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9 THE AWARDS

9.1 REGIONAL AWARDS

Please read below for a description of Regional Awards. Note an asterisk designates a new or “changed” award in “Regional Competition Awards” listing. The “Industrial Safety” Award was previously known as the “Safety” Award.

9.1.1 Chairman’s Award - Regional

The concept of the Chairman’s Award includes 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 2006 Chairman’s Award.

9.1.2 Regional Competition Awards

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

9.1.2.1 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. Autodesk will award excellence in content, creativity, and mastery of multimedia. *Please refer to the Autodesk Visualization section for specifics.*

9.1.2.2 DaimlerChrysler - Team Spirit

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

9.1.2.3 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 describe verbally, as well as demonstrate, this chosen machine feature.

9.1.2.4 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.

9.1.2.5 General Motors - Industrial Design

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

9.1.2.6 Highest Rookie Seed

This award celebrates the highest-seeded rookie team at the conclusion of the qualifying rounds.

9.1.2.7 Imagery

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

9.1.2.8 Johnson & Johnson - Sportsmanship

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

9.1.2.9 Judges' Awards

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

9.1.2.10 Kleiner Perkins Caufield & Byers - Entrepreneurship

This 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.

9.1.2.11 Motorola - Quality

This award celebrates machine robustness in concept and fabrication.

9.1.2.12 RadioShack® Innovation in Control

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

9.1.2.13 Regional Finalist

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

9.1.2.14 Regional Champion

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

9.1.2.15 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.

NOTE: We encourage, but do not require, rookie teams to enter a Chairman's Award submission relative to this award.

9.1.2.16 Rookie Inspiration

This award celebrates a rookie team's outstanding success in advancing respect and appreciation for engineering and engineers both within their school, as well as in their community. It is the 2nd highest honor *FIRST* bestows to a rookie team.

9.1.2.17 *Industrial Safety Award

This award celebrates the team that progresses beyond safety fundamentals by using innovative ways to eliminate or protect against hazards. The winning team consistently demonstrates excellence in industrial safety performance that shines throughout the competition from uncrating to re-pack.

9.1.2.18 Website Award

This award recognizes excellence in student-designed, built, and managed *FIRST* team websites. We have revised the process for this award for 2006. Please refer to the website section for specifics.

9.1.2.19 Woodie Flowers Finalist Award

Small Parts, Inc. presents the Woodie Flowers Award to an outstanding engineer or teacher participating in each of the robotics Regional Competitions. Students choose and write about a person on their team who best demonstrates excellence in teaching science, math, and creative design. These Regional winners will receive consideration for the Championship Woodie Flowers Award. **NOTE:** For 2006, teams may add an update essay to the submission for the 2004 & 2005 Regional Woodie Flowers Award winners, and those individuals will also be considered as finalists for the 2006 award.

9.1.2.20 Xerox - Creativity

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

9.2 THE CHAIRMAN'S AWARD 2006

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 impact of

FIRST on 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.

9.2.1 Overview

The Chairman's Award was created to keep the central focus of the *FIRST* Robotics Competition as our ultimate goal for transforming the culture 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.

FIRST will present a Regional Chairman's Award at each regional competition. There are thirty-three (33) regional competitions scheduled for the 2006 season, therefore, there will be thirty-three Regional Chairman's Award winners. 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.

Prior winners of the Chairman's Award at the Championship are ineligible to submit for the Regional Chairman's Award. All submissions by Championship Chairman's Award-winning teams will be electronically routed to a folder judging as part of the Hall of Fame.

9.2.2 First-Year (Rookie) and NASA Grant Teams:

Because the Chairman's Award recognizes sustained excellence and impact, not just a one-year team effort, it is not possible for a first-year (rookie) team to receive this honor. We encourage rookies, however, to develop a Chairman's Award submission to use as a criterion to judge the **Rookie All-Star Award**. This submission will document where your team started its *FIRST* journey and will also provide background for documenting the results of your team's efforts.

Rookie Teams: If you submit a Regional Chairman's Award, print a copy to give the Judges when they visit you at your Pit Station.

Teams receiving **NASA Grants** must provide a copy of this submission as part of the grant.

9.2.3 Submission Information

The criteria for the 2006 Chairman's Award are essentially identical to those in 2005, with the exception that the submission will need to be signed by the Team Captain/Student Representative and a team mentor to certify that all the contained information is complete and accurate. The judges focus on teams' activities over a sustained period, as distinguished from just the six-week design-and-build time frame.

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.

9.2.3.1 Submission Content

The Chairman's Award is presented to the team judged to have created the best partnership effort among team participants and which best exemplified the true meaning of *FIRST* through measurable impact on its 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 strongly does the submission document the impact *FIRST* has on the learning experience of the students, school curriculum, engineers, and/or community?
2. Has the team explained/demonstrated why/how it should be a role model for other *FIRST* teams to emulate?
3. How well has the team communicated its excitement and impact within the entire school, community, and beyond (state/nation) through participation in *FIRST*?
4. Has the team documented an innovative way to spread the *FIRST* message?
5. How strong of a year-round team partnership effort is reflected? (You can define partnership in many ways, including: the partnership among the team's students/corporate sponsor/engineers; school/university sponsor/engineers; students/adults; community/team)

6. 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 the above factors.

9.2.3.2 Submission Format

Regional Chairman's Award submissions will be submitted on line. The submission, excluding the Executive Summary, will be limited to 10,000 characters, including spaces and punctuation, and may include up to four (4) photographs totaling no more than 1.0Mb of memory.

9.2.3.3 Submission Process

The URL for the Chairman's Award Submission is <http://www.firstawards.org>. Follow the directions shown on the site to submit your team's entry. Teams may only submit at one regional event at which the team will compete. This site will be available beginning January 16, 2006 at noon EST.

Submitters can easily enter information, save it, and return to the site to edit the Chairman's Award submission until they are ready to submit it for final judging. All entries will be final on Thursday, February 23, 2006 at 11:59 p.m. EST. No entries will be accepted or altered after this date.

