

# 8 THE AWARDS

## 8.1 REGIONAL AWARDS

Please read below for a description of Regional Awards.

### 8.1.1 Chairman's Award - Regional

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 2004 Chairman's Award.

### 8.1.2 \*New or Returning Regional Awards

The asterisk (\*) designates new or "back by popular demand" awards. For their descriptions, refer below in the "Regional Competition Awards" listing.

- Highest Rookie Seed
- Rookie Inspiration

### 8.1.3 Regional Competition Awards

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

#### 8.1.3.1 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.*

#### 8.1.3.2 DaimlerChrysler - Team Spirit

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

#### 8.1.3.3 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 verbally describe, as well as demonstrate, this chosen machine feature.

#### 8.1.3.4 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.

#### 8.1.3.5 General Motors - Industrial Design

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

#### 8.1.3.6 \*Highest Rookie Seed

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

#### 8.1.3.7 Imagery

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

#### **8.1.3.8 Johnson & Johnson - Sportsmanship**

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

#### **8.1.3.9 Judges' Awards**

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

#### **8.1.3.10 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.

#### **8.1.3.11 Leadership in Control**

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

#### **8.1.3.12 Motorola - Quality**

This award celebrates machine robustness in concept and fabrication.

#### **8.1.3.13 Regional Finalist**

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

#### **8.1.3.14 Regional Champion**

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

#### **8.1.3.15 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. We encourage, but do not require, Rookies to enter a Chairman's Award submission relative to this award.

*NOTE: NASA Grant teams must submit a copy of their Chairman's Award submission to NASA as part of the grant.*

#### **8.1.3.16 \*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.

#### **8.1.3.17 Website Award**

This award recognizes excellence in student-designed, built, and managed FIRST team websites. We have revised the process for this award for 2004. Please refer to the website section for specifics.

#### **8.1.3.18 \*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.

#### **8.1.3.19 Xerox - Creativity**

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

## **8.2 THE CHAIRMAN'S AWARD 2004**

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.

### **8.2.1 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, 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 twenty-six (26) regional competitions scheduled for the 2004 season, therefore, there will be twenty-six 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 to be presented at The Championship.

### **8.2.2 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 which judges will 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.

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

### **8.2.3 Submission Information**

The criteria for the 2004 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 teams' 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.

#### **8.2.3.1 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 how FIRST impacted 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 of the above factors.

### **8.2.3.2 Submission Format**

The growing number of FIRST teams necessitates that we standardize the submission format:

- Submit in a Microsoft Word document only.
- Limit to four (4) electronic pages of content (8 ½ x 11 inch pages)
- Content can be any combination of text and images.
- Text on all pages, including the Executive Summary, must use a minimum of font size 10. The judges do need to be able to read it! In preparing 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; it does need to clearly convey the factors outlined above.

### **8.2.3.3 Submission Requirements**

Your team **must** be competing in the regional competition to which you submit your Chairman's Award entry. If your team is competing in more than one regional event, choose ONE of those events and submit your entry for that event.

- **Submit only one entry.**  
Any team that submits a Chairman's Award entry to more than one regional competition will automatically be ineligible for consideration for this award for the 2004 season.
  - **Send 2004 submissions in electronic form only.**  
Please feel free to bring hard copies of your submission with to your submission event.
  - **Team Number:** Put your FIRST Team Number in the footer of ALL pages.
  - **Revised Executive Summary Form:** At the time of submission, you must include a completed one-page, *revised for 2004*, Chairman's Award Executive Summary Form. *Do not restructure or rearrange this form.* The form is at the end of the Chairman's Award section of this Manual.
- NOTE:** *If you submit an entry without a completed, revised Executive Summary form, judges will not review or consider it.*
- **Yearbook Page:** Judges will review the information you enter in the *Yearbook Page* that you submit to FIRST, via e-mail. Check the web's *Important Deadlines Calendar*.

### **8.2.3.4 Submission Deadline**

FIRST must receive your team's e-mailed Chairman's Award submission by 5:00 p.m. Eastern time, on Friday, February 20, 2004.

Judges will not review submissions received after the deadline.

