration for this award for the 2003 season if it submits an entry to more than one regional competition.

## 2.3.3 Submission Deadline

You must submit your entry for your chosen regional so the FIRST representatives *receive* it by 5:00 p.m. on Friday, February 21, 2003. If submissions arrive after the deadline, they will not receive consideration or review.

## 2.3.4 Submission Addresses

You will find a list of the regional Chairman's Award submission addresses on the FIRST website by January 17, 2003. Choose the address that coordinates with the event you will attend.

*Do not send your submission to FIRST. It will not be eligible for consideration.*

## 2.4 Judging Process

A panel of judges at each regional competition will review the Chairman's Award entries and will conduct on-site Chairman Award interviews with those teams that entered a submission for that regional event. Interviews will be limited to five minutes with not more than three team members (students and/or adults), selected by the team to best represent it. As part of the Chairman's Award judging process, FIRST judges will also review the Executive Summary page *AND* the yearbook page for each of the teams who submit for consideration of this award. Your team's submission will be a key factor in the selection process, along with the judges' own observations at the competitions. ***A team may bring additional material to the interview; however, the judges will require that the team also provide any equipment necessary to display the material.*** Listen for announcements on Friday morning at the Competition as to when the Chairman's Award interviews will take place, either later that same day or on Saturday morning.

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Judges will select one winner of the Regional Chairman's Award for each regional competition. FIRST will return all submissions on Saturday afternoon, with the exception of the one Regional Chairman's Award winner. The Regional Chairman's Award winning submissions will travel to the Championship event for consideration for the final Chairman's Award. At the Championship, a panel of judges will review the winning twenty-three Regional Chairman's Award winners, and will select one ultimate Chairman's Award winner. This championship Chairman's Award winning team has the additional honor of choosing one of its junior or senior student members to receive the Allaire Medal.

## **2.5 The Allaire Medal - Leadership Exemplified**

While the Chairman's Award is presented at the Championship to the team judged to have the best partnership effort, the Allaire Medal is awarded to an individual student on the Chairman's Award team.

Named in honor of Paul A. Allaire, a long-serving FIRST Chairman of the Board, the Allaire Medal is given to the student who has demonstrated outstanding leadership on his/her FIRST team, in his/her school and community, and whose personal character best embodies the spirit of FIRST. The Allaire Medal recognizes leadership exemplified.

The team receiving the Chairman's Award at the Championship will select the Allaire Medal recipient. The adult and student team members choose the recipient. He or she must be a high school junior or senior who has been accepted into a four-year college or university degree program. The Allaire Medalist receives the Allaire medallion and up to \$10,000 in total scholarship support for undergraduate tuition, room and board, fees, and books at his or her intended university or college.

**The Allaire Medalist for 2002 is Steve Army, Team 175.**

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## 2.6 2003 Chairman's Award Submission Executive-Summary

(Complete and return this ONE page overview with your Chairman's Award submission.)

TEAM #: \_\_\_\_\_

TEAM NAME: \_\_\_\_\_

CORPORATE/UNIVERSITY SPONSOR: \_\_\_\_\_

Regional Competition submitting Chairman's Award entry to: \_\_\_\_\_

Describe the strength of your partnership

---

---

Describe the impact of the FIRST program on your team and community:

---

---

Briefly describe the impact of the FIRST program on team participants:

---

---

Team's communication methods and results:

---

---

Team's innovative methods to spread the FIRST message:

---

---

Examples of role model characteristics for other teams to emulate:

---

---

Other matters of interest to the FIRST judges, if any:

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## 3 FOUNDER'S AWARD

Each year FIRST presents this award to honor an organization or individual that has contributed significantly to the growth of FIRST.

## 4 WOODIE FLOWERS AWARD

The Woodie Flowers award celebrates effective communication in the art and science of engineering and design. Each year, FIRST gives this award to an engineer or teacher identified and described by students as the one person who has given them the best understanding of the challenges, opportunities, and satisfaction involved in the discipline of engineering and design. The judges, led by Professor Flowers, will select the recipient based on recommendations made by those students submitting a one page essay describing the engineer or teacher and his or her specific contributions. Each team submits only one recommended recipient. One or two photographs can accompany the single-page description.

### 4.1 Spirit of the Award

The spirit of this award is twofold; the accomplishments in communication by the engineer or teacher is essential; and equally important, the student's ability to communicate clearly and concisely. Communication in both directions is an integral part of learning. In this award, we recognize an individual who has done an outstanding job of motivation through communication. Additionally, the award challenges the student body to be clear and succinct in recognizing the value of communication.

### 4.2 Judging Criteria

FIRST would like each team to nominate one individual who truly inspires their team from among the many engineers and teachers working with them. This individual would best exemplify excellence in engineering instruction by explaining complex ideas to students in an inspiring way. Judging criteria will be based on the team's description of how the teacher or engineer inspired each member of the team in some or all of the following ways:

- Level of student participation
- Creativity of effort
- Clear explanation of mathematical, scientific, and engineering concepts
- Demonstrated enthusiasm for science and engineering
- Encouragement to work on projects as a team effort
- Inspiration to use problem solving skills
- Inspiration to become an effective communicator

To create an award-winning robot, each team must move forward through a complete product development cycle from designing a concept, developing a prototype, testing manufacturing, and operating the machine. This requires teamwork, attention to detail, scheduling, and hard work. The award-winning essay should answer this question, "How did the nominated person inspire your team through this process?" If your essay describes examples of how this individual excels above all others in this education process, then we can look forward to presenting your team and your selected individual with an exciting award that honors Professor Woodie Flowers and his contribution to engineering, education, and communication.