Chairman's Award submitters will go to the website and enter the required information.

- Team Number:
- Regional Selection:
- **Executive Summary** – Teams *must complete the following fields* in order to be considered for this award. The information included in the Executive Summary is not included in the total character/word count for the Chairman's Award Submission.
- Team Name
Corporate/University Sponsors
- Briefly describe the impact of the *FIRST* program on team participants (500 characters allowed, including spaces and punctuation)
- Examples of role model characteristics for other teams to emulate (500 characters allowed, including spaces and punctuation)
- Describe the impact of the *FIRST* program on your team and community (500 characters allowed, including spaces and punctuation)
- Team's innovative methods to spread the *FIRST* message (500 characters allowed, including spaces and punctuation)
- Describe the strength of your partnership (500 characters allowed, including spaces and punctuation)
- Team's communication methods and results (500 characters allowed, including spaces and punctuation)
- Other matters of interest to the *FIRST* judges, if any (500 characters allowed, including spaces and punctuation)
- Upload pictures (maximum of 4 allowed, not to exceed 1.0Mb in total)
- Essay (10,000 characters allowed, including spaces and punctuation, or approximately 1500 words)
- Electronic signature of Team Captain/Student Representative certifying that the document is complete and accurate
- Electronic signature of adult team mentor certifying that the document is complete and accurate

Once the Chairman's Award submissions are completed, they are sorted and posted on a private, password-protected site where only the judges can read the entries. Each regional will have all the candidates listed and the judges will review the submissions. Teams should bring a hard copy of their submission to the event.

In preparing this document, bear in mind that 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 does need to clearly convey the factors outlined above.

- **Important Note:** Chairman's Award Judges look for and review the information entered in the *Yearbook Page* as part of the Chairman's Award submission. This information is entered as part of the Team Information Management System (TIMS) at <http://www.my.usfirst.org>. Refer to *Communications for more details about the Yearbook Page*.

9.2.3.4 Submission Deadline

Chairman's Award submissions are due no later than **Thursday, February 23, 2006. 11:59 p.m. EST.**

9.2.4 Judging Process

The Regional Award Process: By 10 a.m. on Friday mornings of each Regional Competition a list of interview times for the submitting teams will be available at the Pit Administration station. Interviews will take place during the day on Friday. A panel of judges will review the Chairman's Award entries at each Regional and will conduct on-site Chairman's Award interviews with those teams who have entered a submission for that regional event. Judges will select one winner for the Regional Chairman's Award at each regional competition.

Interviews are limited to ten (10) minutes with not more than three (3) student team members) to best represent them. The team selects these representatives. During the first five (5) minutes of the interview, the team members give a presentation to the judges, and the judges will use the second five (5) minutes for their interview.

NOTE 1: If the presentation requires special equipment, the team is responsible for bringing it to the interview.

NOTE 2: Teams are encouraged to bring copies of documentation, supporting their submission, to leave with the judges. This documentation may include, but is not limited to:

- Letters of reference
- Newspaper and magazine articles
- Program Books

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 submitting teams. Your team's submission will be a key factor in the selection process, along with the judges' own observations of the team at the competitions.

The Championship Award Process: At The Championship, a panel of judges will review the winning thirty (30) Regional Chairman's Award submissions and will select one ultimate Chairman's Award winner. This winning team has the additional honor of choosing one of its junior or senior student members to be the recipient of the Allaire Medal.

9.2.5 The Allaire Medal - Leadership Exemplified

The Chairman's Award is presented at the Championship to the *FIRST* team judged to have the best partnership effort. The Allaire Medal recognizes leadership exemplified and is awarded to an individual student on the winning 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, within his/her school and community, and whose personal character best embodies the spirit of *FIRST*.

The team receiving The Chairman's Award at the Championship will select the Allaire Medal recipient. The adult and student team members determine the winner. The recipient must be a high school junior or senior who has been accepted into a four-year degree program at a college or university. 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.

9.2.6 Hall of Fame

FIRST Robotics created The Hall of Fame to recognize the teams that have had the most impact on *FIRST* growth. A team earns permanent Hall of Fame status by winning the Championship Chairman's Award, the most prestigious *FIRST* award. Unlike other Halls of Fame, the model teams in the *FIRST* Hall of Fame are not retired, but begin a new phase of participation, requiring additional activities to achieve Hall of Fame Star Status. To achieve Hall of Fame Star Status, a team must submit a Chairman's Award entry, using the same criteria as all other Chairman's Award applicants as described above in "Submission Process." Hall of Fame Chairman's Award submissions will not be included in the Regional Chairman's Award judging process.

9.2.6.1 NEW: DVD Submission

FIRST encourages teams to enhance each submission by creating a DVD, which should be mailed to *FIRST* headquarters, attention Sue Robinson, postmarked no later than April 19, 2006. Teams are encouraged to bring a copy of the DVD and have equipment to show it in their booths at The Championship.

Congratulations to all the previous Chairman's Award winners! This year's thirty-three (33) Regional Chairman's Award winners will vie for the one spot reserved for the 2006 winner.

9.2.6.2 Display Specifications

These stellar teams should also create a display booth that meets the standards associated with the Chairman's Award. It should showcase the teams' achievements and support for *FIRST* and highlight how the team continues to promote *FIRST*, while showing what it means to be a Chairman's Award recipient.

Each team will have a ten-foot space (10), which includes a skyline wall and display drum on which teams can display graphic panels and awards. These walls are made of fabric and only Velcro can be attached to them. We ask teams not to assemble any large structure over forty-eight inches (48) tall or one that extends out from the skyline panel and impedes persons from viewing all of the Hall of Fame teams at one time.

