

Judges' deliberation

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Competition Results: determining the results

The **Competition Results** page helps the head judge during the judges' deliberation. FLLTools puts all robot scores and judging assessments side by side and calculates the rankings automatically, in the same way as the official spreadsheet (OJS). The head judge can record directly for each team which award it receives.

The rankings are recalculated every time from the scores in FLLTools, so you don't need to retype anything. Only the choices for awards, places, advancement and comments are saved.

This page is visible to users with the **Head Judge**, **Secretariat** or **Administrator** role. They can also fill in the awards.

The overview

Click **Competition Results** in the menu on the left.

Competition Results															
		2				3	4	5	6	7	8	9	1	RANK SOURCES	
#	Team	1	2	3	4	Max	Robot Rank	CV Rank	IP Rank	RD Rank	Champion's Score	Champion's Rank	Award	Place	Advance
1001	Flowerbed	–	–	–	–	–	–	41	35	38	–	–	–	–	–
1009	Byte Brigade	–	–	–	–	–	–	36	39	28	–	–	–	–	–
1017	Demo Team 18	–	–	–	–	–	–	32	24	35	–	–	–	–	–
1025	Demo Team 26	–	–	–	–	–	–	16	7	16	–	–	–	–	–
1027	Demo Team 28	–	–	–	–	–	–	23	15	24	–	–	–	–	–
1033	Demo Team 34	–	–	–	–	–	–	10	13	1	–	–	–	–	–
1036	Demo Team 37	–	–	–	–	–	–	10	1	12	–	–	–	–	–
1041	Demo Team 42	–	–	–	–	–	–	6	1	7	–	–	–	–	–
1040	Demo Team 41	510	500	–	–	510	1	1	1	4	7	1	Champion's	1st	✓
1038	Demo Team 39	500	–	–	–	500	5	4	7	1	17	2	Robot Design	1st	–

Each row is a team. The columns:

- **1 to 4**: the team's four highest robot scores, from high to low.

- **Max (2)**: the highest robot score.
- **Robot Rank (3)**: the place in the robot game. It is based on the highest score. With an equal highest score, the second-highest score counts, and so on. This is the same order as on the scoreboard.
- **CV Rank (4)**: the place for Core Values. The Core Values points from the two judging forms (Innovation Project and Robot Design) are added to the Gracious Professionalism score the referees gave per match.
- **IP Rank (5)**: the place based on the total score of the Innovation Project form.
- **RD Rank (6)**: the place based on the total score of the Robot Design form.
- **Champion's Score (7)**: the four places added together (Robot + CV + IP + RD). The lower, the better.
- **Champion's Rank (8)**: the place based on the Champion's Score. Number 1 is the candidate for the Champion's award.
- **Award (9), Place, Advance and Comment**: the head judge's choices (see below).

Teams with the same score share the same place (for example 1, 2, 2, 4). The list is sorted by Champion's Rank by default. Click a column header to sort by another column, for example by IP Rank when discussing the Innovation Project award. Use the search field to find a team quickly.

Is something still missing for a team, for example a judging assessment or a robot score? Then a dash (-) is shown and the team gets no Champion's Score. These teams are at the bottom of the list. In that case, check with the scoring desk that all forms have been entered.

Practice rounds don't count. Rounds that are still set to **Hide scores** also don't count (yet) towards the robot scores and the Robot Rank. Keep this in mind if the last round is still hidden during the judges' deliberation. See also the page [Making the last round visible](#).

Which forms count (Rank sources)

FLLTools needs to know which judging form belongs to the Innovation Project and which to Robot Design. Check this before the judges' deliberation.

- Click **Rank sources (1)** in the top right (see the first image).

Judging rank sources

Choose which rubric feeds each ranking column. The Core Values rank is derived from the Core Values points inside both rubrics.

Innovation Project rubric **1**
Innovation Project

Robot Design rubric **2**
Robot Design

3
CANCEL SAVE

Innovation Project rubric (1): The form whose total score determines the IP Rank.

Robot Design rubric (2): The form whose total score determines the RD Rank.

The CV Rank is calculated automatically from the Core Values points in these two forms. Click **Save (3)** to store your choice. The choice applies to the current tournament.

If you haven't chosen anything here yet, FLLTools automatically uses the first Innovation Project and Robot Design forms in the system. If a team was assessed by several judges with the same form, the most recently entered form counts.

Recording awards

- Click the pencil icon at the end of a team's row.
- A window opens:

Result for

Award **1**

Champion's

Award Place **2**

1st

☒ Advance **3**

Comment **4**

Derived from Competition Results: Champion's 1st.

CANCEL

5
SAVE

Award (1): Choose the award from the list (Champion's, Core Values, Innovation Project, Robot Design, Robot Performance, Breakthrough, Rising All-Star, Motivate). You can also type your own name, for example for a local award.

