





## **OnStage Performance Score Sheet 2025**

Category	Examples of how high marks may be achieved are:	Mark
Visual Impact and Quality of the Whole Performance	<ul> <li>The robotic performance is engaging. For example:</li> <li>The theme is clearly shown throughout the performance.</li> <li>Performance entertains and triggers an emotional response from the audience.</li> <li>The performance area and set are used effectively.</li> <li>Robot costumes add value to the performance.[compact]</li> </ul>	/12
Robotic Interaction and System Integration  Effective implementation of features presented by the team.	<ul> <li>Complex or challenging movements that fit the theme and add value to the performance.</li> <li>Interesting, smooth, natural interaction between robots and/or humans.</li> <li>Humans ensure they never distract the audience from robot actions, and their movements enhance the overall robotic performance.</li> <li>All robotic systems (e.g. sensors, motors) are used effectively, in multiple ways, and throughout the performance.</li> <li>Props are interactive and add value to the performance.</li> <li>Implementation of four chosen features:</li> <li>Excellent implementation, visibility, and impact - features works as expected and add extensive value to the performance:</li> <li>Feature 1: /4</li> <li>Feature 2: /4</li> <li>Feature 3: /4</li> <li>Feature 4: /4</li> </ul>	/12
Deductions (-3 for each at discretion of the judges)	-3 for each unplanned human intervention inside the marked stage area (including remote or human controlled actions) -3 for each restart -3 each 10 seconds over the allotted time (on stage or performance) Performances that do not reach the minimum performance time will be scored zero  If a problem is not the fault of a team no deductions will be applied	
Total Score		/40

Teams that infringe the rules will be warned that such infringements will not be allowed in the second performance.