

Scoring Guidelines Key

Each problem has a set of scoring guidelines that give ranges for each scoring category, here is an explanation of the ranges.

Remember that in school, grades are typically A, B, C, D, or F with being within a point range. For example, a score of 90 - 100 will often receive an A. If we apply this to a 1 - 10 point range, then 5 points or less is an F (failure). A score of 6 points would be a D or "needs work." Also, a student who does the homework, but incorrectly, should be given credit that should not be awarded to a student who fails to even make the attempt.

Subjective scoring is awarded on a sliding scale. Keep in mind that some team members have talents in areas where others do not. Do your best to identify creativity or quality depending on what is scored. Any subjective category that is included in a performance should be, in general, evaluated as follows:

5 to 7 points: Average presentations will fall in this range. Consider if the team makes an attempt at that scoring category, shows more than just minimum effort. (Middle of the scoring range: C to B)

8 or 9 points: Good in many aspects of that category. (High score: B+)

10 points: Well thought-out and presented in all aspects of that category. (Highest possible score: A)

0 points: This is an **omission of score** and is only awarded if the team fails to produce any component of that scoring category. (*Never give a zero AND a penalty for the missing category.*) (Skipped school.)

1 or 2 points: Throws it together at the last minute or at least appears so, no effort or consideration is obvious. (Failure.) Imagine a team is in the staging area and realizes it does not have a required component prepared and picks something at the very last minute. If it only helps the team meet the problem requirement, such as a character that has no special dialogue or costume, or a nondescript item such as one that is unaltered, commercially-produced and unidentifiable in the performance. (Failed to rise to the requirement: F)

3 or 4 points: The lowest score for something unremarkable, but the team showed minimal effort and/or attention to it. (Low score: D)

Objective scoring evaluates whether something did or did not happen. It is written as receiving a score such as 0 or 5 points. If the team completes that requirement, it receives five points regardless of how well it was executed. The score must never be anything other than 0 or 5 points.

For example:

The vehicle travels in reverse completely across the Start Line 0 or 20 points

If the vehicle **did not** go in a reverse direction meeting all problem requirements, the team would receive 0 points for that category. If the vehicle **did** go in a reverse direction meeting all problem requirements, it would receive 20 points, even if it used little engineering, technology, etc.

NOTE: Omission of scored problem requirements carries no penalty except loss of score. For example, if the team does not perform a certain function, it would receive zero score for that scoring category and **would not** receive a "Spirit of the Problem" penalty.

Scoring Guidelines are for reference only. Teams may find creative methods of using common components. Award score based on what you see and try to use the point ranges accordingly. Please read the Scoring Guidelines Key for further explanation of scoring ranges.

When scoring different divisions, don't compare one division to another or have the same expectations across the divisions. Each division is at different level developmentally and should be scored appropriately. Even though Division I teams are very creative and inventive, their solutions are different than some Division II or III teams.

