SPARC Judging Guidelines v1.1

If an event chooses to use non-standard rules they will make the alterations clear and publicly available prior to the event.

The Judges will be located close enough to the referee/arena marshal that communication will not be hindered by the noise levels typical to a robot combat event.
When a match does not end in the elimination of one of the Combatants as defined by the Match Rules the winner shall be determined by a Judges' Decision. In a Judges' Decision the points awarded to the Combatants by the panel of judges are totaled and the robot with the majority of points is declared the winner.

Judges' decisions are final.

Judging Guidelines:

Two sets of judging criteria are provided to allow individual events to choose which format they would like to use based upon the desired complexity and emphasis of the scoring system.

Simplified Judging Criteria-

Three judges will vote for the winning bot based on equally considered categories of damage, control, and aggression. Judges will not discuss the fight prior to voting barring specific questions related to damage that occurred during the fight. These questions will be communicated to the referee should any functional demonstrations be required prior to the arena door opening. For this format, no scores will be given.

Scoring Aggression
Aggression scoring will be based on the relative amount of time each robot spends attacking the other. The primary means of scoring points in this category involves attempting to attack the opponent in a controlled manner, whether or not the attack is successful.

Scoring Control
Control scoring will be based on the relative amount of time each robot spends in control of the fight. The primary means of scoring points in this category involves using elements of the robot or arena against the opponent in a manner that doesn't directly involve the weapon system of the robot causing damage. This would include utilizing any arena hazards as the use of active or passive weapon systems on an opponent that don't directly cause damage.

Scoring Damage
Damage scoring will be based on the relative amount of damage dealt by each robot. The primary means of scoring points in this category involves doing non-cosmetic damage to the opposing robot. The severity of the damage done by each robot will be considered by the judges and used to determine the score.