Award Place (2): The place, for example 1st, 2nd or 3rd. You can type your own value here as well.

Advance (3): Switch this on if the team advances to the next level, for example the national or international final.

Comment (4): Space for an explanation, for example the reason for the choice or text for the host.

- Click **Save (5)**.
- Teams with an award turn green in the overview. Advancing teams get a tick in the **Advance** column.
- Want to undo a choice? Clear all fields, switch Advance off and click **Save**.

The rankings are an aid. The final decision always rests with the judges. Follow the official rules in the **“Awards and Allocations”** document in the judging toolkit.

FLLTools export to OJS

Do you use OJS (Official Judging Spreadsheet) for the judges' deliberation? Then you don't need to retype the robot scores. FLLTools creates an Excel file that you can paste into OJS.

Go via **Setup** to **Exports**. At the bottom of the page you will find the cards below:

The screenshot shows two cards on a light gray background. The left card, titled 'Judging Results', has the text 'Download the rubrics the judges filled in for this tournament.' and three buttons: 'SPREADSHEET (.XLSX)' (green), 'SCORE MATRIX (.XLSX)' (green), and 'FEEDBACK SHEETS (.PDF)' (red). A red circle with the number '2' is next to the 'SCORE MATRIX (.XLSX)' button. The right card, titled 'Official Judging Sheet Export', has the text 'Creates various export files for OJS from the FLLTools website.' and a blue 'DOWNLOAD' button with a red circle containing the number '1' next to it.

Robot scores and Gracious Professionalism

- On the **Official Judging Sheet Export** card, click **Download (1)**.
- You get an Excel file (*export.xlsx*). You don't need to click Generate first.

The file contains one row per team with:

- **Teamnumber** and **Teamname**;
- **Max score**: the highest robot score;
- the robot score for each competition round (excluding practice rounds);
- the Gracious Professionalism score for each competition round (columns **GP ...**).

Paste the scores into the right tabs in OJS: the robot scores on the “**Robot Game Scores**” tab and the GP scores in the Gracious Professionalism columns on the “**Core Values Input**” tab. Use **Paste Special > Values**, so the formulas in OJS are not overwritten. Check that the team order in OJS matches the order in the export.

Hidden rounds are also included in this export. So don't share the file with teams before the results have been announced.

Judging assessments

Are the judging assessments entered in FLLTools? Then you can download them from **Judging Results**:

- **Score Matrix (.xlsx) (2)**: one tab per form (for example Innovation Project and Robot Design) with one row per team and the chosen score (1 to 4) per section. Handy for copying the rubric scores into OJS.
- **Spreadsheet (.xlsx)**: all completed forms in one list, including judge and feedback.
- **Feedback sheets (.pdf)**: the completed forms, one per page, to hand to the teams at the end of the day.

Tip: with the [Competition Results](#) page, FLLTools calculates the rankings itself, without OJS.
See the page [Competition Results: determining the results](#).

Working with OJS

Are all robot scores and judging assessments entered in FLLTools? Then you can also use the [Competition Results](#) page. It calculates the same rankings as OJS (Robot Game, Core Values, Innovation Project, Robot Design and Champion's), and you can record the awards there. If you work with OJS, for example because you have to submit the spreadsheet to your operational partner, follow the steps below.

Important before you start

- You can find the spreadsheets for the current season on [this web page](#).
- The spreadsheet is designed for Microsoft Excel. Some functionality may be lost in other programs. Also pay attention to the version of Excel you are using.
- Many columns in the various tabs contain formulas. Be careful not to change or delete these formulas by accident.
- When you copy data into the input tabs, use **Paste Special > Values**. This prevents the formatting or formulas from being overwritten.

Step 1.

Open the **“Team and Program Information”** tab. Fill in the team details there. This information automatically appears in the other tabs. You may notice that team names are not visible in the **“Robot Game Scores”** tab. These cells are hidden on purpose and must not be filled in manually.

Step 2.

Collect the rubric scores from the judges and the Robot Game scores from the referees. Then enter this data in the corresponding tabs of the workbook.

- You can export the Robot Game scores and Gracious Professionalism scores from FLLTools. See the page [FLLTools export to OJS](#).
- Core Values scores (except the referees' Gracious Professionalism scores) must be entered in columns C to L on the **“Core Values Input”** tab.
- The referees' Gracious Professionalism scores must be entered in columns P-Q on the **“Core Values Input”** tab.

- When referees hand in paper score sheets, the Robot Game scores must be calculated using the FLLTools score calculator (<https://rekenmachine.flltools.nl>).

Step 3.

When all data has been entered, go to the **“Results and Rankings”** tab to see all information together in one overview.

Step 4.

Now you can assign the awards based on the rankings. Use the **“Awards and Allocations”** document from the judging toolkit for this ([you can find it here](#)).