1. Creativity of the overall performance 4 to 15 points
When scoring the creativity of the overall performance, consider the overall approach to the solution. This could be anything not specifically scored in Long Term or Style but adds to the performance, such as transitions, timing, mood, theme, elaborations, special effects/technology, the script, etc. It may also include components such as the appearance of the vehicle, appearance of characters etc.
 - If the performance contains some original ideas with creativity demonstrated in the script or its delivery, noticeable character development, good timing and some elaboration that helps to enhance the performance, score in the middle range (8 to 11).
 - If the performance contains many original ideas with creativity demonstrated in the script or its delivery, noticeable character development, good timing and some elaboration that helps to enhance the performance, score in the middle range (12 to 15).
 - If the performance is totally expected, without original ideas and/or enhancements, score in the lower range (4 to 7).
2. Overall quality of the presentation 4 to 15 points
When scoring the quality of the performance, consider stage presence, audibility, movement, team member interaction, interrelated movements and actions among characters and props, timing, evidence of preparedness, etc. Be sure to consider how the vehicle and other problem requirements are integrated in the performance.
 - If the performance is easily heard/understood, articulate, with members that interact, and seems well rehearsed/timed, score in the middle range (8 to 11).
 - If the performance consists of good diction and projection, interrelated movements and actions among characters/props, and is confident and enthusiastic, score in the high range (12 to 15).
 - If the performance is unorganized with little movement, weak stage presence, and is hard to hear or understand, score in the lower range (4 to 7).
3. The Vehicle(s) 10 to 45 points
When scoring the vehicle(s) consider the originality of how it is designed to function for guidance, travel, and propulsion. Also consider the risk-taking in design and the amount of the vehicle construction that was done by the team rather than using a mostly purchased solution.
 - a. Creativity of the propulsion system 6 to 30 points
 - (1) Propulsion system #12 to 10 points
 - The way it operates and is constructed is expected but team-created: score in the middle range (5 to 7).
 - If it is unusual and/or unexpected and team-created: score in the high range (8 to 10).
 - Expected, mostly purchased system: score in the lower range (2 to 4).
 - (2) Propulsion system #22 to 10 points
 - The way it operates and is constructed is expected but team-created: score in the middle range (5 to 7).
 - If it is unusual and/or unexpected and team-created: score in the high range (8 to 10).
 - Expected, mostly purchased system: score in the lower range (2 to 4).

- (3) The difference between the two required propulsion systems.....2 to 10 points
- Very different concepts/systems: score in the middle range (5 to 7).
 - Somewhat different concepts/systems: score in the high range (8 to 10).
 - Very similar systems: score in the lower range (2 to 4).
- b. Functional engineering (design & operation, excluding propulsion)....4 to 15 points
Consider all aspects of the vehicle except for propulsion (steering, breaking, etc.).
- If the way it operates and is constructed is expected but team-created: score in the middle range (7 to 11).
 - If it is unusual and/or unexpected and team-created: score in the high range (12 to 15).
 - If expected, mostly purchased system: score in the lower range (5 to 7).
4. Four Required tasks completed by the vehicle(s) 10 to 65 points
Reminder B8d teams are allowed to ask officials if the task was successfully completed. Judging teams need to have one official designated to answer team questions regarding task completion.
Officials will need to keep track of the number of attempts made for each task B8d, B9b.
- a. Team-created task.....4 to 20 points
- (1) Creativity 2 to 10 points
- Interesting, with some integration in the team's performance: score in the middle range (5 to 7).
 - Unexpected, and integrated into the team's performance: score in the high range (8 to 10).
 - Expected, with little integration into the team's performance: score in the lower range (2 to 4).
- (2) Risk taking 2 to 10 points
- Some risky elements involving the vehicle operation or the task completion integration: score in the middle range (5 to 7).
 - Unexpected, with risky elements involving both the vehicle and task: score in the high range (8 to 10).
 - Little or no risk involving the vehicle or task: score in the lower range (2 to 4).
- b. Required task 1 from the list. 2 to 15 points
- (1) Successfully completed..... 0 or 5 points
- Task is completed meeting all problem requirements: score (5)
 - Task is not successfully completed meeting all problem requirements: score (0)
- (2) Creativity in how vehicle completes it 2 to 10 points
- Somewhat expected with elements that are integrated into the team's performance: score in the middle range (5 to 7).
 - Unexpected, with elements that are integrated into the team's performance score in the high range (8 to 10).
 - Expected with little or no risk, or integration into the team's performance: score in the lower range (2 to 4).
- c. Required Task 2 from the list 2 to 15 points
See above
- d. Required Task 3 from the list 2 to 15 points
See above
5. Final task releases the clue that allows the characters to escape the room0 or 5 points