9.2.6.3 Hall of Fame Teams

THE <i>FIRST</i> HALL OF FAME		
Year	Team #	Official Team Name
2005	67	General Motors Milford Proving Ground and Huron Valley Schools
2004	254	NASA Ames Research Center/Laron Incorporated/Unity Care Group/Line-X of San Jose/PK Selective Metal Plating, Inc. & Bellarmine College Preparatory San Jose, CA USA
2003	103	NASA/Amplifier Research/Custom Finishers/Lutron Electronics/BAE Systems & Palisades High School
2002	175	Hamilton Sundstrand Space Systems International/The New England Air Museum/Techni-Products/Veritech Media & Enrico Fermi High School
2001	22	NASAJPL/Boeing/Rocketdyne/FADL Engineering/Decker Machine & Chatsworth High School
2000	16	Baxter Healthcare Corporation & Mountain Home High School
1999	120	NASA Lewis Research Center/TRW, Inc./Battelle Memorial Institute & East Technical High School
1998	23	Boston Edison & Plymouth North High School
1997	47	Delphi International & Pontiac Central High School
1996	144	Procter & Gamble & Walnut Hills High School
1995	151	Lockheed Sanders & Nashua High School
1994	191	Xerox Corporation & JC Wilson Magnet High School
1993	7	AT&T Bell Labs & Science High School
1992	191	Xerox Corporation & JC Wilson Magnet High School

9.3 THE FOUNDER'S AWARD

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

9.4 THE WOODIE FLOWERS AWARDS

The Woodie Flowers Award celebrates effective communication in the art and science of engineering and design. Dr. William Murphy and Small Parts, Inc. began this prestigious award in 1996 to recognize mentors who lead, inspire, and empower using excellent communication skills.

FIRST will recognize one adult team member at each of the thirty-three (33) Regional Competitions as a Woodie Flowers Finalist Award (WFFA) winner. Of these talented mentors, combined with the WFFA winners from 2004 and 2005, one will receive the Woodie Flowers Award at the 2006 Championship in Atlanta.

9.4.1 Award is Students' Choice

Students on a *FIRST* Robotics team will choose one adult team member as their candidate. They will describe how this mentor has given them the best understanding of the challenges, opportunities, and satisfaction involved in the discipline of engineering and design. Professor Flowers will lead the past Championship Woodie Flowers Award (WFA) winners as they judge and select the 2006 Finalists and Championships winner based on student essays.

9.4.2 Spirit of the Award

Two aspects of this award are important. Of course, the accomplishments in communication by the mentor are essential. Also very important is the student's ability to communicate clearly and concisely. Communication in both directions is an integral part of learning. This award recognizes an individual who has done an outstanding job of motivation through communication while also challenging the student body to be clear and succinct in recognizing the value of communication. Also, in the spirit of recognizing additional deserving mentors, past WFFA winners are not eligible to win the Regional award again. These previously recognized mentors are only eligible to win the Championship WFA.

9.4.3 Judging Criteria

Each team may nominate one candidate to be a WFFA winner. Students may also re-nominate their team's past WFFA winners by submitting a new essay for this past Finalist to be eligible for the Championship WFA. Nominees must be adult mentors who truly inspire the team. These individuals demonstrate excellence in engineering instruction by explaining complex ideas to students in an inspiring way. Judging criteria is 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
- Demonstration of 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

Each *FIRST* team completes a product development cycle as it designs a concept, develops a prototype, and builds and debugs a unique machine. This requires teamwork, attention to detail, scheduling, and hard work. The award-winning essay should answer this question; "How did the candidate inspire your team throughout this process?" If the essay describes how this individual excels above all others as he or she inspires the team, then that mentor truly deserves to be recognized with the award that honors Professor Woodie Flowers and his contribution to engineering, education, and communication.

9.4.4 Entry Requirements

Students enter their candidate at the Woodie Flowers Award entry web page: www.firstawards.org. They enter team and candidate information, reference information, and a six hundred-word (600) essay, written in English. Teams may also add up to six (6) pictures, totaling no more than 1.0 Mb. of memory. This essay should be a team effort and will stand alone as the team's entry to award their candidate the deserved recognition.

9.4.5 Submission Deadline

The Woodie Flowers Award entries are due on Thursday, February 23rd at 11:59 p.m. EST.

9.4.6 Entry Process

The Woodie Flowers Award submission is submitted on-line at www.firstawards.org. Nomination entry directions are listed on this site. This site will be available beginning January 13, 2006 at noon EST.

Student nominators must follow the directions listed on the screen. Each team can only submit one WFFA candidate for this award. Teams can also enter essays for their team's past WFFA winners in order to make them eligible for the Championship WFA. As the student nominator fills out the required information, he/she must choose only one regional, where the team will be competing, to submit its candidate.

Student nominators can easily enter information, save it, and return to the site to edit their entry information until they are ready to submit it for judging. All entries will be final on Thursday, February 23rd at 11:59 p.m. EST (midnight). No entries will be accepted or altered after this date.

Students will go to the website to enter information in the following fields:

Team Number

Candidate Information:

First Name, Middle Initial, Last Name
Address, City, State, zip code
Employer
Occupation
Position on team

Student Advocate's information: (Student recommending candidate)

First Name, Last Name
Phone Number
E-mail Address
Position on Team

Adult Reference (On the same team)

First Name, Last Name
Phone Number
E-mail Address
Position on Team

Adult Reference (Any *FIRST* affiliation)

First Name, Last Name
Phone Number
E-mail Address

Regional Selection (Team must attend this Regional)**Upload Pictures** (Up to 6, no more than 1.0 Mb total)

Essay (600 words or less) - The students will see a quote from Dr. Murphy and/or Woodie about the value of concise and clear writing. Once candidates' information and essays are submitted, they are sorted and posted on a private, password-protected site where only the Judges can read the entries. Each Regional will have its candidates listed and the Judges will review the submissions.

9.4.7 Prior Regional Woodie Flowers Award Winners

A team may refresh the submission of 2004 & 2005 winners of the Regional Woodie Flowers Award as well as submit another mentor for 2006. You will not be able to edit the original submission but can refresh it by adding a new 600-word essay to make the submission current. These prior winners will be considered as finalists at the Championship along with the regional winners from the current year

9.5 THE AUTODESK INVENTOR AWARD 2006

9.5.1 Purpose of Award:

This award honors excellence in student mechanical design, coordination, and presentation.

