Avg Score: sum(raw\_scores that project) / len(project judges)

Rank: based abg score

Z-score : (average(raw\_score for that project) - all raws scores of judges who are in that project) / standard deviation of all raws scores of judges who are in that project

Scaled score: minimum = minimum of avg score

Maximum = max of avg score

Rangeval = maximum - minimum

Scaled Score = ((project avg score - minimum)/rangeval)\*25 +25

Scaled Z score : minimum = minimum of z- score

Maximum = max of z- score

Rangeval = maximum - minimum

Scaled Score = ((project z-score - minimum)/rangeval)\*25 +25

Scaled rank = initially put ‘0’

,

Isef-score = (scaled score + scaled rank + Scaled Z score) -50

Isef-rank = based isef-score