Escape vroom

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- Final task releases the clue allowing the characters to escape the room meeting problem requirements: score (5)
 - Final task not completed within problem requirements enabling the release of the clue that allows the characters to escape the room: score (0)
6. The four clues 2 to 15 points
- a. Each clue leads to another or is the final clue..... 0 or 5 points
- Each clue leads to another or is the final clue is accomplished meeting problem requirements: score (5) *Note all attempts do not need to be successful to receive this score.*
 - Each clue leading to another clue is not accomplished: score (0)
- b. How well they are integrated into the performance..... 2 to 10 points
- Some integration in the theme and performance: score in the middle range (5 to 7).
 - A well integrated performance with the clues involved in the overall theme of the performance: score in the high range (8 to 10).
 - Little or no integration with the theme of the performance: score in the lower range (2 to 4).
7. The characters trying to escape the escape room. 4 to 25 points
- a. Creativity of how they solve the clues 2 to 15 points
- Some thought and elaboration go into the clue solving process: score in the middle range (7 to 11).
 - Characters work together using unexpected methods and ideas to solve the clues: score in the high range (12 to 15).
 - Little to no creativity required or used to solve the clues: score in the lower range (2 to 6).
- b. Effectiveness in the performance 2 to 10 points
- Consider how the characters are portrayed through dialogue, interaction with other characters, interaction with the vehicle(s) and clues, costuming, and connection to the theme.*
- Good stage presence with some connection to the theme and clues while operating the vehicles and solving the mystery: score in the middle range (5 to 7).
 - A strong stage presence and a good connection to the theme, perhaps with well-thought-out ideas and creative dialogue with other characters, and reactions to the clues in solving the mystery: score in the high range (8 to 10).
 - Basic and predictable character with little connection to the theme or clues: score in the lower range (2 to 4).
8. The Escape vroom..... 2 to 15 points
- a. The mystery behind the room is revealed by the required character after escaping the room 0 or 5 points
- The mystery is revealed by the required character after escaping the room. Note the character is not required to leave the room, in the context of the performance it must be able to leave the room. Score (5).
 - The mystery behind the room is not revealed meeting problem requirement score (0)
- b. Creativity of the concept (originality, unexpectedness, etc.) 2 to 10 points
- Somewhat expected concept that is integrated into the theme of the performance: score in the middle range (5 to 7).
 - Original/unusual concept that is well-integrated into the theme of the performance: score in the high range (8 to 10).
 - Basic and predictable with little connection to the theme or clues: score in the lower range (2 to 4).

Style Scoring Elements

1. Artistic quality of a tangible clue 1 to 10 points
Consider the visual attributes of the clue, distinctive visual characteristics. What materials and construction methods were used? Was it colorful, made of unusual items?
 - If the team uses techniques that provide expected elaboration to the clue: score in the middle range (5 to 7).
 - If a team uses a variety of techniques and materials that enhance the clue: score in the high range (8 to 10).
 - Little to no effort in creating the clue, components bought and used as intended: score in the low range (3 to 4).
2. Creativity of a decoration in the Escape vroOM 1 to 10 points
Consider the concept, use of materials, originality etc. How the use of materials enhances the Escape vroOM's appearance, the materials and techniques used to make the decoration interesting. Were the materials unexpected? Did the team use an unexpected type of material or turn that material into something completely different?
 - Some thought and elaboration went into using different materials in a different way or team applies some effort into its visual appearance: score in the middle range (5 to 7).
 - There are unique changes or materials used in an unconventional way, the vehicle appears interesting: score in the high range (8 to 10).
 - Little to no change or elaboration of original material, no attempt at enhancing the vehicle's appearance: score in the lower range (3 to 4).
3. Free choice of team 1 to 10 points
Cannot be a scoring element from the Long-Term portion of the problem
 - If there is some thought in the selection, attention to detail in how it is prepared and/or presented: score in the middle range (5 to 7).
 - If the free choice is highly creative, well thought out, original, and/or unexpected: score in the high range (8 to 10).
 - If there is no thought or elaboration on an idea or concept and little effort in its preparation/presentation: score in the lower range (3 to 4).
4. Free choice of team 1 to 10 points
See above.
5. Overall effect of the four Style elements in the performance 1 to 10 points
How well the four style categories complement or enhance the performance.
 - If a couple of the style categories complement the performance or enhance the performance in some way, score in the middle (5 to 7).
 - If all four style categories enhance and/or complement the performance, score in the high range (8 to 10).
 - If all four style categories do not enhance or complement the performance, score in the low range (3 to 4).