



OnStage Finals Total (primary).


Nº	Team	Interview	Performance
1	EbungStyle	41	45
2	Repra	50	17
3	Wall-E	28	26
4	Ghost hunters	21	26
5	Axioma	17	18
6	Tefteki	19	9


OnStage Finals Total (secondary).

Nº	Team	Interview	Performance
1	Seldon	76	55
2	Zicadas	20	24
3	Black Mamba	26	16
4	Apple	20	16
5	The good minions	35	0
6	Dad's daughters	26	1

Judge Beluaev 

Judge Ardeenko 

Judge Kozhomykov 

Chief judge Tyan 

Performance Score Sheet (finals)

Team Name: Репка Region: СНБ Primary/Secondary

Assessors Name: Polina Avdeenko/ ABG

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	5 /8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	- /8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	3 /8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	- /8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	3 /8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	-9
Total Score		2 /40

Performance Score Sheet (finals)

Team Name: Eburg style Region: Екатеринбург 2 Primary/Secondary

Assessors Name: Polina Avdeenko/ ABG

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8 3
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8 —
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	/8 4
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	/8 2
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8 3
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	
Total Score		12 /40

Performance Score Sheet (finals)

Team Name: Ghost Hunters Region: Красноярск Primary/Secondary

Assessors Name: Polina Avdeenko/ Abg

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8 <u>3</u>
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8 <u>-</u>
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	/8 <u>2</u>
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	/8 <u>-</u>
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8 <u>-</u>
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	
Total Score		<u>5</u> /40

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	3 /8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	1 /8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	2 /8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	2 /8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	3 /8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	
Total Score		10 /40

Performance Score Sheet (finals)

Team Name: Термелуки Region: Томск Primary/Secondary

Assessors Name: Polina Avdeenko/ Polina

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8 3
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8 -
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	/8 3
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	/8 3
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	-12
Total Score		0 /40

Performance Score Sheet (finals)

Team Name: Axioma Region: Новосибирск Primary/Secondary

Assessors Name: Polina Avdeenko/ Abg

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8 <u>3</u>
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8 <u>2</u>
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	/8 <u>1</u>
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	/8 <u>2</u>
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8 <u>1</u>
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	
Total Score		<u>9</u> /40

Performance Score Sheet (finals)

Team Name: Zicadas Region: Tomsk Primary/Secondary

Assessors Name: Polina Avdeenko/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8 <u>3</u>
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8 <u>—</u>
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	/8 <u>3</u>
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	/8 <u>2</u>
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8 <u>3</u>
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	
Total Score		<u>11</u> /40

Performance Score Sheet (finals)

Team Name: The Good Minions Region: Tauvck Primary/Secondary

Assessors Name: Polina Avdeenko/ Polina

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	/8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	/8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	-3
Total Score		0 /40

Performance Score Sheet (finals)

Team Name: Apple Region: Хмельницкая Primary/Secondary

Assessors Name: Polina Avdeenko/ AP

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8 3
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8 —
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	/8 2
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	/8 1
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8 3
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	
Total Score		9 /40

Performance Score Sheet (finals)

Team Name: Dad's daughters Region: Tomsk Primary/Secondary

Assessors Name: Polina Avdeenko/ Polina Avdeenko

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8 <u>5</u>
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	/8 <u>3</u>
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	/8 <u>2</u>
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8 <u>2</u>
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	-3 -9
Total Score		<u>0</u> /40

Team Name: Black Mamba Region: Primary/Secondary
Assessors Name: Polina Avdeenko/ PA

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	3 /8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	2 /8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	2 /8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	2 /8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	-3
Total Score		6 /40

Performance Score Sheet (finals)

Team Name: Seldon Region: CITB Primary/Secondary

Assessors Name: Polina Avdeenko/ ABG

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8 5
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8 4
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	/8 5
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	/8 2
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8 2
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	-6
Total Score		12 /40

Performance Score Sheet (finals)

