2015 Kansas BEST Breakout Sessions

Team Exhibit and Spirit & Sportsmanship
John Matthew
September 19, 2015
The **BEST Award** competition will be judged using the following distribution of points:

- Project Engineering Notebook: 30 pts
- Marketing Presentation: 25 pts
- Team Exhibit and Interviews: 20 pts
- Spirit and Sportmanship: 10 pts
- Robot Performance: 15 pts
THE TEAM EXHIBIT AND INTERVIEW SCORE SHEET

Purpose: To creatively a) communicate an understanding of the game theme, and b) demonstrate how the team has promoted BEST in the school and community (20 pts.)

EXHIBIT: LEVEL & QUALITY OF INFO PRESENTED ON PROMOTION OF BEST CONCEPT (13 points)

- Sharing information and/or technology resources, and mentoring other schools, including other BEST teams
  Comments
  Possible Points: 15
  Score

- Presentations & robot demonstrations to other schools & community groups
  Comments
  Possible Points: 15
  Score

- Publicity (print materials, media/press) generated within the school and within the community about BEST
  Comments
  Possible Points: 15
  Score

- Fundraising and/or sponsorship efforts (strategies used to recruit sponsors, team fund raisers, description of how funds were allocated to support team, team budget information available for review)
  Comments
  Possible Points: 15
  Score

- Use of technology, display models or boards, or multi-media at exhibit in promotion of BEST
  Comments
  Possible Points: 20
  Score

- Creativity in incorporating game theme into design and presentation of this exhibit
  Comments
  Possible Points: 40
  Score

- Compliance with specifications (did not exceed space allocation)
  Comments
  Possible Points: 10
  Score

INTERVIEWS AT EXHIBIT, IN PIT, AND IN STANDS (7 points)

- Evidence of students' learning experience, and understanding of the game theme
  Comments
  Possible Points: 20
  Score

- Evidence of students' enthusiasm about their experience in BEST
  Comments
  Possible Points: 10
  Score

- Evidence that recruitment efforts for this team included multiple grade levels and students from a cross-section of the school population
  Comments
  Possible Points: 10
  Score

- Evidence that students were the primary designers and builders of robot, team exhibit and all materials
  Comments
  Possible Points: 30
  Score

Total: 200

Results: ±10 ±10

Final score: 20 max

Additional Comments:
EXHIBIT AND INTERVIEW GENERAL ADVICE

- Read and understand the purpose and guidelines stated in the rules.
- Address every requirement listed on the evaluation form.
- The judges have limited time with you.

Make their job easy!
PURPOSE OF EXHIBIT AND INTERVIEW

Communicate the following information through a display and discussion with judges:

- Efforts to promote BEST in community and schools
- Efforts to foster the BEST spirit, camaraderie, and participation.
- Evidence of student involvement
**Table Display and Interview Process**

- Judges will visit table exhibits of each BEST team between 9 am and noon.
- Teams may be visited by several different judges during the period of 8am to 2pm.
- Visits will be at tables, in pit and in stands, at the judges’ discretion.
- Judges will have a score sheet that requires them to evaluate *every* item listed in the evaluation section of the rules.
TABLE DISPLAY AND INTERVIEW GUIDELINES

- Standard 29” x 72” table will be provided
- Skirting for table *not* provided
- Tables randomly assigned
- Display must not exceed floor space of 8’x8’x8’
- Power cords and equipment needs will be responsibility of the team
- Each team is responsible for security of its own materials and equipment
- Avoid using expensive store-bought display boards and structures and opt for more creative and hand-made exhibit props
- Mark all materials with identification and contact information
- Set up exhibit after team photo, during robot check-in
- Exhibits should be set up by 8 am and staffed by students until 2 pm
- At least one student representative must be present to respond to Judges’ questions
- Candy and food items are *not* permitted as complimentary handouts
- Breakdown and clean-up display area after 3:00 pm.
EXHIBIT SCORING CATEGORIES

Displays evaluated on level and quality of promotion of BEST through the following:

- Recruitment of new schools
- Sharing information and/or technology resources, and mentoring
- Presentations and robot demonstrations
- Publicity (materials, media/press)
- Fundraising and/or sponsorship efforts
- Use of technology, display models or boards, or multimedia
- Creativity in design and presentation of exhibit
- Compliance with specifications
Interview Scoring Categories

Interviews may occur at the Table Exhibit, in the Pit, and in the Stands. The judges will be looking for:

- Evidence of students’ enthusiasm, learning experience, and understanding of the game theme
- Evidence that team recruitment included multiple grade levels and students from a cross-section of the school population
- Evidence that students were the primary designers and builders of robot
SPIRIT AND SPORTSMANSHIP

Tips for maximizing your score
# The Spirit and Sportsmanship Score Sheet

**Purpose:** To display team spirit & sportsmanship at the Competition (10 points)

<table>
<thead>
<tr>
<th><strong>SPIRIT</strong> (4 points)</th>
<th>Possible Points</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exhibit vigor and enthusiasm throughout competition event.</td>
<td>12</td>
<td></td>
</tr>
<tr>
<td>Comments:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Use of signs, posters, props, costumes, t-shirts, etc.</td>
<td>12</td>
<td></td>
</tr>
<tr>
<td>Comments:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cheerleaders, mascots, bands, organized noise-makers, etc.</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>Comments:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Number of supporters with school (other than students)</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>Comments:</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>SPORTSMANSHIP</strong> (6 points)</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Outward display of sportsmanship (e.g. helping other teams in need)</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Comments:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Conduct an attitude considered befitting participation in sports (e.g., grace in winning or losing).</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Comments:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Evidence that students are the primary &quot;pit crew&quot; (robot repairs and adjustments during competition)</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Comments:</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Total** 100

\[ \div 10 \] \[ \div 10 \]

**Final Score** 10 max
GENERAL ADVICE

- Read and understand the purpose and guidelines stated in the rules
- Address every requirement listed on the evaluation form
- The judges will observe your team throughout the competition
Evaluation of Spirit and Sportsmanship

- Evaluation will occur throughout the competition.
- The following will be observed:
  - Spirit promoted by the team during competition
  - Team’s conduct throughout the day
    - Seating area
    - Concourse
    - Game floor
    - Pit area
- Judges get input from KS BEST officials on observed team conduct.
EVALUATION OF TEAM SPIRIT

Team spirit displayed through:

- Display of vigor, enthusiasm, and animation
- Use of signs, posters, props, etc.
- Cheerleaders, mascots, bands, etc.
  - Band limited to maximum of 10 instruments
  - Bands play ONLY during their team’s 3-minute round
  - Bands may play for another team during its 3-minute round if requested
  - No powered instruments, sirens, air-horns, etc.
  - Don’t use designated handicap areas for display or spirit activities
- Evidence of community involvement (for example community supporters present on Game Day)
EVALUATION OF SPORTSMANSHIP

Indicators of Sportsmanship include:

- Outward display of sportsmanship
- Grace in winning or losing
- Conduct and attitude befitting participation in sporting competitions
- Evidence that students are the pit crew
**REMEMBER**

- Materials submitted by teams must be the work of the student participants.
- Your team’s efforts are being judged by a distinguished team of judges.
- You will be representing your team and your school at all times during the competition; judges will be present during those times as well.
- Scores among the teams often differ by only fractions of a point.
- *Enjoy* the experience (i.e. HAVE FUN!).
ONE MORE TIME:

- Read the rules
- Meet all the requirements
- Read the rules
- Have FUN!
- Read the rules
QUESTIONS?