### 4.3 Entry Requirements

Prepare a one-page, written essay nominating one engineer or teacher on your team who exemplifies excellence in engineering, education, and communication. Students should prepare this essay as a team effort. You may include photos as part of your entry, but only if pictures help to tell your story. The cover of the essay should include the following:

- Award name

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- Selected individual's full name
- Individual's affiliation
- Team number
- Team name
- Names of all team members
- School involved
- Corporate partner

Remember, this nomination is to specifically recognize an outstanding engineer or teacher associated with the FIRST competition and your school and team. Each team should recognize that the qualities exhibited by the engineer or teacher are paramount, but the students' ability to communicate those skills is equally important. The award will be presented during the 2003 Championship award ceremony.

## **4.4 Submission Deadline**

The Woodie Flowers Award essays are due on Tuesday, February 25, 2003.

## **4.5 Submission Information**

Please submit to Mr. James Edgar at the Small Parts Office. You can mail or fax entries to:

The Woodie Flowers Award  
James Edgar  
SMALL PARTS, Inc.  
PO Box 4650  
Miami Lakes, FL 33014-0650

Fax: 1-800 423 9009

## **5 THE AUTODESK INVENTOR AWARD**

### **Purpose of Award:**

This award honors excellence in student mechanical design.

### **Competition Period:**

Saturday, January 4, 2003, to Monday, March 10, 2003. After January 4, 2003, Autodesk Award updates (if any) may be found under the "Documents and Updates" link on the FIRST Robotics Competition section of the FIRST web site. ([www.usfirst.org](http://www.usfirst.org)).

### **Questions:**

If you have any questions regarding the Autodesk Inventor Award or Entry Requirements, please write to Autodesk at: [first.entries@autodesk.com](mailto:first.entries@autodesk.com) and put "Inventor Question" in the subject line.

### **5.1 Award Overview**

Autodesk wants to honor those young inventors and engineers that make the FIRST Robotics Competition possible! Once again we are excited to offer the Autodesk Inventor Award. With **Autodesk Inventor**, we have provided the tool that allows you to design without limits. Now we want to see what you do with this tool. We know that before your team can start building your robot, you need to design it. We want to see the exciting journey of how your designs evolved into a real-life robot! **Autodesk Inventor** allows you to quickly and easily design and modify your robot using the same iterative techniques by professional engineers employ. From concept through completion—the Autodesk Inventor Award was created to honor those who bring their ideas to reality.

### **5.2 Award Description**

The Autodesk Inventor Award honors the team that best uses **Autodesk Inventor** software to design their 2003 FIRST Robotics Competition robot, posts various drawings of the robot onto the web, and includes photographs of the final robot.

### **5.3 Award Criteria**

The competition has three required phases.

#### **5.3.1 Phase One: The Design**

The deliverables are as follows:

- A set of drawings (.idw) which document the basic dimensions of the design
- The assembly data for your robot (.iam and .ipt) --- parts and assembly

#### **5.3.2 Phase Two: The Photograph**

- A series of pictures (screen shots) that emphasize the advantages of your design.
- Digital photographs of your completed robot entered into the 2003 FIRST Robotics Competition. Photographs should clearly show the front, rear and side views of your robot.

#### **5.3.3 Phase Three: Post designs and photo to web**

Please post your entry to a website. Please title each document clearly and concisely so the judges will know what they are viewing.

#### **5.3.4 Phase Four: Bonus (not required)**

Animation of one mechanism using driven assembly constraints (.avi). Capture the animation using Autodesk Inventor's record functionality in the Drive Constraint dialog box.

**TIP:** Watch the Autodesk Inventor Online Tutorial presented by Phil Dollan. You can find the tutorial at [www.autodesk.com/first](http://www.autodesk.com/first).

### **5.4 Autodesk Streamline™**

Autodesk has created a special site just for the FIRST Robotics Teams on Autodesk Streamline—a secure, Autodesk-hosted service that is easy to use. On this site you will find:

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- Examples of Autodesk Inventor drawings (.iam)
- Examples of mechanism animations (.iam)
- Examples of exploded assembly animation (.ipn)
- “Virtual” kit of parts done in Autodesk Inventor 6

Use your Streamline account to access this information.

## 5.5 Judging Criteria

In scoring your entry, judges will address specific criteria:

Robot Design	50 points
Technical Expertise	30 points
Presentation of final design	20 points
TOTAL POINTS:	<u>100 points</u>
Bonus:	
Animation of one mechanism using driven assembly constraints (.iam)	10 points
TOTAL POSSIBLE POINTS:	<u>110 points</u>

## 5.6 The Judging Process

The judging panel is made up of volunteers from business, industry, and education. Some of the judges are Autodesk employees and others are Autodesk Inventor customers. Judges are familiar with the FIRST Robotics Competition, with previous Autodesk Award competitions, and with the application of Autodesk products and other technologies in engineering, design, and education.

Judges will select one Grand Prize Winner for the 2003 Autodesk Inventor Award. The Winner will be announced during The 2003 FIRST Competition Championship Event Awards Ceremony. Representatives from the winning team will be acknowledged on the main stage. A link to the winning team’s website will be posted on [www.autodesk.com/first](http://www.autodesk.com/first) after the Championship event.

## 5.7 Entry Deadline

The entry deadline is Monday, March 10, 2003, at 5:00 pm PST.