### **8.2.3.5 2.3.5 Submission E-Mail Address, Subject Line**

E-mail Subject Line: Event Name

List the event name where you wish your team's entry judged.

E-mail Address: Chairmans@usfirst.org

## **8.2.4 Judging Process**

**The Regional Award Process:** On Friday mornings of each Regional Competition, FIRST will announce when interviews will take place, later in the day on Friday or on Saturday morning. 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) team members (students and/or adults) to best represent them. The team selects these representatives.
- During the first five 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.

- 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. A team may bring additional material to the interview; however, the judges will require that the team will also provide any equipment necessary to display that material.

**The Championship Award Process:** At The Championship, a panel of judges will review the winning twenty-six (26) 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.

### **8.2.5 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.

**The Allaire Medalists for 2003 are Allison Guerin and Kathryn Urbanowicz, Team 103.**

## 8.2.6 2004 Chairman's Award–Executive Summary

Complete and return *this* ONE-page overview with your Chairman's Award submission.  
*You must use this form and this format. DO NOT* restructure or rearrange order.

**TEAM #:**

**TEAM NAME:**

**Corporate/University Sponsors:**

**Regional Competition submitting Chairman's Award entry to:**

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

Examples of role model characteristics for other teams to emulate:

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

Team's innovative methods to spread the FIRST message:

Describe the strength of your partnership

Team's communication methods and results:

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

## 8.2.7 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 hall of fame status by winning the National 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, higher level of competition.

Congratulations to all the previous Chairman's Award winners! This year's twenty-six (26) Regional Chairman's Award winners will vie for the one spot reserved for the 2004 winner.

<b>THE FIRST HALL OF FAME</b>		
<b>Year</b>	<b>Team #</b>	<b>Official Team Name</b>
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

## 8.3 FOUNDER'S AWARD

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

## 8.4 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. For the 2004 season, this award is being enhanced to honor more exemplary communicators in the FIRST community. Following Dr. Murphy's lead, FIRST wishes to bring more attention to these FIRST heroes.

FIRST will recognize one adult team member at each of the twenty-six (26) Regional Competitions as a Woodie Flowers Finalist Award winner. Of these twenty-six talented mentors, one will receive the Woodie Flowers Award at the Championship in Atlanta.

### 8.4.1 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 Woodie Flowers Award winners as they judge and select the 2004 recipient, based on student essays.

### 8.4.2 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. The award also challenges the student body to be clear and succinct in recognizing the value of communication.

### 8.4.3 Judging Criteria

Only one candidate from a team may be nominated. This nominee must be an adult mentor who truly inspires the team. This individual demonstrates 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

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.

### 8.4.4 Entry Requirements

Students enter their candidate at the Woodie Flowers Award entry web page by entering team and candidate information, reference information, and a six hundred-word (600) essay. 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.

### 8.4.5 Submission Deadline

The Woodie Flowers Award entries are due on Friday, February 27, 2004.

### 8.4.6 Entry Process

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.

## 8.5 THE AUTODESK INVENTOR® AWARD

### 8.5.1 Purpose of Award

This award honors excellence in student mechanical design.

### 8.5.2 Competition Period

Saturday, January 10, 2004, to Monday, March 15, 2004. After January 10, 2004, Autodesk Award updates (if any) may be found on the FIRST Robotics Competition section of the FIRST website [www.usfirst.org](http://www.usfirst.org) and on the Autodesk Streamline site created for FIRST teams [www.streamline.autodesk.com/first](http://www.streamline.autodesk.com/first).

### 8.5.3 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.

### 8.5.4 Award Overview

Autodesk wants to honor those young inventors and engineers who 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 professional engineers employ. From concept through completion—the Autodesk Inventor Award was created to honor those who bring their ideas to reality.

### 8.5.5 Award Description

The Autodesk Inventor Award honors the team that best uses **Autodesk Inventor** software to design its 2004 FIRST Robotics Competition robot, posts various drawings of the robot onto the web, and includes photographs of the final robot.

### 8.5.6 Award Criteria

The competition has three required phases:

#### 8.5.6.1 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

#### 8.5.6.2 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 2004 FIRST Robotics Competition. Photographs should clearly show the front, rear, and side views of your robot.