Team Name: Seldon Region: C175 Primary/Secondary PrimaryAssessor Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> • Non-repetitive robot movements and/or a varied robot performance • There is a link, or common theme demonstrated by the whole performance • A digital display that integrates and/or complements the performance • A performance that is engaging throughout • Ambitious use of the stage area • Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	<u>7</u> / 8
Innovation & Originality	<ul style="list-style-type: none"> • Robots are home-built, not kits • Technologies are used in new or different ways not seen before • Unusual technologies are used – for example unusual mechanical, electronic or power systems 	<u>5</u> / 8
Quality of Display	<ul style="list-style-type: none"> • Robots are robots that do not fall apart and work as expected for the duration of the performance • Home-built robot costumes complement the performance and are original • A polished performance throughout the display 	<u>7</u> / 8
Technical Complexity	<ul style="list-style-type: none"> • Robot movement around the whole stage area • Synchronization and/or communication between robots • Precise movements by robots • Interaction between digital display and the robots 	<u>6</u> / 8
Sensors & Interactions	<ul style="list-style-type: none"> • Sensors that "add value" to the performance • Sensors are used in 'original' or different ways • Communication between robots to develop the performance • Human-robot interaction (not remote control) • Robot-robot interaction • Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	<u>5</u> / 8
Deductions	<ul style="list-style-type: none"> • Unplanned human intervention: -3 • Re-starts: -3 for each re-start • Overtime: -3 for each 10 seconds over • Violation: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	
Total Score		<u>30</u> / 40

Performance Score Sheet (finals)

Team Name: Black M Region: Primary/Secondary Secondary

Assessors Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> • Non-repetitive robot movements and/or a varied robot performance • There is a link, or common theme demonstrated by the whole performance • A digital display that integrates and/or complements the performance • A performance that is engaging throughout • Ambitious use of the stage area • Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8
Innovation & Originality	<ul style="list-style-type: none"> • Robots are home-built, not kits • Technologies are used in new or different ways not seen before • Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8
Quality of Display	<ul style="list-style-type: none"> • Robotic robots that do not fall apart and work as expected for the duration of the performance • Home-built robot costumes complement the performance and are engaging • A slick and polished performance throughout the display 	/8
Technical Complexity	<ul style="list-style-type: none"> • Robot movement around the whole stage area • Synchronization and/or communication between robots • Fluid movements by robots • Interaction between digital display and the robots 	/8
Sensor & Interactions	<ul style="list-style-type: none"> • Sensors that “add value” to the performance • Sensors are used in ‘original’ or different ways • Communication between robots to develop the performance • High level robot interaction (not remote control) • Fluid robot interaction • Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8
Deductions	<ul style="list-style-type: none"> • Early unplanned human intervention: -3 • Re-starts: -3 for each re-start • Added time: -3 for each 10 seconds over • Violate area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be ignored in the second performance and marks deducted appropriately at the referee's discretion.</p>	
Total Score		<u>3</u> /40

Performance Score Sheet (finals)

Team Name: Dad's daughters Region: Tck Primary/Secondary

Assessors Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> • Non-repetitive robot movements and/or a varied robot performance • There is a link, or common theme demonstrated by the whole performance • A digital display that integrates and/or complements the performance • A performance that is engaging throughout • Ambitious use of the stage area • Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8
Innovation & Originality	<ul style="list-style-type: none"> • Robots are home-built, not kits • Technologies are used in new or different ways not seen before • Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8
Quality of Display	<ul style="list-style-type: none"> • Reliable robots that do not fall apart and work as expected for the duration of the performance • Home built robot costumes complement the performance and are engaging • A slick and polished performance throughout the display 	/8
Technical Complexity	<ul style="list-style-type: none"> • Robot movement around the whole stage area • Synchronization and/or communication between robots • Robot movements by robots • Interaction between digital display and the robots 	/8
Sensor & Interactions	<ul style="list-style-type: none"> • Sensors that “add value” to the performance • Sensors are used in ‘original’ or different ways • Communication between robots to develop the performance • Human-robot interaction (not remote control) • Robot-robot interaction • Use of coloured markers (Secondary only) <p>Primary: the use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8
Deductions	<ul style="list-style-type: none"> • Fully planned human intervention: -3 • Restarts: -3 for each re-start • Allowed time: -3 for each 10 seconds over • Width area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	33 3 3
Total Score		<u>0</u> /40