9.5.2 Competition Period:

Monday, December 25, 2005, to Monday, March 13, 2006. Autodesk Award updates (if any) may be found on Autodesk Streamline site created for the *FIRST* Robotics teams (see below). Please note the rules for 2006 have changed slightly from past years.

9.5.3 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 employed by professional engineers. From concept through completion, the Autodesk Inventor Award was created to honor those who bring their ideas to reality.

9.5.4 Award Description

The Autodesk Inventor Award honors the team that best uses Autodesk Inventor software to design their 2006 *FIRST* Robotics Competition robot. Entrants are required to post various drawings and photographs of their robot onto a website, as well as post their Autodesk Inventor files onto Autodesk Streamline.

9.5.5 Award Criteria

Please post your files to:

<https://projectpoint.buzzsaw.com/client/first>

User Name: “(public)”, no password (the parenthesis are needed).

It is important to Zip your files, with a filename of your 4-digit numbered team name, such as “team_0123_phase1.zip.” Please also title your Inventor Project file in the format “team_0123.ipj.”

The competition has three required phases:

9.5.5.1 Phase One: The Design

The deliverables are as follows:

- A DWF export of the main robot design; this is new for 2006, and required for entry. Please name the file distinctly with your team number in 4 digits, such as “team_0123.dwf,” and place it in the main directory of your entry.
- A set of drawings (.idw or .dwf) which document the basic dimensions of the design
- The assembly data for your robot (.iam and .ipt) --- parts and assembly

Please note: Designs must be created entirely within Autodesk Inventor. Importing geometry from other CAD packages will significantly impact the team score.

9.5.5.2 Phase Two: The Photograph

- A series of pictures (screen shots, image exports, or Studio renderings) which emphasize the advantages of your design.
- Digital photographs of your completed robot entered into the 2006 *FIRST* Robotics Competition. Photographs should clearly show the front, rear and side views of your robot.

9.5.5.3 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. Please make sure your website is active by the entry date. (Note: please test it from various computers.)

9.5.5.4 Phase Four: Bonus (not required):

- Animation of one mechanism using driven assembly constraints (.avi, .mov, or other common format). The animation should be captured using Autodesk Inventor’s record functionality in the Drive Constraint dialog box, or with Inventor Studio.

9.5.6 Judging Criteria:

Judges will review all entries. A select number will advance to the second phase of judging. A list of entries that advanced to the second round of judging will be posted onto Autodesk Streamline after the submission deadline.

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:	100 points

Bonus Animation	10 points
TOTAL POSSIBLE POINTS:	110 points

9.5.7 The Judging Process

The judging panel is made up of volunteers from business, industry and education. Some of the judges are Autodesk employees; others are Autodesk Inventor customers or educators. 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
- One Honorable Mention Winner
- One Rookie Winner

Winners will be announced during The 2006 *FIRST* Competition Championship Awards Ceremony. Representatives from the winning team will be acknowledged on the main stage. A link to the winning teams' website will be posted on Autodesk's website (www.autodesk.com/first) after the Championship event.

9.5.8 Entry Deadline:

There are two deadlines. Please break up Zip files as needed to make uploading manageable (250 Mb is a recommended maximum size).

- Entry Form and Consent Form (2 forms!) must be posted onto Autodesk Streamline **no later** than Monday, March 6, 2006, by 5:00 p.m. PST.
- Entry must be posted onto Autodesk Streamline no later than Monday, March 13, 2006, by 5:00 p.m. PST. Your website must also be active and ready for viewing by Autodesk Judges on March 13, 2006.

9.5.9 Entry Requirements:

- Entrant must be a fully registered team participating in the 2006 *FIRST* Robotics Competition.
- Limit one (1) Entry per team.
- A completed and clearly legible "Entry Form" and an "Archive Consent and Release Authorization Form" must be submitted to Autodesk via Autodesk Streamline.
- Forms must be legible. Illegible forms may cause your entry to be disqualified.
- Forms should be posted on Autodesk Streamline by the deadline, under "Student Upload Area 2006/Deposit Inventor Entry Forms Here" folder.
- Entry must be posted on Autodesk Streamline by the deadline, in the "Deposit Inventor Award Entries Here" folder.

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.

Please try to upload early to avoid last minute deadline concerns.

Note: Hard copies of entry forms and/or Autodesk Archive Consent and Release Authorization Forms will not be accepted this year. All forms must be posted onto Autodesk Streamline.

9.5.10 Prizes and Prize Rules:

Detailed information on the prizes and prize rules will be announced on Autodesk Streamline before the regional events.

9.5.11 Scores

Scores will be provided to teams whose entry advanced to the second round of judging. Scores will be emailed to the team and/or teacher contact listed on the entry form.

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.

9.5.12 Autodesk Inventor Award 2006 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 the form must be complete.
2. Complete and include the Autodesk Consent and Release Authorization agreement with your entry. It is required for judging.

Do not forget to post both forms (“Entry” and “Consent”) along with your Autodesk Inventor files (please Zip files) onto Autodesk Streamline no later than the deadline. The site can be found at:

<https://projectpoint.buzzsaw.com/client/first>

Username: (public)

Password: none required

Please make sure that the URL of your website is active prior to the entry deadline. **(If Autodesk judges cannot access your website it will not be judged.)**

Entry Deadline:

There are two deadlines:

1. Entry Form and Consent Form (2 forms!) must be posted onto Autodesk Streamline no later than **Monday, March 6, 2006, by 5:00 p.m. PST.**
2. Entry must be posted onto Autodesk Streamline no later than **Monday, March 13, 2006, by 5:00 p.m. PST.** Your website must also be active and ready for viewing by Autodesk Judges on March 13, 2006.

