

OnStage Performance Score Sheet 2025

| Category | Examples of how high marks may be achieved are: | Mark | | | | | | | | |
|---|---|------------|----|------------|----|------------|----|------------|----|-----|
| Visual Impact and Quality of the Whole Performance | <p>The robotic performance is engaging. For example:</p> <ul style="list-style-type: none">• The theme is clearly shown throughout the performance.• Performance entertains and triggers an emotional response from the audience.• The performance area and set are used effectively.• Robot costumes add value to the performance.[compact] | /12 | | | | | | | | |
| Robotic Interaction and System Integration | <ul style="list-style-type: none">• Complex or challenging movements that fit the theme and add value to the performance.• Interesting, smooth, natural interaction between robots and/or humans.• Humans ensure they never distract the audience from robot actions, and their movements enhance the overall robotic performance.• All robotic systems (e.g. sensors, motors) are used effectively, in multiple ways, and throughout the performance.• Props are interactive and add value to the performance. | /12 | | | | | | | | |
| Effective implementation of features presented by the team. | <p>Implementation of four chosen features: Excellent implementation, visibility, and impact - features works as expected and add extensive value to the performance:</p> <table><tr><td>Feature 1:</td><td>/4</td></tr><tr><td>Feature 2:</td><td>/4</td></tr><tr><td>Feature 3:</td><td>/4</td></tr><tr><td>Feature 4:</td><td>/4</td></tr></table> | Feature 1: | /4 | Feature 2: | /4 | Feature 3: | /4 | Feature 4: | /4 | /16 |
| Feature 1: | /4 | | | | | | | | | |
| Feature 2: | /4 | | | | | | | | | |
| Feature 3: | /4 | | | | | | | | | |
| Feature 4: | /4 | | | | | | | | | |
| Deductions (-3 for each at discretion of the judges) | <p>-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 <i>If a problem is not the fault of a team no deductions will be applied</i></p> | | | | | | | | | |
| Total Score | | /40 | | | | | | | | |

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