Performance Score Sheet (finals)

Team Name: Apple Region: Men Primary/Secondary Primary

Assessors Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> • Non-repetitive robot movements and/or a varied robot performance • There is a link, or common theme demonstrated by the whole performance • A digital display that integrates and/or complements the performance • A performance that is engaging throughout • Ambitious use of the stage area • Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	<u>2</u> /8
Innovation & Originality	<ul style="list-style-type: none"> • Robots are home-built, not kits • Technologies are used in new or different ways not seen before • Unusual technologies are used – for example unusual mechanical, electronic or power systems 	<u>—</u> /8
Quality of Display	<ul style="list-style-type: none"> • Reliable robots that do not fall apart and work as expected for the duration of the performance • Home built robot costumes complement the performance and are engaging • A slick and polished performance throughout the display 	<u>—</u> /8
Technical Complexity	<ul style="list-style-type: none"> • Robot movement around the whole stage area • Synchronization and/or communication between robots • Risky movements by robots • Interaction between digital display and the robots 	<u>—</u> /8
Sensor & Interactions	<ul style="list-style-type: none"> • Sensors that “add value” to the performance • Sensors are used in ‘original’ or different ways • Communication between robots to develop the performance • Human-robot interaction (not remote control) • Robot-robot interaction • Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	<u>1</u> /8
Deductions	<ul style="list-style-type: none"> • Each unplanned human intervention: -3 • Re-starts: -3 for each re-start • Allowed time: -3 for each 10 seconds over • Warning area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	<u>3</u>
Total Score		<u>0</u> /40

Performance Score Sheet (finals)

Team Name: The good M. Region: Tck Primary/Secondary

Assessors Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> • Non-repetitive robot movements and/or a varied robot performance • There is a link, or common theme demonstrated by the whole performance • A digital display that integrates and/or complements the performance • A performance that is engaging throughout • Ambitious use of the stage area • Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8
Innovation & Originality	<ul style="list-style-type: none"> • Robots are home-built, not kits • Technologies are used in new or different ways not seen before • Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8
Quality of Display	<ul style="list-style-type: none"> • Reliable robots that do not fall apart and work as expected for the duration of the performance • Home built robot costumes complement the performance and are engaging • A slick and polished performance throughout the display 	/8
Technical Complexity	<ul style="list-style-type: none"> • Robot movement around the whole stage area • Synchronization and/or communication between robots • Rivalry movements by robots • Interaction between digital display and the robots 	/8
Sensor & Interactions	<ul style="list-style-type: none"> • Sensors that “add value” to the performance • Sensors are used in ‘original’ or different ways • Communication between robots to develop the performance • Human-robot interaction (not remote control) • Robot-robot interaction • Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8
Deductions	<ul style="list-style-type: none"> • Each unplanned human intervention: -3 • Re-starts: -3 for each re-start • Allowed time: -3 for each 10 seconds over • Width area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the Judge's discretion.</p>	3
Total Score		0 /40

Performance Score Sheet (finals)

Team Name: Zicadas Region: Primary/Secondary Primary

Assessors Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> • Non-repetitive robot movements and/or a varied robot performance • There is a link, or common theme demonstrated by the whole performance • A digital display that integrates and/or complements the performance • A performance that is engaging throughout • Ambitious use of the stage area • Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	<u>7</u> /8
Innovation & Originality	<ul style="list-style-type: none"> • Robots are home-built, not kits • Technologies are used in new or different ways not seen before • Unusual technologies are used – for example unusual mechanical, electronic or power systems 	<u>7</u> /8
Quality of Display	<ul style="list-style-type: none"> • Reliable robots that do not fall apart and work as expected for the duration of the performance • Home-built robot costumes complement the performance and are engaging • A clear and polished performance throughout the display 	<u>1</u> /8
Technical Complexity	<ul style="list-style-type: none"> • Robot movement around the whole stage area • Synchronization and/or communication between robots • Risky movements by robots • Interaction between digital display and the robots 	<u>7</u> /8
Sensor & Interactions	<ul style="list-style-type: none"> • Sensors that “add value” to the performance • Sensors are used in ‘original’ or different ways • Communication between robots to develop the performance • Human-robot interaction (not remote control) • Robot-robot interaction • Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	<u>1</u> /8
Deductions	<ul style="list-style-type: none"> • Each unplanned human intervention: -3 • Re-starts: -3 for each re-start • Allowed time: -3 for each 10 seconds over • Warning area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	
Total Score		<u>2</u> /40