## 5.8 Entry Requirements/Submission Address

- Entrant must be a fully registered team participating in the 2003 FIRST Robotics Competition.
- Limit one (1) entry per school. If a team includes multiple schools, each school may submit an entry.
- You must submit a completed and clearly legible Entry Form to Autodesk.
- You must submit a completed and clearly legible Archive Consent and Release Authorization Form to Autodesk.
- Use the forms provided at the end of this section. Please type in the information as handwritten forms are often illegible.
- Send signed original forms to:

**Autodesk, Inc.**

**111 McInnis Parkway**

**San Rafael, CA 94903**

**U.S.A.**

**ATTN: FIRST ROBOTICS COMPETITION – AIA**

- Send an Email notification\* to: [first.entries@autodesk.com](mailto:first.entries@autodesk.com), announcing that your entry is posted to your website, no later than Monday, March 10, 2003, 5:00 p.m., PST. In your email, you must also include:
  1. Subject header should say “AIA Entry, Team No. xxxx”
  2. Team name and number

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3. At least one team contact name, telephone number and email address. It is important that we have this information in case our judges need to contact you with any questions or concerns regarding your entry.
4. School name(s)
5. Corporate sponsor's name and telephone number
6. Autodesk products used
7. Other non-Autodesk products used
8. Active link to your website

Autodesk is not responsible for any technical malfunctions; lost/delayed data transmission; omission; interruption; deletion; line failures of any telephone network, computer equipment or software; the inability to access any website or online service. Autodesk is not responsible for late, lost, stolen, misdirected, incomplete, or illegible entries; postage-due mail; Internet downtimes or malfunctions; or other errors.

*Note: Any Entry Forms and/or Autodesk Archive Consent and Release Authorization Forms hand-delivered to Autodesk must be left at the front desk of the Autodesk Headquarters at 111 McInnis Parkway, San Rafael, CA, prior to 5:00 PM on March 10, 2003.*

## **5.9 Prizes and Prize Rules**

Detailed information on the prizes and prize rules will be announced on the FIRST website after the Kickoff event.

## **5.10 Scores/Compilation Email**

If a team wishes to receive their score, you must send an email to: [first.entries@autodesk.com](mailto:first.entries@autodesk.com). The subject header should say: "AIA, Team #xxxx, Request for Score." Each team participating in the Autodesk Inventor Award competition will receive an email from Autodesk with all the URLs of the entries judged in the 2003 competition.

*Autodesk, the Autodesk logo, Autodesk Inventor and Autodesk Streamline are either registered trademarks or trademarks of Autodesk, Inc., in the U.S.A. and/or other countries. All other brand names, product names, or trademarks belong to their respective holders.*

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## 5.11 Autodesk Inventor 2003 Entry Form

The following is required:

- Complete this Entry Form. Its contents are required for judging. It must be legible, and you must include it with your Entry submittal. Please read the Entry Requirements carefully before completing this Entry Form. Information on this Form must be complete.
- Complete and include the Autodesk Archive Consent and Release Authorization agreement with your entry. It is required for judging.

### Entry Deadline

Autodesk must receive entries no later than 5:00 PM, March 10, 2003.

### Entrant information (Please print or type)

FIRST Team Number \_\_\_\_\_ Autodesk Award Entry Title \_\_\_\_\_

Autodesk Inventor Award Entry URL: \_\_\_\_\_

Team Name \_\_\_\_\_

School Name(s) \_\_\_\_\_

School Contact (Teacher) \_\_\_\_\_ Telephone and e-mail \_\_\_\_\_

Sponsor Company Name(s) \_\_\_\_\_

Sponsor Contact \_\_\_\_\_ Telephone and e-mail \_\_\_\_\_

### Individual student designers

Your team can select up to 5 individual student designers as potential Award recipients. List the information requested about those students below.

<b>Student Designer</b>	<b>Current Address</b>	<b>City, State, ZIP</b>	<b>Telephone#</b>
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____
4. _____	_____	_____	_____
5. _____	_____	_____	_____

### Individual Team Champion

In past competitions for the Autodesk Award, we have heard impressive stories of outstanding individuals on some competing teams. Please tell us who your "Team Champion" is this year and about his/her contribution to the team and your Entry. Your champion may be a student, teacher, engineer, community member, or other individual contributor.

\_\_\_\_\_  
Software Use—Describe which Autodesk products you used...and how. Also, name and describe other design, visualization, or animation software products you used in your entry.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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## 5.12 Inventor Archive Consent and Release Authorization

*Use this form for the Autodesk Inventor Award at The 2003 FIRST Competition*

Dear Contributor,

**We appreciate your interest in submitting material to Autodesk, Inc. The following allows us to legally use your work.**

By signing and returning this consent form, the individual named below and/or if applicable the individual's employer, middle or high school(s), or corporate or college/university sponsor(s) and individual student, faculty and corporate contributors (hereinafter referred to collectively as the "Entrant") understand that the Entrant is agreeing to the following terms which will govern use of the images, animation, sounds, files and other material (the "Material") described below:

- Entrant grants a nonexclusive, irrevocable, perpetual, worldwide license to Autodesk, Inc. to use the images, animation, sounds and other material contained in the "Material" in any manner it deems appropriate. "Nonexclusive" means that Entrant can allow others to use the Material and that the Entrant retains all rights to the Material other than those specifically granted to Autodesk.
- Autodesk may change, reproduce, distribute, and sublicense the Material to its subsidiaries, affiliates, customers and to third parties granting them the same rights which Autodesk has received.
- Autodesk will try to include the credit line shown below when the Material is used and will also try to require others to whom it grants sublicense to do the same. However, Autodesk and its sublicensees may not always be able to include the credit line or otherwise acknowledge the source of the Material. The compensation the Entrant will receive for agreeing to license the Material will be limited to the exposure the Entrant receives by Autodesk's use and sublicensing of it. No other compensation will be paid. The Entrant agrees that the Entrant will not at any time make any claim for compensation for the rights granted to Autodesk.

