

Judging Lite Explained

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Column	Notes	Color Key (or Possible Values)	How Obtained?
V	Award? Yes or No	Green if the team is identified as receiving an award	Calculated
W	Team Judging Group (or Room)		Read from (Team List)
X	Team Number		Read from (Team List)
Y	Team Name		Read from (Team List)
Z-AC	Robot Game scores in each round		Read from (RobotScores)
AD	Max (of columns Z-AC) Robot Game score	Top 15 colored Green. Higher number is better.	Calculated
AE	Ranking of Max Robot Game score	Green is Top 40%. Higher ranking (lower number) is better.	Calculated
AF	Overall Ranking based on Judging result	Green is Top 40%. Higher ranking (lower number) is better.	Calculated
AG	Overall Judging result (sum of columns AH-AJ). Described in Judge Advisor training as “aggregate within room ranking”.	Top 15 colored Green, below average colored Peach. Higher ranking (lower number) is better.	Calculated
AH-AJ	Ranking within their Group (or Room)	Below average colored Peach. Higher ranking (lower number) is better.	Entered
AK	Number of Core Award Nominations	Gradual color scale, more Green = better. Higher number better.	Calculated
AL	Nomination Quality	Gradual color scale, more Green = better	Calculated
AM	Number of Core Areas Nominated	0-3	Calculated
AN	Nominated for Champion’s Award	Green if nominated	Calculated
AO-AQ	Was the team nominated in a particular Core Area?	Green if team received at least one nominated in specified Core Area	Calculated
AR	Number of Core Areas a Team Received Nominations in all three Core Areas	0-3	Calculated
AS-AU	Was the team nominated for all three award categories in a particular Core Area	Green if the team was nominated for all three categories in specified Core Area	Calculated
AV	Robot Game average score		Calculated
AW	Ranking of Robot Game average score within the team’s Group		Calculated
AX	Ranking of Robot Game maximum score within the Team’s Group		Calculated
AY	Standard Deviation of Judged rank for three Core Areas		Calculated

AZ	Standard Deviation of Robot Game scores		Calculated
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NOTES:

1. You should ONLY enter team numbers in cells/columns A6-A21, A45-A53, F, H, J, L, N, P, R, T, U, AH-AJ. You should ONLY enter coach/mentor names in S24-S30, S36-S42. Add the Team information as described in Note 2. These are the ONLY cells that you need to enter or change.
2. Team information is entered on the Team List tab using the format provided on that tab. Number, Name, Hometown, Room. You may leave the Hometown column blank if you wish.
3. Robot Game scores are read/entered on the RobotScores tab using the same format as the Robot Game scoring Tournament Software provided by Danny Diaz.
4. The two Comparison tabs have Excel pivot tables on them. You can right click anywhere in the table and select "Refresh" after your data is entered to populate those tables correctly.
5. The Robot Scores Graph tab will display all the Robot Game scores in a scatter plot, along with average scores for each round.
6. Teams that have Green in columns AE and AF are a good first list of Champion's candidates
7. Teams that have Peach in AH-AJ are teams to look at to remove from Champion's consideration to narrow the field