#### 8.5.6.3 Phase Three: Web Postings (Designs and Photo)

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

#### 8.5.6.4 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).

### 8.5.7 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:

- Examples of Autodesk Inventor drawings (.iam)
- Examples of mechanism animations (.iam)
- Examples of exploded assembly animation (.ipn)
- Autodesk Design Academy curriculum (Great section on Autodesk Inventor!)
- “Virtual” kit of parts done in Autodesk Inventor
- Autodesk award updates, if any.

To access the Autodesk Streamline FIRST site, please go to: [www.streamline.autodesk.com/first](http://www.streamline.autodesk.com/first)

**Log in information for the site is: User Name: (public)** Once you type in “public,” the password field will grey out, as no password is required. This is a public site for the FIRST teams. You will not have to set up an Autodesk Streamline account.

### 8.5.8 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>

### 8.5.9 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 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 for the 2004 Autodesk Inventor Award. The Winner will be announced during The 2004 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.

### 8.5.10 Entry Deadline

The entry deadline is Monday, March 15, 2004, at 5:00 pm PST.

## 8.5.11 Entry Requirements/Submission Address

- Entrant must be a fully registered team participating in the 2004 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:
  - **ATTN: FIRST ROBOTICS COMPETITION – AIA**  
**Autodesk, Inc.**  
**111 McInnis Parkway**  
**San Rafael, CA 94903**  
**U.S.A.**
- 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 15, 2004, 5:00 p.m., PST. In your email, you must also include:
  1. Subject header should say “AIA Entry, Team No. xxxx” (Put your team number)
  2. Team name and number
  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 15, 2004.*

## 8.5.12 Prizes and Prize Rules

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

## 8.5.13 Scores/Compilation Email

If your team wishes to receive its 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.”

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## 8.5.14 Autodesk Inventor® Award - 2004 Entry Form

### The following are 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 15, 2004.

### Entrant information (Please print or type)

FIRST Team Number \_\_\_\_\_ Team Name \_\_\_\_\_

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

School Phone \_\_\_\_\_ School Name \_\_\_\_\_

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

Team Contact Name and e-mail \_\_\_\_\_

Telephone \_\_\_\_\_ Cell Phone \_\_\_\_\_

### Individual Student Designers

Your team can select up to 10 individual student designers as potential Award recipients. List the information requested 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.

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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 entry.

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## 8.5.15 Attachment “A” Autodesk Inventor Award 2004

### Student Designers:

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

1.

2.

3.

4.

5.

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9.

10.

## 8.5.16 Inventor Archive Consent/Release Authorization

*Use this form for the Autodesk Inventor Award at The 2004 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:**

**Number:** \_\_\_\_\_ **Name:** \_\_\_\_\_

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

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

\_\_\_\_\_

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

\_\_\_\_\_

**School/Sponsor Name & Address:**

\_\_\_\_\_

**Telephone #** \_\_\_\_\_ **E-mail** \_\_\_\_\_

**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.**

## 8.6 THE AUTODESK VISUALIZATION AWARD

**Purpose of Award:** Honor excellence in student animation.

**Entry Deadlines:**

*There are two separate deadlines this year!*

- Paperwork Due: Monday, February 16, 2003
- Animation and Storyboard due: Monday, February 23, 2004 no later than 8:00 a.m. (PST)

**Questions ?:**

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

**Award Updates:**

You can find award updates (if any) under the “Documents and Updates” link on the FIRST Robotics Competition section of the FIRST website (<http://www.usfirst.org>) after January 10, 2004, or on Autodesk Streamline site created especially for the FIRST Robotics teams:

<https://projectpoint.buzzsaw.com/client/FIRST> Log in information for the site is: 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.

**Award Overview:**

All FIRST teams are invited to create a submission for the Autodesk Visualization Award (AVA) using **3ds max®**. The AVA will be judged at regional events by your animation peers. All award-winning AVA’s (one per regional event) will advance to the professional round of judging. The winner of the professional round of judging will be announced at the FIRST Robotics Championship event in Atlanta. Rookie entries will be considered for the “Rising Star” Award. This award will be judged solely by the Autodesk experts during the professional round of judging to take place at Autodesk Headquarters.