Entrant Information: (Please print or type)

FIRST Team Number:

FIRST Team Name:

Autodesk Inventor Award Entry URL (must be working by entry deadline):

School Name(s):

School Address:

School Phone Number:

School Contact (Teacher) and email:

Corporate sponsor’s name and telephone number:

Team Contact, email and phone number:

Note: It is important that we have accurate contact information in case our judges need to contact you with any questions or concerns regarding your entry.

Individual Student Designers:

Your team can select up to 15 individual student designers as potential Award recipients. List the following information for each student on Attachment “A”:

Student Name

Mailing Address (no P.O. boxes)

Telephone Number

Email address

Individual Team Champion:

In past competitions for the Autodesk Awards 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 contributions 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. Please remember that the Autodesk Inventor award is for your team to showcase the use of Autodesk Inventor in the design of your team’s robot.

Autodesk Products:

Non-Autodesk Products:

**Attachment “A”
Autodesk Inventor Award 2006**

Student Designers:

Include the name, mailing address, phone number and email address for each student listed.

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9.5.13 Inventor Archive Consent/Release Authorization

Use this form for the Autodesk Inventor Award at the 2006 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 holds 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 Name & Address: _____

School Telephone # _____

Teacher Name & 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.

9.6 THE AUTODESK VISUALIZATION AWARD 2006

Purpose of Award

Honor excellence in student animation.

Entry Deadline

There are two separate deadlines this year!

- **Paperwork Due:** Monday, February 6, 2006
- **Animation and Storyboard due:** Monday, February 13, 2006 no later than 8:00 a.m. (PST)

9.6.1 Award Updates:

Award updates (if any) will be found on the Autodesk Streamline site created for the *FIRST* Robotics teams:
<https://projectpoint.buzzsaw.com/client/FIRST>

User name: (public).

[NOTE: Be sure to include the parentheses!]

Once you type in “(public)” the password field will become grey as no password is required.

9.6.2 Award Overview

All *FIRST* teams are invited to create a submission for the Autodesk Visualization Award (AVA) using Autodesk **3ds Max**® software.

The animation cannot exceed 30 seconds in length and must be submitted in QuickTime format, via Autodesk Streamline.

The theme for this year is “Ideas Realized.”

There are two ways to advance to the FINAL ROUND of professional judging:

Win during the **Peer Judging**, and/or

Advance during **Round One of Professional Judging** conducted by Autodesk’s professional judges

Only animations that advance to the **Final Round of Professional Judging** may be selected as a winner. Three animations will be selected as winners in 2006. The categories are:

- Championship Winner
- Honorable Mention Winner
- “Rising Star” (Rookie) Winner

Winners will be announced at the *FIRST* Robotics Competition Championship Event.

Note: Winning a Regional AVA does NOT earn a spot at the *FIRST* Robotics Competition 2006 Championship.

9.6.3 About Autodesk 3ds Max animation software

Autodesk 3ds Max software has a global install base in the 3D industry and is the standardized 3D software in the core production environment for game development giants including: Ubisoft, Rockstar Games and Electronic Arts. 3ds Max software is used by the top architectural design visualization businesses including, HOK, Ellerbe Becket, Skidmore, Owings and Merrill—and visual effects studios including Blur Studios, Frantic Films, Digital Dimension.

Autodesk 3ds Max software was used to generate a majority of PC, Xbox, and Playstation console games including Halo and Halo 2 (Bungie), *Spider-Man* and *Spider-Man 2 The Game* (Treyarch); *Star Wars: Knights of the Old Republic* and *Jade Empire* (BioWare); *Tom Clancy’s Splinter Cell Chaos Theory* and *Prince of Persia Warrior Within* (Ubisoft); *Need for Speed Underground 2* (Electronic Arts / Black Box) *Warhammer 40,000: Dawn of War* (Relic Entertainment), *Fable* (Lionhead Studios, Microsoft); *Deus Ex* from Ion Storm/Eidos *Grand Theft Auto* series (Rockstar); and *Harry Potter and the Sorcerer’s Stone* (Electronic Arts).

3D visual effects in motion pictures made with 3ds Max software include *Sky Captain and The World of Tomorrow* (The Orphanage), *The Day After Tomorrow* (Dreamscape Imagery/ Uncharted Territory), *Exorcist: The Beginning*, *Cellular*, *The Last Samurai*, and *Elf* (Digital Dimension), *X2:X-Men United*, *The Italian Job* (Frantic Films).

9.6.3.1 Award Description

The Award recognizes 30-seconds of student animation, created using Autodesk 3ds Max. Each animation must:

- Illustrate the concept of “Ideas Realized” – the process of visualizing what you want to achieve from being part of *FIRST*.
- Meet all entry requirements
- Must have been created using Autodesk 3ds Max software, any version. **NOTE:** Maya is not allowed in the 2006 season.

Entries will be scored on the criteria for the three key areas outlined below.

9.6.3.2 Scoring Criteria

9.6.3.2.1 Concept (Maximum: 35 points)

Distinction in the use of design and animation to illustrate and communicate a clearly defined message of “Ideas Realized”.

Measured in terms of how well your team:

- identifies and executes on a concept
- organizes the content for your 30-second animation
- how well your animation follows your storyboard.

9.6.3.2.2 Creativity (Maximum: 35 points)

Distinction in the use of design and animation to make your entry visually exciting, arresting, striking and memorable.

Measured in terms of how your team:

creates a compelling, creative and distinctive animation – one that stands out from the rest.

9.6.3.2.3 Technical Execution (Maximum: 30 points)

Distinction in the application of Autodesk software.

Measured in terms of:

how skillfully your team uses **3ds max** and other Autodesk products to create a technically impressive animation.

Some examples of technical applications are modeling, materials application, lighting, camera motion and angles, sound effects, texture mapping, color, special FX, character animation, editing technique. In addition to using the features of **3ds max**, judges will review how well you have incorporated elements such as voice-over, music, photography, or live video into the animation.