The Entrant represents and warrants that the Material is owned by the Entrant free and clear of any liens or claims of any third party; that the Entrant has a legal right to grant the permission given in the Entry Form and in this Agreement. The Entrant indemnifies and hold Autodesk, its subsidiaries, associated companies, successors, assigns, agents, and employees harmless against liability should any third party claim that the use of the Material or any part thereof by Autodesk violates any right of such third party. The Material does not include any proprietary information, logos, or trademarks of any third party. NOTE: Use of the FIRST Foundation logo is permitted without permission, as long as that logo is not at all altered.

The authorized signatory for the Entrant is over 18 years old and **either** owns the copyright to the material in these files, **or** has the right to grant this consent on behalf of the owner, **or** knows that the material in these files is in the public domain. This consent does not conflict with any others the Entrant has granted or any other rights to the files.

### **FIRST TEAM SPONSOR OR SCHOOL (where applicable)**

**FIRST Team Name and Number:**

\_\_\_\_\_

**Inventor Award Entry URL:** \_\_\_\_\_

**Name, email and Telephone # of Entry Contact:**

\_\_\_\_\_

**Address, City, State, ZIP:**

\_\_\_\_\_

**School/Sponsor Name & Address:**

\_\_\_\_\_

**Telephone #** \_\_\_\_\_ **Email** \_\_\_\_\_

**Authorized Signatory (print)** \_\_\_\_\_

**Authorized Signature (sign)** \_\_\_\_\_

**The above release shall be void if amended in any manner. Autodesk shall not be responsible for the return of any materials submitted.**

# THE 2003 FIRST ROBOTICS COMPETITION MANUAL



## **6 THE AUTODESK® AWARD FOR VISUALIZATION**

### **Purpose of Award:**

Honor excellence in student animation.

**Competition Period:** Saturday, January 4, 2003, to 5:00 pm on Friday, February 21, 2003.

*Please note that this deadline is earlier than prior years.*

**Questions:** If you have questions regarding the Autodesk Award for Visualization or Entry Requirements, please write to Autodesk at: [first.entries@autodesk.com](mailto:first.entries@autodesk.com) and put “Visualization” in the subject line.

**Award Updates:** Award updates (if any) may be found under the “Documents and Updates” link on the FIRST Robotics Competition section of the FIRST website (<http://www.usfirst.org>) after January 4, 2003.

### **6.1 Award Overview**

All FIRST teams are invited to create a submission for the Autodesk Visualization Award (AVA) using 3ds max™. In 2003, Autodesk is pleased to announce that the AVA will be judged at both the Regional and Championship levels. To accomplish this, Autodesk has grouped the FIRST Robotics Competition Regionals into five “Autodesk Award Conference” areas that are listed below. All award-winning AVA’s at the regional level will advance to compete at the Championship.

**NOTE:** Winning a Regional AVA does *NOT* earn a team qualification points towards, or a spot at the FIRST Robotics Competition 2003 Championship event.

### **6.2 Award Description**

The Award recognizes 30 seconds of student animation that clearly and creatively illustrates what FIRST means to your team, meets Entry Requirements, and is judged to have the highest score. Entries will be scored on the criteria for the three key areas outlined below.

### **6.3 Scoring Criteria**

**Content Communication** (40pts) - Distinction in the use of design and animation to illustrate and communicate a specific aspect of what FIRST means to your team.

Entries are measured in terms of how well your team clearly and accurately articulates that aspect of FIRST.

Drawing from your team members, your school and corporate partnership, your community involvement, and/or your robot: Illustrate and communicate a specific aspect of what FIRST means to your team. Using graphic imagery and animation developed with 3ds max™ (as well as other Autodesk products if you wish), create an informative and clearly focused 30 second spot about a particularly appealing or effective aspect of FIRST. You must include a statement in your animation as to what “appealing aspect of FIRST” you are trying to communicate. Think of what you are producing as being a 30 second “spot” that might be intended for use on national television to inform viewers about FIRST and to illustrate a specific aspect of the benefits of the FIRST experience. Examples of Appealing Aspects of FIRST: Mentorship, Collaboration, Leadership and/or Community.

**Compelling Creativity** (40pts) - Distinction in the use of design and animation to generate excitement about your team’s experience with FIRST.

The challenge is to tell a compelling, creative story about what FIRST means to your team, about your team or your robot, or about your team’s participation in The Competition – and to make that story memorable. We measure in terms of how well your team identifies a concept and organizes the content for your 30-second story, and by how well your team executes on that concept and creates a distinctive and memorable spot – one that stands out from the rest.

**Technical Execution** (20pts) - Distinction in the application of Autodesk software.

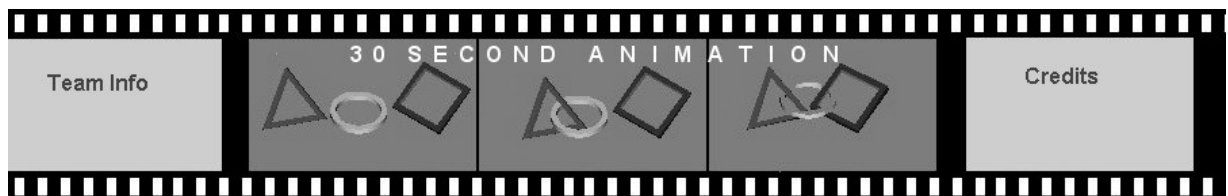
The challenge is to demonstrate how skillfully you use specific Autodesk products and how your final animation is brought together from storyboard through design, production, editing, adding FX and sound, and post-production to final product.

# THE 2003 FIRST ROBOTICS COMPETITION MANUAL

Entries are measured in terms of how well your team uses modeling, materials application, lighting, camera motion and angles, sound effects, texture mapping, color, special FX, character animation, editing technique, voice over, music, photography, or live video.