Performance Score Sheet (finals)

Team Name: Axioma Region: Primary/Secondary

Assessors Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> • Non-repetitive robot movements and/or a varied robot performance • There is a link, or common theme demonstrated by the whole performance • A digital display that integrates and/or complements the performance • A performance that is engaging throughout • Ambitious use of the stage area • Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8
Innovation & Originality	<ul style="list-style-type: none"> • Robots are home-built, not kits • Technologies are used in new or different ways not seen before • Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8
Quality of Display	<ul style="list-style-type: none"> • Reliable robots that do not fall apart and work as expected for the duration of the performance • Home-built robot costumes complement the performance and are engaging • A slick and polished performance throughout the display 	/8
Technical Complexity	<ul style="list-style-type: none"> • Robot movement around the whole stage area • Synchronization and/or communication between robots • Rising movements by robots • Interaction between digital display and the robots 	/8
Sensor & Interactions	<ul style="list-style-type: none"> • Sensors that “add value” to the performance • Sensors are used in ‘original’ or different ways • Communication between robots to develop the performance • Human-robot interaction (not remote control) • Robot-robot interaction • Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8
Deductions	<ul style="list-style-type: none"> • Each unplanned human intervention: -3 • Re-starts: -3 for each re-start • Allotted time: -3 for each 10 seconds over • Width area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	
Total Score		<u>0</u> /40

Performance Score Sheet (finals)

Team Name: Тептенки Region: ТСК Primary/Secondary

Assessors Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	/8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	/8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Re-starts: -3 for each re-start Allocated time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the Judge's discretion.</p>	63 3
Total Score		8 /40

Performance Score Sheet (finals)

Team Name: Wall-E Region: C15 Primary/Secondary

Assessors Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	<u>2</u> /8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	<u>2</u> /8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	<u>—</u> /8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	<u>3</u> /8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	<u>2</u> /8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	<u>3</u> -
Total Score		<u>5</u> /40

Performance Score Sheet (finals)

Team Name: Ekb-S Region: Ekaterinburg Primary/Secondary

Assessors Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	3 / 8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	3 / 8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	5 / 8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	4 / 8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	4 / 8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	
Total Score		19 / 40

Performance Score Sheet (finals)

Team Name: Ghost hunters Region: Khachmazsk Primary/Secondary

Assessors Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	3 /8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	4 /8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	2 /8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	2 /8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	3 /8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	
Total Score		14 /40

Performance Score Sheet (finals)

Team Name: Penka Region: СНБ Primary/Secondary

Assessors Name: Konstantin Kozhemyakov/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	4 /8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	6 /8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	5 /8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	5 /8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that "add value" to the performance Sensors are used in 'original' or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	6 /8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	3 3 3
Total Score		15 /40

Performance Score Sheet (finals)

Team Name: Black Mamba Region: Primary/Secondary

Assessors Name: Alexander Belyaev/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	4/8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	2/8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	2/8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	2/8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	-3
Total Score		7/40

Performance Score Sheet (finals)

Team Name: Pad's daughters Region: Primary/Secondary

Assessors Name: Alexander Belyaev/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	6 / 8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	2 / 8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	2 / 8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	1 / 8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	2 / 8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	-3, -3 -6
Total Score		7 / 40

Performance Score Sheet (finals)

Team Name: Apple Region: Moscow per Primary/Secondary

Assessors Name: Alexander Belyaev/ Apple

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	5/8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	1/8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	2/8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	2/8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	2/8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	
Total Score		11/40