NOTE: Animations *that use copyrighted music without written permission from the legal copyright owner will be disqualified. For more information on the use of music in your animation, please see document entitled “Copyright Music Information” which is posted on Autodesk Streamline, see link below.*

9.6.3.3 Submittal Process and Entry Requirements

- Entrant must be a fully registered team participating in the 2006 *FIRST* Robotics Competition.
- Limit one (1) Entry per school. If a team includes multiple schools, each school may submit an Entry. Please identify 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. Forms can be found on Autodesk Streamline <http://projectpoint.buzzsaw.com/client/FIRST>. Ensure that forms are legible or your entry may be disqualified.
- Please place forms into the file folder named “Student Upload Area” – “Awards” “AVA – Forms”
- **Paperwork Due: Monday, February 6, 2006**
- Storyboard (no size or length requirements). Electronic storyboards are acceptable. They should be uploaded to your specific team’s folder on Streamline. If a hard copy of the storyboard is submitted, please 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. Hard copy storyboards should be mailed to: Autodesk, Attn: *FIRST* Robotics Competition, 210 Main Street, Venice, CA 90291.
- **Storyboard Due Date: Monday, February 13, 2006.**

9.6.3.4 Animation Entry Requirements:

Your entry must include: 5-second slate followed by one second of black, followed by the animation, followed by one second of black. Slate must include:

- Team number (example: R1234 or 1234)
- Team Name
- School
- Title
- Duration (not including slate and black)
- Audio (stereo, mono, none) peak not to exceed -6db or fall under -18db
- 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.

9.6.3.4.1 Required file format:

- Export your finished animation out of 3ds Max ONLY in QuickTime (.MOV) (see **Acceptable Codec** below)
- NOTE: The QuickTime export function is included on the 3ds Max 8 CD.
- **NOT** acceptable: **.wmv .mpg .asp .wmx**
- Audio (stereo, mono, none) peak not to exceed -6db or fall under -18db

Title safe guidelines: (NOTE: Computer screens are **NOT** the same as TV screens)

All files should be 720 x 480. All *text* and *motion* animation within the 720 x 480 window should be 15% away from the edge (especially text) to ensure that your content will fit a TV screen when viewed for judging from a DVD format. Solid or textured backgrounds are OK to run to the edge. Anything on top of the background must follow the Title Safe guidelines.

9.6.3.4.2 Acceptable Codec:

- DV-NTSC **ONLY**
- Cinepak is **NOT** acceptable
- Do not use DiVX or any other non-standard Codec
- Frame Rate: 29.97 frames per second **ONLY**
- Frame Size: 720 x 480 **ONLY**: 640 x 480 & 320 x 240 are NOT acceptable.
- Maximum File Size: Please keep your entry under 250MB

9.6.3.4.3 File naming convention:

You must name your animation in the following format:

- “[insert your team number]_AVA2006.MOV”
- Examples: 1234_AVA2006.MOV or R4321_AVA2006.MOV

ROOKIE ENTRIES: If your team is making a *FIRST* entry for the Autodesk Visualization Award, you will be considered a rookie entry. As such, you must place an “R” in front of your team number on all components of your entry (entry form, archive and consent form, slate (on the animation), etc.).

Example: “R-1234” Without this “R” your entry will not be judged as a rookie entry.

Note: For the purposes of this award, Autodesk defines rookie as a team that has never submitted for the Autodesk Visualization Award before. This means that both veteran and first year teams who have never submitted an AVA are eligible to submit as rookies.

Autodesk is not responsible for Entries not posted onto Autodesk Streamline by the deadline, or for any lost, late, misdirected, illegible, incomplete, or damaged Entries. Entries will remain the property of Autodesk, Inc. No materials will be returned.

Post Entry to:

<http://projectpoint.buzzsaw.com/client/FIRST>

User name: (public). [**Note: Be sure to use the parentheses.**]

Once you type in “(public)” the password field will become grey as no password is required.

9.6.4 The Judging Process

There are two ways to advance to the FINAL ROUND of professional judging:

Win during the **Peer Judging**, and/or

Advance during **Round One of Professional Judging** conducted by Autodesk’s professional judges

9.6.4.1 Peer Judging

Note: Winning a Regional AVA does NOT earn a spot at the *FIRST* 2006 Championship.

- Animations will be judged by your peers via Autodesk Streamline. (**Exact judging procedure to be provided to each team that submits an animation prior to first regional event.**)
- One winner will be selected per regional event.
- Only teams that are registered for a regional event may win at that regional event.
- In the event that an animation has already won a previous regional event, the second highest scoring animation will advance to the Final Round of Professional Judging.
- Regional winners will be announced by *FIRST* during the closing ceremony on Friday.
- Winners will advance to the Final Round of Professional Judging.

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.
- Student judges will not be allowed to score the animation submitted by their own team.

9.6.4.2 Round One of Professional Judging:

- All animation entries will be reviewed by a professional panel of judges.
- A select number of Entries will be advanced for judging to the **Final Round of Professional Judging**.
- All rookie entries will be considered for the “Rising Star” award by the professional judges. Please see “Rising Star” information below.
- A list of Entries that advance to the Final Round of Professional Judging will be posted onto Autodesk Streamline by March 13, 2006.

9.6.4.3 Final Round of Professional Judging:

Professional judges will review:

- Winners of the Peer judging (regional animation winners)
- Animations that advanced from Round One Professional Judging

Professional Judges will select the following winners:

- Championship Winner
- Honorable Mention Winner
- “Rising Star” (Rookie) Winner

Winners will be announced at the *FIRST* Robotics Competition Championship Event.

A professional panel of judges made up of volunteers from business, industry and education will conduct judging. Judges are professional animators, artists, engineers and educators. Some of the judges are Autodesk employees, others are 3ds Max customers or trainers. 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.

9.6.4.4 “Rising Star” (Rookie) winner:

The “Rising Star” award will not be awarded on a regional level. For the purposes of this award, the “Rookie” designation is given to any school which has not submitted for the Autodesk Visualization Award previously. Teams submitting with a “Rookie” designation (R plus team number) will also be part of the Autodesk Visualization Awards being judged at the regional level if they have met all the qualifications. Schools, which have submitted previously but have been disqualified, do not qualify as “Rookie” teams under these Guidelines. Should a “Rookie” team be selected as the Championship Winner, a Rising Star winner will not be selected.