## 6.4 Submittal Process and Entry Requirements

- Entrant must be a fully registered team participating in the 2003 FIRST Robotics Competition.
- Limit one (1) Entry per school. If a team includes multiple schools, each school may submit an Entry. Please label each school entry with the team number, and then a letter starting with "a." Example: "Team 123a Smith High School" "Team 123b Jones High School."
- A completed and clearly legible Entry Form.
- A completed and clearly legible Autodesk Archive Consent and Release Authorization Form.
- Please ensure that forms are legible; we suggest you type in the required information as handwritten forms are often illegible.
- Storyboard (no size or length requirements). Use #3 pencil or softer. Color may be used on the original but is not required. Storyboard must be clearly labeled with Team Number, Team Name, School(s), Name and Sponsor(s) name. Without this information entry will not be judged.
- Two (2) copies of *clearly labeled* CD-ROM DISC containing animation entry.
- Submit one CD *WITHOUT* any credits. Label this CD: **"WITHOUT CREDITS, TEAM #, TEAM NAME"**
- Submit one CD *WITH* credits. Label this CD: **"WITH CREDITS, TEAM #, TEAM NAME"**
- Credits will not be judged.
- Animation saved as a 640 x 480 compression to fit on a CDROM. Compression amount is at the discretion of the participants.
- Begin with still hold on Team Number, Team Name, School(s) Name and Sponsor(s) name, and the statement defining what aspect of FIRST your animation is about. Without this information your entry will not be judged.
- Animation cannot be more than 30 seconds. Timing begins as soon as your still frame with the required identifying information clears the screen. To ensure accurate timing of your Entry, we suggest you make a clean break to animation.
- End with a still, solid black frame – which follows the not-more-than-30 seconds of animation. We suggest you hold that frame for as long as 5 seconds. Credits may follow that still frame, but will not be included as part of the timing, judging or scoring process, nor will they be included in the compilation reels distributed by Autodesk Inc. We do, however, encourage you to include credits so that you can use your animation to acknowledge contributors and supporters, and can include it in your Team and personal portfolio.



## 6.5 Entry Deadline

All Entries (regardless of delivery method) must be received at Autodesk, Inc. in California not later than 5:00 PM on February 21, 2003. Entries will not be accepted for judging after the deadline. Autodesk is not responsible for Entries not delivered to the Autodesk office, San Rafael, CA, by the deadline, nor for any lost, late, misdirected, illegible, incomplete, or damaged Entries.

# THE 2003 FIRST ROBOTICS COMPETITION MANUAL

## **Ship Entry to:**

Autodesk, Inc.  
111 McInnis Parkway  
San Rafael, CA 94903  
U.S.A.

Attn: FIRST Robotics Competition—Team #xxxx

NOTE: Any Entry hand-delivered to Autodesk must be left at the front desk of the Autodesk Headquarters at 111 McInnis Parkway, San Rafael, CA, prior to 5:00 PM on February 21, 2003, and must be addressed with the full "Ship Entry To" information provided above.

*Entries will remain the property of Autodesk, Inc. No materials will be returned.*

## **6.6 The Judging Process**

### **6.6.1 Autodesk Initial Screen**

As in past years, Autodesk will screen all Entries for compliance with submittal guidelines. Those Entries not in compliance will not be judged – however, they may be incorporated on the end of season compilation reel.

Autodesk will have a preliminary judging of all Entries in full compliance. As a result of this preliminary judging, a select number of Entries will be advanced for judging at the FIRST Robotics Competition regional events. Your peers will conduct judging at the Regional events. For purposes of this animation competition, FRC regional events are divided into five (5) Conferences. (See below for details on the conferences.)

### **6.6.2 Regional Judging**

There will be one AVA winner announced at each regional event. For the purpose of this animation award, the FRC regional events are divided into five conferences:

#### **Western Conference**

Pacific Northwest, Sacramento, Silicon Valley, Southern California, Arizona

#### **Midwestern Conference**

St. Louis, Great Lakes, Canadian, Midwest, West Michigan

#### **Northeastern Conference**

BAE Systems Granite State, UTC New England, New York City, SBPLI Long Island, J&J Mid-Atlantic

#### **Eastern Conference**

Buckeye, Chesapeake, Pittsburgh, Philadelphia Alliance

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#### **Southern Conference**

NASA/VCU, Peachtree, Central Florida, Lone Star

### **6.6.3 Notes on the Regional Judging process:**

- Only teams that have submitted an animation will be eligible to participate in judging at the regional level. These teams will be eligible to designate one student from their team to be a student judge. The student selected must have been involved in some way with the development of his/her team's own submittal.
- Judging will take place at a designated time and in a designated location at each regional venue. Check at the Pit Administration Station for exact location of judging. The regional entries will be shown continuously on a dedicated system all day Thursday. Actual judging will be at a pre-announced single time Friday. Student judges will be encouraged to watch the animations on Thursday reviewing Entries against criteria, so that they are well prepared for formal judging on Friday.

# **THE 2003 FIRST ROBOTICS COMPETITION MANUAL**

- Ballots will be distributed only to those teams competing for the AVA in the particular Conference. The ballots will be pre-printed with the team name/number and will be provided in the registration packets at the onsite registration for each regional. Student judges will not be allowed to score the animation submitted by their own team.
- There will be an adult volunteer representing Autodesk, on site Friday, to facilitate judging.
- Each regional event will announce an AVA award winner. The award will be announced at the closing ceremonies at each regional event.
- Name of winner will be posted on the FIRST website the week following each regional event.
- The scores will be available following the awards ceremony.
- The winner and next two highest scoring animations from each regional will advance to the Championship round of judging.