Performance Score Sheet (finals)

Team Name: The good minions Region: TomsK Primary/Secondary

Assessors Name: Alexander Belyaev/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	/8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	/8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	/8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	/8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	-3
Total Score		<u>0</u> /40

Performance Score Sheet (finals)

Team Name: Zicadas Region: Primary/Secondary

Assessors Name: Alexander Belyaev/ Bob

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	5/8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	1/8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	3/8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	1/8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	3/8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	
Total Score		11 /40

Performance Score Sheet (finals)

Team Name: Axioma Region: Primary/Secondary

Assessors Name: Alexander Belyaev/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	3/8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	2/8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	1/8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	1/8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	2/8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	
Total Score		9 /40

Performance Score Sheet (finals)

Team Name: Tet + elky Region: Tomsu Primary/Secondary

Assessors Name: Alexander Belyaev/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	5/8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	1/8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	4/8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	4/8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	1/8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	-12
Total Score		1/40

Performance Score Sheet (finals)

Team Name: Wall-E Region: Sankt - Peterburg Primary/Secondary

Assessors Name: Alexander Belyaev/ Map

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	5/8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	- /8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	3/8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	2/8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	1/8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	
Total Score		11 /40

Performance Score Sheet (finals)

Team Name: Ghost Hunter Region: Krasnoyarsk Primary/Secondary

Assessors Name: Alexander Belyaev/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	3 /8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	— /8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	2 /8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	2 /8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	— /8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	
Total Score		2 /40

Performance Score Sheet (finals)

Team Name: Ebyrg Style Region: EKaterenbyrg Primary/Secondary
 Assessors Name: Alexander Belyaev/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	6 / 8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	/ 8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	2 / 8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	3 / 8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that "add value" to the performance Sensors are used in 'original' or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	3 / 8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	
Total Score		14 / 40

Performance Score Sheet (finals)

Team Name: Репка Region: Санкт-Петербург Primary/Secondary

Assessors Name: Alexander Belyaev/ AB

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	4 /8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	- /8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	3 /8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	- /8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	3 /8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge’s discretion.</p>	-9
Total Score		1 /40

Performance Score Sheet (finals)

Team Name: Seldon Region: Sankt - Petersburg Primary/Secondary

Assessors Name: Alexander Belyaev/ [Signature]

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> Non-repetitive robot movements and/or a varied robot performance There is a link, or common theme demonstrated by the whole performance A digital display that integrates and/or complements the performance A performance that is engaging throughout Ambitious use of the stage area Robot movement(s) are choreographed tightly to the music <p>Only robots and two performers are allowed on stage. No props or scenery are allowed on the stage</p>	6 / 8
Innovation & Originality	<ul style="list-style-type: none"> Robots are home-built, not kits Technologies are used in new or different ways not seen before Unusual technologies are used – for example unusual mechanical, electronic or power systems 	5 / 8
Quality of Display	<ul style="list-style-type: none"> Reliable robots that do not fall apart and work as expected for the duration of the performance Home-built robot costumes complement the performance and are engaging A slick and polished performance throughout the display 	4 / 8
Technical Complexity	<ul style="list-style-type: none"> Robot movement around the whole stage area Synchronization and/or communication between robots Risky movements by robots Interaction between digital display and the robots 	2 / 8
Sensor & Interactions	<ul style="list-style-type: none"> Sensors that “add value” to the performance Sensors are used in ‘original’ or different ways Communication between robots to develop the performance Human-robot interaction (not remote control) Robot-robot interaction Use of coloured markers (Secondary only) <p>Primary: The use of line tracking robots on mats will NOT be rewarded highly Secondary: No lines or mats are allowed on the stage</p>	2 / 8
Deductions	<ul style="list-style-type: none"> Each unplanned human intervention: -3 Restarts: -3 for each re-start Allotted time: -3 for each 10 seconds over Within area: -3 for each infraction of the boundary <p>Teams that infringe the rules should be warned that such infringements will not be allowed in the second performance and marks deducted appropriately at the judge's discretion.</p>	-6
Total Score		13 / 40