(For more details on judging, please see “Regional Judging” and “Professional Judging” sections below.)

**Note:** Winning a Regional AVA does NOT earn a team qualification points towards, or a spot at the FIRST Robotics Competition 2004 Championship event.

### 8.6.1 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.

#### 8.6.1.1 Scoring Criteria:

**Concept (Maximum: 35 points)**

Judges will look for distinction in the use of design and animation to illustrate and communicate a clearly defined message of what FIRST means to your team. Your entry will be measured in terms of how well your team identifies and executes on a concept and organizes the content for your 30-second story. Also measured is how well your animation follows your storyboard.

Drawing from your team members, your school and corporate partnership, your community involvement and/or your robot, identify and illustrate a specific aspect of what FIRST means to your team. Some examples of appealing aspects of FIRST: mentorship, collaboration, leadership and/or community. **You must include a statement before your 30-second animation begins as to what “appealing aspect of FIRST” you are trying to communicate.** Using graphic imagery and animation developed with **3ds max** (as well as other Autodesk products if you wish), your animation should be an informative and clearly focused 30-second spot that supports your message of what FIRST means to your team. Your entry will be judged on how well your animation visually illustrates this written statement.

### **Creativity (Maximum: 35 points)**

Judges will look for distinction in the use of design and animation to make your entry visually exciting, arresting, striking and memorable. The challenge is to create a compelling, creative and distinctive spot – one that stands out from the rest. Think of what you are producing as being a 30-second “spot” that might be intended for use on national television to inform viewers in an exciting and creative way about FIRST and the benefits of the FIRST experience.

### **Technical Execution (Maximum: 30 points)**

Distinction in the application of Autodesk software. The challenge is to demonstrate how skillfully your team uses **3ds max** and other Autodesk products to create a technically impressive animation. Your entry will be measured in terms of how well your team uses all the features of **3ds max** and other Autodesk products. 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.PDF” which is posted on Autodesk Streamline, see link below.

#### **8.6.1.2 Submittal Process and Entry Requirements**

- Entrant must be a fully registered team participating in the 2004 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 and a completed and clearly legible Autodesk Archive Consent and Release Authorization Form.
  - Find forms on the Autodesk Streamline site <https://projectpoint.buzzsaw.com/client/FIRST>
  - Ensure that forms are legible.

**Forms should be posted onto Autodesk Streamline no later than Monday, February 16, 2004. Please place forms into the file folder named “AVA Forms.”**

- Storyboard (no size or length requirements). Electronic storyboards are acceptable. Upload them to your specific team’s folder on Streamline. If a hard copy of the storyboard is submitted, please use #3 pencil or softer. You may use color on the original, but is not required.  
The 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. Mail Hard copy storyboards to: Autodesk, Attn: FIRST Robotics Competition, 111 McInnis Parkway, San Rafael, CA 94903.
- Storyboards are due with the AVA submission, no later than 8am (PST) Monday, February 23, 2004.
- Post your Animation on Autodesk Streamline under the file folder with your team number, no later than 8 am (PST) Monday, February 23, 2004.
- Once you post your animation, you must send an email to [first.entries@autodesk.com](mailto:first.entries@autodesk.com) announcing that you posted your animation. Please include all identifying team information in your e-mail. Subject header should say “Notice of AVA Posting, Team number xxx”
- 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
  - Statement about what appealing aspect of FIRST your animation is about
  - Duration (not including slate and black)

Audio (stereo, mono, none)

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.

**Acceptable file formats:** QuickTime (.MOV) NOTE: QuickTime is included on the **3ds max 6 CD**.

**Acceptable Codecs:** DV-NTSC and Cinepak. Do not use DivX or any other non-standard Codec

**Frame Rate:** 29.97 frames per second

**Frame Size:** 720 x 480 or 640 x 480. **NOTE:** See “Frame Size” section on Tips and Tricks document posted on Autodesk Streamline.