## **6.6.4 Championship Round Judging**

The Championship round of judging will be managed by Autodesk and judged by a professional panel of judges made up of volunteers from business, industry, and education. They are professional animators, artists, engineers and educators. Some of the judges are Autodesk employees, others are 3ds max customers. Judges are familiar with the FIRST Robotics Competition, with previous Autodesk Award competitions, and with the application of Autodesk products and other technologies in engineering, design and education.

One Championship winner and one “Rising Star” (Rookie team) winner will be selected and announced at the FRC Championship event. Autodesk will select The Rising Star (Rookie) award winner from all Rookie entries. This rookie award will not be awarded on a regional level.

For the purposes of this Award “Rookie” designation is given to any school that has not submitted for this Award previously. Schools, which have submitted previously but have been disqualified, do not qualify as “Rookie” teams under these Guidelines. Should a “Rookie” team win the 2003 Championship Award there will be no additional “Rookie” Award presented.

Winners’ names will be posted on the [www.autodesk.com/first](http://www.autodesk.com/first) website along with the winning animations.

## **6.7 Prizes and Prize Rules**

Detailed information on prizes and prize rules will be announced on the FIRST website after the Kickoff event.

## **6.8 Scores/Compilation Disc**

If a team wishes to receive their score, you must send an email to: [first.entries@autodesk.com](mailto:first.entries@autodesk.com). The subject header should say: “AVA, Team #xxxx, Request for Score.” Scores will be provided for teams who advance to the Regional and Championship judging rounds only. Each team participating in the AVA will receive a CD, DVD or videotape of animation Entries judged in the 2003 competition. The top scoring animations will be shown at The 2003 FIRST Championship.

# THE 2003 FIRST ROBOTICS COMPETITION MANUAL

## **6.9 Autodesk Visualization 2003 Entry Form**

### **The following is required:**

1. Complete this Entry Form as its contents are required for judging. It must be legible, and you must include it with your Entry submittal. Please read the Entry Requirements carefully, before completing this Entry Form. Information on this Form must be complete.
2. Complete and include the *Autodesk Archive Consent and Release Authorization* agreement with your entry. It is required for judging.

### **Entry Deadline:**

Autodesk must receive entries at Autodesk no later than 5:00 PM, February 21, 2003.

### **Judging Location**

What conference do you want your animation judged in? Please check below. Only select one conference; if more than one conference is selected, animation will not be judged.

Your team and your robot must be competing in at least one regional event in the Conference for which you submit. Please check which regional event your team will compete in.

\_\_\_ **Western Conference**

Pacific Northwest \_\_, Sacramento \_\_, Silicon Valley \_\_, Southern California \_\_, Arizona \_\_

\_\_\_ **Midwestern Conference**

St. Louis \_\_, Great Lakes \_\_, Canadian \_\_, Midwest \_\_, West Michigan \_\_

\_\_\_ **Northeastern Conference**

BAE Systems Granite State \_\_, UTC New England \_\_, New York City \_\_, SBPLI Long Island \_\_, J&J Mid-Atlantic \_\_

\_\_\_ **Eastern Conference**

Buckeye \_\_, Chesapeake \_\_, Pittsburgh \_\_, Philadelphia Alliance \_\_

\_\_\_ **Southern Conference**

NASA/VCU \_\_, Peachtree \_\_, Central Florida \_\_, Lone Star \_\_

### **Entrant information** (Please print neatly or type)

FIRST Team Number \_\_\_\_\_ Autodesk Award Entry Title \_\_\_\_\_

Team Name: \_\_\_\_\_

School Name(s) \_\_\_\_\_

School Contact (Teacher) \_\_\_\_\_ Telephone Number \_\_\_\_\_

Email \_\_\_\_\_

Sponsor Company Name(s) \_\_\_\_\_

Sponsor Contact \_\_\_\_\_ Telephone Number \_\_\_\_\_

Email \_\_\_\_\_

Rookie Entry? Yes \_\_\_\_\_ No \_\_\_\_\_

### **Individual student animator(s)**

Your team can select up to 5 individual student animators as potential Award recipients. List the information requested about those students below.

<b>Student Animator</b>	<b>Current Address</b>	<b>City, State, ZIP</b>	<b>Telephone#</b>
1. _____	_____	_____	_____
2. _____	_____	_____	_____

# THE 2003 FIRST ROBOTICS COMPETITION MANUAL

3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

## **Individual Team Champion**

Please tell us who your "Team Champion" is this year and about his/her contribution to the team and your Entry. Your champion may be a student, teacher, engineer, community member, or other individual contributor.

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## **Software Use**

Describe which Autodesk products you used...and how. Also, name and describe other design, visualization, or animation software products you used in your animation.

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# THE 2003 FIRST ROBOTICS COMPETITION MANUAL

## 6.10 Visualization Archive Consent and Release Authorization

*Use this form for the Autodesk Visualization Award for The 2003 FIRST Competition*

Dear Contributor,

**We appreciate your interest in submitting material to Autodesk, Inc. The following allows us to legally use your work.**

By signing and returning this consent form, the individual named below and/or if applicable the individual's employer, middle or high school(s), or corporate or college/university sponsor(s) and individual student, faculty and corporate contributors (hereinafter referred to collectively as the "Entrant") understand that the Entrant is agreeing to the following terms which will govern use of the images, animation, sounds, files and other material (the "Material") described below:

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**FIRST TEAM SPONSOR OR SCHOOL (where applicable)**

**FIRST Team Name and Number**

\_\_\_\_\_

**Animation Entry Title**

\_\_\_\_\_

**Name, email and Telephone # of Animation Contact**

\_\_\_\_\_

**Address, City, State, ZIP**

\_\_\_\_\_

**School/Sponsor Name & Address**

\_\_\_\_\_

**Telephone #** \_\_\_\_\_

**Email** \_\_\_\_\_

# THE 2003 FIRST ROBOTICS COMPETITION MANUAL

Authorized Signatory (print)

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Authorized Signature (sign)

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Authorized Signatory (print)

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Authorized Signature (sign)

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The above release shall be void if amended in any manner. Autodesk shall not be responsible for the return of any materials submitted.