Prizes:

Prizes will be announced at a later date.

9.6.5 Autodesk Visualization Award 2006 Submittal Checklist

Item	Deadline (No Later than)	Completed
Entry Form and Autodesk Archive Consent and Release Authorization Form. (Post on Autodesk Streamline* site or mail**)	Monday February 6, 2006	<input type="checkbox"/>
Written permission note to use music from the legal copyright owner, <i>if</i> your animation contains copyrighted music. (Post on Autodesk Streamline* site or mail**)	Monday February 6, 2006	<input type="checkbox"/>
Storyboard (Upload to Autodesk Streamline* site or mail*)	Tuesday February 13, 2006 8am (PST)	<input type="checkbox"/>
Animation (Posted onto Autodesk Streamline* under the file folder with your team number)	Tuesday February 13, 2006 8am (PST)	<input type="checkbox"/>

<p>Send email to: first.entries@autodesk.com to announce your animation has been posted.</p> <p>Subject header should say: "Notice of AVA posting, team number XXX"</p>	<p>Tuesday February 13, 2006 8am (PST)</p>	<p><input type="checkbox"/></p>

*Autodesk Streamline site:

<https://projectpoint.buzzsaw.com/client/FIRST>

username: "(public)"

**Mailing address:

Autodesk Inc.

Attention: *FIRST* Robotics Competition

111 McInnis Parkway

San Rafael, CA 94903

9.6.6 AUTODESK VISUALIZATION AWARD 2006 Entry Form

The following is required:

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

Entry Deadline:

There are two separate entry deadlines:

- **Paperwork Due:** Monday, February 6, 2006
- **Animation and Storyboard due:** Monday, February 13, 2006 no later than 8:00 a.m. (PST)

Note: If you do not have the ability to create an electronic storyboard, hard copies will be accepted via mail but it must be received at the Autodesk offices no later than Monday, February 13, 2006. Mailing address is: Autodesk, Attn: *FIRST* Robotics Competition, 210 Main Street, Venice, CA 90291.

Autodesk Streamline site:

<https://projectpoint.buzzsaw.com/client/FIRST>

Username: (public)

Entrant information:

FIRST Team Number _____ Autodesk Award Entry Title _____

Team Name: _____

School Name(s) _____

School Contact (Teacher) _____ Telephone Number _____

Teacher Email _____

Sponsor Company Name(s) _____

Sponsor Contact _____ Telephone Number _____

Sponsor Email _____

Rookie Entry? Yes _____ No _____

Does your animation contain audio? Yes _____ No _____ If so, is it music? Yes _____ No _____

If yes, what is the title of song(s), and the author(s) name, and name of band or artist:

Is it original music created specifically for your animation? Yes _____ No _____

If no, do you have written consent from the legal copyright owner to use this music in your animation?

Yes _____ No _____ (If yes, attach written consent with entry form. If no, your animation will be disqualified.)

Individual student animator(s)

Your team can select up to 15 individual student animators as potential Award recipients. List the following information for each student on Attachment “A”

- Student Name**
- Current Address**
- Telephone Number**
- E-mail Address**

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. Please remember that this award is designed to showcase your team’s use of **3ds max**.

Attachment “A”

Autodesk Visualization Award 2006

Student Animators:

Include name, address, phone number and e-mail address for each student listed.

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9.6.7 ARCHIVE CONSENT AND RELEASE AUTHORIZATION

Use this form for the Autodesk Visualization Award, FIRST Robotics Competition 2006

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: _____

Animation Entry Title: _____

Name, Email and Telephone # of Entry Contact: _____

Address, City, State, ZIP _____

School Name & Address: _____

School Telephone # _____

Teacher Name & Email _____

Does your animation contain audio? Yes _____ No _____ If so, is it music? Yes _____ No _____

If yes, what is the title of song(s), and the author(s) name, and/or name of band or artist:

Is it original music created specifically for your animation? Yes _____ No _____

If no, do you have written consent from the legal copyright owner to use this music in your animation?

Yes _____ No _____ (If yes, written consent must accompany your entry form. If no, your animation will be disqualified.)

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.

9.7 WEBSITE AWARDS

The Website Award recognizes excellence in student-designed, built, and managed *FIRST* team websites. Eligible websites are judged/scored *PRIOR* to the competition by a panel of judges. **Two** subcategories of awards will be given for website design:

- 1) “Website Excellence”
- 2) “Best Website”

Every submission that meets the *FIRST* website design standards of excellence will receive the Website Excellence award. Website Excellence award winners will receive an electronic certificate to include on their websites. At each Regional Competition, there will be one award for Best Website. The overall championship Best Website award winners will be chosen from among the regional winners.

9.7.1 Submission and Deadline Information

Only team websites that are entered into Firstawards.org by **11:59 p.m. EST on February 23, 2006** will be judged. Team websites are eligible for these awards at every regional event in which the team is competing. You must enter your website separately into each event where you want it judged. The websites must be completed and functioning by the date of submission. Any website found to be “down,” and not able to be viewed by the judges, will be disqualified at that particular event.

Any website, which in the judge’s opinion, contains distasteful or objectionable material will be disqualified from consideration in all events in which the website was entered. Any team whose website is disqualified will be notified by e-mail of the disqualification and the reason for it.

Only one electronic Website Excellence certificate will be awarded per team for the entire competition season. A team is eligible to win the Best Website award at multiple regional events.

9.7.2 Scoring Criteria

The following criteria will be used to judge the Website Design Awards:

9.7.2.1 General

The ideal website is a genuine reflection of the team, its participants, spirit, and goals. It should not be just a bulletin board with information accessible via a menu. It should tell an individual story and also detail how it is part of the larger *FIRST* community.