**Maximum File Size:** Please keep your entry well under 250MB

**Naming convention:** You must name your animation in the following format: “[insert your team number]\_AVA2004.[appropriate extension]”

Example: 1234\_AVA2004.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.

**Entry Deadline:** All Entries must be posted on Autodesk Streamline not later than 8:00 AM (PST) on February 23, 2004. Entries will not be accepted for judging after the deadline. Autodesk is not responsible for Entries not posted onto Autodesk Streamline by the deadline, nor for any lost, late, misdirected, illegible, incomplete, or damaged Entries.

**Post Entry to:** <https://projectpoint.buzzsaw.com/client/FIRST>

Log in information for the site is: 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.

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

### **8.6.1.3 The Judging Process**

#### **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 – but, 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 advance for judging at the FIRST Robotics Competition Regionals.

#### **Regional Judging**

There will be one AVA winner announced at each Regional. Your animation will be judged at each regional event your team attends. Judging at the regional events will be conducted by your peers and judged based on the Autodesk Awards Criteria set out above.

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

- Only teams that submit 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 location at each regional venue. Check at the on site registration for exact location of judging. The regional entries will show 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 the entries against criteria, so that they are well prepared for formal judging on Friday.

- Ballots will be distributed only to those teams competing for the AVA in the particular Regional. 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 at the closing ceremonies at each Regional.
- The name of each winner will be on the FIRST website the week following each regional event.
- The scores will be posted onto Autodesk Streamline following the regional events based on Autodesk staff availability.
- The winner from each Regional will advance to the professional round of judging.

### **Professional Round of Judging**

All animations winning at the regional level will advance to the next phase of judging. A professional panel of judges made up of volunteers from business, industry and education will conduct the next phase of judging. They 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.

Professional judges will select one regional winner to be designated as the Championship winner and they will also select one rookie entry as the “Rising Star” winner. Both winners will be announced at the FRC Championship event.

#### **“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 that 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 and pass the prescreen process. Schools that have submitted previously but have been disqualified do not qualify as “Rookie” teams under these Guidelines. Should a “Rookie” team win the 2004 Championship Award, there will be no “Rising Star” Award presented.

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

### **Prizes and Prize Rules**

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

### **Scores/Compilation Disc**

If a team wishes to receive its score, send an email to: [first.entries@autodesk.com](mailto:first.entries@autodesk.com). The subject header should say: “AVA, Team #xxx, 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 DVD containing all the animations submitted for the 2004 competition. The top scoring animations will be shown at The 2004 FIRST Championship.

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## 8.6.2 Autodesk Visualization Award 2004 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 16, 2004	<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 16, 2004	<input type="checkbox"/>
Storyboard (Upload to Autodesk Streamline* site or mail*)	Monday February 23, 2004 8am (PST)	<input type="checkbox"/>
Animation (Posted onto Autodesk Streamline* under the file folder with your team number)	Monday February 23, 2004 8am (PST)	<input type="checkbox"/>
Send email to: first.entries@autodesk.com to announce your animation has been posted. Subject header should say: "Notice of AVA posting, team number XXX"	Monday February 23, 2004 8am (PST)	<input type="checkbox"/>

\*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

## 8.7 ARCHIVE CONSENT AND RELEASE AUTHORIZATION

### Use this form for the Autodesk Visualization Award at The 2004 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:** \_\_\_\_\_

**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 submitted materials.**

## 8.8 WEBSITE DESIGN AWARDS

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 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, and will be featured prominently on the FIRST website. 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.

### 8.8.1 Submission and Deadline Information

Only team websites that are entered into the FIRST team management information system via the FIRST website by noon (12:00 p.m.) on February 20, 2004 will be judged. Team websites are eligible for these awards at every regional event in which the team is competing. 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.

### 8.8.2 Finding Team Website Links

Go to <http://www.usfirst.org/robotics/2004/rgevents.htm> and click on “Team List” for each of the regional events. Teams with websites that are registered with the team information management system will have their team names listed in blue font.