## **7 WEBSITE DESIGN AWARD**

The Website Design Award recognizes excellence in student-designed, built, and managed FIRST team websites. Eligible websites are judged/scored *PRIOR* to the competition by “student judges”. Student judges from each FIRST team determine the winner via ballot submitted on site at the regional competition from each FIRST team.

### **7.1 Submission and Deadline Information**

Only team web sites that are entered into the FIRST team management information system via the FIRST website by noon (12:00 p.m.) on February 21, 2003 will be judged. Team websites are eligible for this award at every regional event in which the team is competing. For example, if your team is registered to compete in San Jose and Virginia, your team website is eligible to win this award at both events.

### **7.2 Finding Team Website Links**

Go to <http://www.usfirst.org/robotics/2003/rgevents.htm> and click on “Team List” for each of the regional events you are registered to compete in. Teams with websites have their team names listed in blue font. These are the team websites you will need to review, score, and select a winner from among them.

### **7.3 Judging Criteria**

Consider the following criteria when judging the websites. The following questions will provide a base from which to fairly judge teams’ websites.

#### **7.3.1 Function**

- Is it easy for a first-time user to find information on the site (number of clicks required for typical navigation)?
- Are the pages equally compelling in the most popular browsers? Do pages download in acceptable speed over a standard modem?

#### **7.3.2 Form & Design**

- How visually compelling is the site? Does the site use color and iconography in a consistent way?
- How well does the site explain FIRST and promote the vision of FIRST?
- Does the site work to reinforce the team’s brand?

#### **7.3.3 Interactivity**

- How accessible is the site?
- Can it be personalized?-
- How interactive is the site? (discussion boards, guest books, chat rooms, etc.)
- Are links available to related sites? (school, sponsors, other teams, FIRST, useful resources, etc.)

### **7.4 Judging Process – Student Judges**

- Each FIRST team designates one student to review the submitted websites prior to the regional competition the team will attend.
- She/he will cast one ballot on site by Friday 12p.m. at the regional competition.
- Criteria to consider are the website’s function, form and design, and interactivity.
- The student “judges” should have played some role in the development of their team’s website, and are responsible for reviewing all of the submitted team websites for each of the regional events in which his/her team is competing.

**Example:** If you are registered to compete in VA and San Jose, review the team websites for both of those regional competitions and select a winner for Virginia and a winner for San Jose.

# **THE 2003 FIRST ROBOTICS COMPETITION MANUAL**

- *Student Judges must complete all website reviews prior to the regional competition.*  
Review and evaluate the websites between 5:00 p.m. on February 21, 2003 and the day before the regional competition.

**NOTE:** A judge *may not* vote for his/her own team's website.

## **7.5 Scoring/Evaluation**

- Weigh each of the three areas of criteria (Function, Form & Design, Interactivity) equally; no area is "worth" more than the other. Student "judges" should seek to honor the website which, over all, rates the highest in those three categories.
- There are no on-site interviews. If the student judges have questions about a particular website, they are to contact the team via email prior to the competition to resolve their questions.
- Please use the score sheet below to evaluate/score each of the websites.
- Download the appropriate number of score sheets to assist you in your review/judging.
- You can evaluate up to seven (7) teams per sheet.

## **7.6 Ballots**

- Each Judge is to complete and submit one ballot, on behalf of his/her team, listing their #1 selection for this award.
- Use the ballot at the end of this section.
- Complete one ballot for *each event* you are judging.
- Return completed ballot to the FIRST Pit Administration Station by noon (12pm) on Friday on site at the appropriate competition.

**THE 2003 FIRST ROBOTICS COMPETITION MANUAL**

**2003 Web Site Award Score Sheet**

<b>Event:</b>	<b>Team Numbers</b>										<b>#</b>
	<b>#</b>	<b>#</b>	<b>#</b>	<b>#</b>	<b>#</b>	<b>#</b>	<b>#</b>	<b>#</b>	<b>#</b>	<b>#</b>	
<b>Scoring Point Range Below</b>											
<b>PLANNING &amp; FUNCTION</b>											
Usability: How easy is it for a first-time user? (Number of clicks required for typical navigation, how easy is it for users to find links and information)	1-10										
Speed and compatibility (Do pages download in acceptable speeds, are pages equally compelling in most browsers, are multimedia files optimized for efficient download, etc)	1-10										
<b>DESIGN &amp; INFORMATION</b>											
How visually compelling is the site? (Artwork, design, clear/legible fonts, organized headings, etc)	1-10										
How well does the site explain FIRST and promote the vision of FIRST?	1-10										
How well does the site explain the team, tell you what the team is about, and reinforce its "identity"?	1-10										
<b>INTERACTIVITY</b>											
How interactive is the site? (Discussion boards, guest books, chat rooms, can it be personalized or used to help improve team communication, etc.)	1-10										
Multi-media content (Pictures, movies, animations, etc)	1-10										
Does the site provide links to FIRST, the team's school, sponsor(s), other teams, useful resources, etc.?	1-10										
<b>TOTAL SCORES (0-80 Points)</b>											

**THE 2003 FIRST ROBOTICS COMPETITION MANUAL**

**2003 WEBSITE AWARD BALLOT**

*Submit completed ballot to the Pit Administration Station at the appropriate  
Regional Competition by 12pm noon on FRIDAY.*

Name of Regional Event: \_\_\_\_\_

My vote is for the website of Team number \_\_\_\_\_

The team's website address is \_\_\_\_\_

\*\*\*\*\*  
\*\*\*\*\*

**Student Judge Information**

Name of student casting this vote: \_\_\_\_\_  
(Please print neatly)

Team Number: \_\_\_\_\_

I pledge that I have reviewed all of the eligible websites for this event in consideration for this award and have followed the judging criteria process as specified in the FIRST Competition Manual for The Website Award.