9.7.2.2 Content and Design

The content (text, pictures, music, etc.) and design of a website should work together to provide a pleasing user experience. Good content with a confusing interface, or vice versa, will not be scored as highly as a site with better balance.

9.7.2.3 Content (25 points)

Does the website:

- Clearly tell the team story and articulate its mission?
- Include recognition of sponsors and volunteers?
- Explain *FIRST* and promote its vision?
- Include helpful resources for other *FIRST* teams?
- Contain interesting non-text content such as music, sound, animation, or video?

9.7.2.4 Structure and Navigation (25 points)

- How easy is it, in general, to navigate throughout the site?
- Does it have HTML links that provide easy access to external content?
- Do links open new, separate browser windows?
- Is important information easily accessible?
- Is there a prominent link to the *FIRST* website on the home page?

9.7.2.5 Visual Design (25 points)

- Is the site engaging, and does it encourage exploration?
- Does the website:
- Communicate a visual experience reflective of the team identity?
- Use color and iconography in a consistent way?
- Use the official *FIRST* logo?
- Include photos of the team participants, volunteers, and sponsors?

9.7.2.6 Functionality and Interactivity. (25 points)

- Does the website work well?
- Does the home page load quickly?
- Do the links work throughout the site?
- Does it take into consideration those with diverse user requirements including file sizes, file formats, special access needs, (i.e. alt tags for images) and download speeds?
- Are there effective opportunities for a visitor to interact with the website?

9.7.3 Judging Process

- Each website submitted for consideration will be reviewed by a panel of judges prior to each competition.
- There will be no on-site interviews. If the judges have questions about a particular website, they may contact the team via email prior to the competition to resolve their questions.
- Websites receiving a score of 80% or more, but not winning the Regional Best Website Award, will receive the Website Excellence Award.

9.7.4 Award Presentation

- Each team that wins Best Website at a competition will receive an award at that event.
- Teams that earn the Website Excellence award will receive an e-mailed, electronic certificate to place on their websites following the Championship.

9.7.5 2006 Website Award Scoring Sheet

Event: _____

	Team Numbers	#	#	#	#	#
Content (25 points)						
Does the website clearly tell the team story and articulate their mission?						
Does the website include recognition of sponsors and volunteers?						
How well does the site explain <i>FIRST</i> and promote its vision?						
Does the website include helpful resources for other <i>FIRST</i> teams?						
Does the website contain interesting non-text content such as music, sound, animation, or video?						
Structure and Navigation (25 points)						
Is it easy to navigate through the site?						
Does it have HTML links that provide easy access to external content?						
Is important information easily accessible?						
Is there a prominent link to the <i>FIRST</i> website?						
Do links open new, separate browser windows?						
Visual Design (25 points)						
Does the website communicate a visual experience reflective of the team identity?						
Is the site engaging and does it encourage exploration?						
Does the site use color and iconography in a consistent way?						
Does the website homepage use the official <i>FIRST</i> logo?						
Does the website include photos of the team participants, volunteers, and sponsors?						
Functionality and Interactivity (25 points)						
Does the site work well?						
Does the homepage load quickly?						
Do the links work throughout the site?						
Does it take into consideration those with diverse user requirements including file sizes, file formats, special access needs, (i.e., alt tags for images), and download speeds?						
Are there effective opportunities for a visitor to interact with the website?						
Total Scores. (0-100 points)						

9.8 THE CHAMPIONSHIP AWARDS

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

9.8.1 Champion

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

9.8.2 Championship Finalist

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

9.8.3 Division Finalist

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

9.8.4 Division Champion

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

9.8.5 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. This year, Autodesk will award excellence in content, creativity, and mastery of multimedia.

9.8.6 Autodesk Inventor Award

Presented by Autodesk, Inc., this award recognizes the team that best understands, communicates, and documents 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.

9.8.7 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.

9.8.8 DaimlerChrysler - Team Spirit

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

9.8.9 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.

9.8.10 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.

9.8.11 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 Corporation (1997), Johnson & Johnson (1998), NASA (1999), Dr. William Murphy, Founder of Cordis Corporation & Small Parts, Inc. (2000), Autodesk, Inc. (2001), John Doerr, partner, Kleiner Perkins Caufield & Byers (2002), Innovation First (2003), FedEx Corporation (2004), and The LEGO Group (2005).

9.8.12 General Motors - Industrial Design

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

9.8.13 Highest Rookie Seed

This award celebrates the highest-seeded rookie team at the conclusion of the qualifying rounds.

9.8.14 Imagery

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

9.8.15 Johnson & Johnson - Sportsmanship

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

9.8.16 Judges' Awards

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

9.8.17 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.

9.8.18 RadioShack® Innovation in Control

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

9.8.19 Motorola - Quality

This award celebrates machine robustness in concept and fabrication.

9.8.20 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.

9.8.21 Rookie Inspiration

This award celebrates a rookie team for outstanding effort as a *FIRST* team in community outreach and recruiting students to engineering. This team models gracious professionalism on and off the field and is a true inspiration to others.

9.8.22 *Industrial Safety Award

This award celebrates the team that progresses beyond safety fundamentals by using innovative ways to eliminate or protect against hazards. The winning team consistently demonstrates excellence in industrial safety performance that shines in the heat of competition.

9.8.23 Website Award

This award recognizes excellence in student-designed, built, and managed *FIRST* team websites. We have revised the process for this award for 2006. Please refer to the website section for specifics.

9.8.24 Woodie Flowers Award

Small Parts, Inc. presents The Woodie Flowers Award to an outstanding engineer or teacher participating in the robotics competition. This person best demonstrates excellence in teaching science, math, and creative design and is chosen from among the Regional winners for this award. 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 also 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); David Verbrugge, Engineer, GM Proving Ground (2002); Andy Baker, Engineer, Delphi Automotive Systems (2003); David Kelso, Teacher, Central High School (2004), and Paul Copioli, Staff Engineer, FANUC Robotics America (2005).

9.8.25 Xerox - Creativity

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