### 8.8.3 Scoring Criteria

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

#### 8.8.3.1 Content. (25 points – 5 points each)

- Does the website include team information and great stories?
- Does the website include recognition of sponsors and volunteers?
- How well does the site explain FIRST and promote the vision of FIRST?
- Does the website include helpful resources for other FIRST teams?
- Does the website contain interesting non-text content such as music, sound, animation, or video?

#### 8.8.3.2 Structure and Navigation. (25 – 5 points each points)

- Is the site well organized?
- Is the easy to navigate through?
- Is important information easily accessible?
- Is there a prominent link to the FIRST website?
- Are links available to related sites? (School, sponsors, other teams, FIRST, useful resources, etc.)

#### 8.8.3.3 Visual Design. (25 points – 5 points each)

- Does the website communicate a visual experience reflective of the team identity?
- Does the website communicate a visual experience reflective of the mission of FIRST?
- Does the site use color and iconography in a consistent way?
- Does the website homepage use the official FIRST logo?
- Does the website include photos of the team participants, volunteers, and sponsors?

#### **8.8.3.4 Functionality and Interactivity. (25 points – 5 points each)**

- Does the site work well?
- Does it load quickly?
- Do the links work?
- 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?

#### **8.8.4 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 scoring at least 80% will receive the Website Excellence award.

#### **8.8.5 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 have their names read aloud and will receive an e-mailed, electronic certificate to place on their websites following the competition.

## 2004 Website Award Scoring Sheet

Event: \_\_\_\_\_

Team Numbers	#	#	#	#	#	#
<b>Content. (25 points)</b>						
<ul style="list-style-type: none"> <li>· Does the website include team information and great stories?</li> <li>· Does the website include recognition of sponsors and volunteers?</li> <li>· How well does the site explain FIRST and promote the vision of FIRST?</li> <li>· Does the website include helpful resources for other FIRST teams?</li> <li>· Does the website contain interesting non-text content such as music, sound, animation, or video?</li> </ul>						
<b>Structure and Navigation. (25 points)</b>						
<ul style="list-style-type: none"> <li>· Is the site well organized and easy to navigate through?</li> <li>· Is important information easily accessible?</li> <li>· Are links available to related sites? (School, sponsors, other teams, FIRST, useful resources, etc.)</li> </ul>						
<b>Visual Design. (25 points)</b>						
<ul style="list-style-type: none"> <li>· Does the website communicate a visual experience reflective of the team and of the mission of FIRST?</li> <li>· Does the site use color and iconography in a consistent way?</li> <li>· Does the website homepage use the official FIRST logo?</li> </ul>						
<b>Functionality and Interactivity. (25 points)</b>						
<ul style="list-style-type: none"> <li>· Does the site work well?</li> <li>· Does it load quickly and do the links work?</li> <li>· Does it take into consideration those with special access needs?</li> <li>· Are there effective opportunities for a visitor to interact with the website?</li> </ul>						
<b>Total Scores. (0-100 points)</b>						

## **8.9 CHAMPIONSHIP AWARDS**

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

### **8.9.1 Champion**

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

### **8.9.2 Championship Finalist**

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

### **8.9.3 Division Finalist**

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

### **8.9.4 Division Champion**

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

### **8.9.5 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.

### **8.9.6 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.

### **8.9.7 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.

### **8.9.8 DaimlerChrysler - Team Spirit**

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

### **8.9.9 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.

### **8.9.10 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.

### **8.9.11 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), and Innovation First (2003)

### **8.9.12 General Motors - Industrial Design**

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

### **8.9.13 Imagery**

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

### **8.9.14 Johnson & Johnson - Sportsmanship**

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

### **8.9.15 Judges' Awards**

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

### **8.9.16 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.

### **8.9.17 Leadership in Control**

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

### **8.9.18 Motorola - Quality**

This award celebrates machine robustness in concept and fabrication.

### **8.9.19 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.

### **8.9.20 \*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.

### **8.9.21 Website Design Award**

This award recognizes excellence in student-designed, built, and managed FIRST team websites. We have revised the process for this award for 2004. Please refer to the website section for specifics.

### **8.9.22 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 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), and Andy Baker, Engineer, Delphi Automotive Systems (2003).

### **8.9.23 Xerox - Creativity**

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