Judge's Signature \_\_\_\_\_

Date: \_\_\_\_\_

# **THE 2003 FIRST ROBOTICS COMPETITION MANUAL**

## **7 CHAMPIONSHIP AWARDS**

FIRST will hold a Championship Awards Celebration where a special judging panel will present the following awards.

### **Champion**

This award celebrates the team or alliance that wins the **Championship**.

### **Championship Finalist**

This award celebrates the team or alliance that makes it to the final match of the **Championship**.

### **Division Finalist**

This award celebrates the team or alliance that makes it to the final match in their division at the Championship.

### **Division Champion**

This award celebrates the team or alliance that wins the final match in their division at the Championship.

### **Autodesk Award**

Presented by Autodesk, Inc., this award recognizes excellence in student animation that clearly and creatively illustrates the spirit of the FIRST Robotics Competition. This year, Autodesk will award excellence in content, creativity, and mastery of multimedia.

### **Autodesk Award**

Presented by Autodesk, Inc., this award recognizes the team that best understands, documents, and communicates the distinct phases of the design process, from concept to completion. Autodesk will reward excellence in documenting the design process, technical competence using Autodesk software, and web page design.

### **Chairman's Award**

The Chairman's Award represents the spirit of FIRST; it honors the team that best represents a model for other teams to emulate and which embodies the goals and purpose of FIRST. It remains the most prestigious team award FIRST presents. Please refer to the "Chairman's Award Section for more about the award.

### **DaimlerChrysler - Team Spirit**

This award celebrates extraordinary enthusiasm and spirit through an exceptional partnership and teamwork.

### **Delphi - "Driving Tomorrow's Technology™"**

This award celebrates an elegant and advantageous machine feature. This award recognizes any aspect of engineering elegance including, but not limited to: design, wiring methods, material selection, programming techniques, and unique machine attributes. The criteria for this award are based on the team's ability to concisely verbally describe, as well as demonstrate, this chosen machine feature.

### **Engineering Inspiration**

This award celebrates a team's outstanding success in advancing respect and appreciation for engineering and engineers, both within their school, as well as their community. Criteria include: the extent and inventiveness of the team's efforts to recruit students to engineering, the extent and effectiveness of the team's community outreach efforts, and the measurable success of those efforts. This is the second highest FIRST award a team can garner.

### **Founder's Award**

The Founder's Award is presented each year by FIRST Founder Dean Kamen to one organization or individual for exceptional service in advancing the ideals and mission of FIRST. Past winners of this award include: Motorola, Inc. (1993), Honeywell (1994), Walt Disney World's Epcot (1995), The City of Manchester, NH (1996), Francois Castaing of Chrysler

# **THE 2003 FIRST ROBOTICS COMPETITION MANUAL**

Corporation (1997), Johnson & Johnson (1998), NASA (1999), Dr. William Murphy, Founder of Cordis Corporation & Small Parts, Inc.(2000), and Autodesk, Inc. (2001), John Doerr, partner, Kleiner Perkins Caufield & Byers (2002)

## **General Motors - Industrial Design**

This award celebrates form and function in an efficiently designed machine that effectively achieves the game challenge.

## **Imagery**

This award celebrates attractiveness in engineering and outstanding visual aesthetic integration from the machine to team appearance.

## **Johnson & Johnson - Sportsmanship**

This award celebrates outstanding sportsmanship and continuous gracious professionalism in the heat of competition, both on and off the playing field.

## **Judges' Awards**

During the course of the competition, the judging panel may encounter a team whose unique efforts, performance, or dynamics merit recognition.

## **Kleiner Perkins Caufield & Byers - Entrepreneurship**

The Kleiner Perkins Caufield & Byers Entrepreneurship Award celebrates the Entrepreneurial Spirit. This award recognizes a team, which since its inception has developed the framework for a comprehensive business plan in order to scope, manage, and obtain team objectives. This team displays entrepreneurial enthusiasm and the vital business skills for a self-sustaining program.

## **Leadership in Control**

This award celebrates an innovative control system or application of control components to provide unique machine functions.

## **Motorola - Quality**

This award celebrates machine robustness in concept and fabrication.

## **Rookie All-Star**

This award celebrates the rookie team exemplifying a young but strong partnership effort, as well as implementing the mission of FIRST: to inspire students to learn more about science and technology.

## **Woodie Flowers Award**

The Woodie Flowers Award is presented by Small Parts, Inc. to an outstanding engineer or teacher participating in the robotics competition who best demonstrates excellence in teaching science, math, and creative design. This award was presented in 1996 to its inaugural recipient, Dr. Woodie Flowers, Pappalardo Professor of Mechanical Engineering at MIT and National Advisor for FIRST. Past winners of this award include: Elizabeth Calef, teacher, Bridgewater-Raynham Regional High School (1997), Michael Bastoni, teacher, Plymouth North High School (1998), Ken Patton, engineer, GM Powertrain (1999), Ms. Kyle Hughes, teacher, OSMTech Academy (2000), and William Beatty, Beatty Machine & Manufacturing Company (2001), and David Verbrugge, engineer, GM Proving Ground (2002)

## **Xerox - Creativity**

This award celebrates creative design, use of a component, or creative or unique strategy of play.