

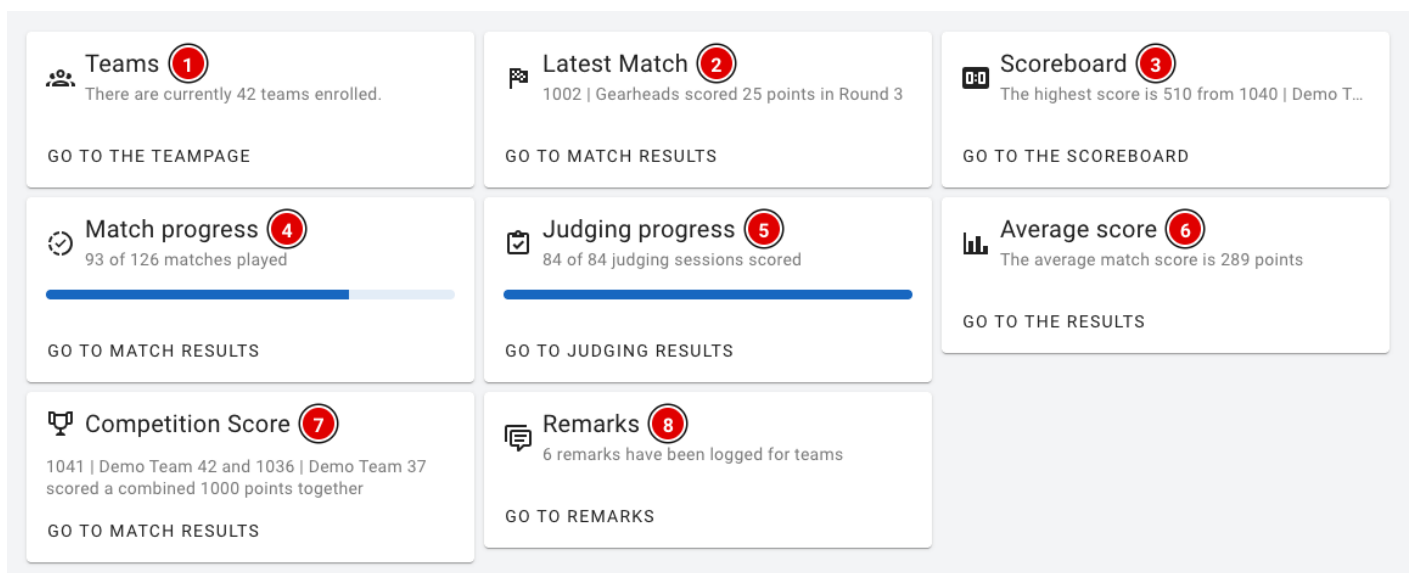
Scoring desk

The scoring desk may not have many tasks, but it plays a crucial role. The desk keeps track of whether all scores come in correctly and checks for any mistakes. At the end of the day, the scoring desk makes sure all results are ready for the judges' deliberation.

Users with the *secretariat* role have access to everything on this page.

The dashboard

After logging in you land on the **Dashboard**. Here you can see at a glance how the day is going.



- **Teams (1)**: The number of registered teams.
- **Latest Match (2)**: The most recently entered score.
- **Scoreboard (3)**: The highest score so far.
- **Match progress (4)**: How many of the matches in the schedule have been played and entered.
- **Judging progress (5)**: How many judging sessions have been assessed.
- **Average score (6)**: The average match score.
- **Competition Score (7)**: The two teams that achieved the highest combined score in a single match (playing at the same time on a table pair).
- **Remarks (8)**: The number of remarks recorded about teams.

The button at the bottom of each card takes you straight to the related page.

Checking match scores

Via **Game results** in the menu you can see all entered robot matches. The list refreshes automatically as soon as a new score comes in.

Match Results					Search 1	+ ADD 2	DOWNLOAD 3	MATRIX 4
Number	Name	Roundname	Seasonname	Score	Created at ↓			
1002	Gearheads	Round 3	BioGlow - Founders	25	2026-10-21T20:53:11.000000Z	5		
1002	Gearheads	Round 2	BioGlow - Founders	25	2026-10-21T20:53:11.000000Z			
1003	Circuit Breakers	Oefenronde	BioGlow - Founders	10	2026-10-21T20:53:10.000000Z			
1024	Demo Team 25	Oefenronde	BioGlow - Founders	325	2026-10-21T20:53:10.000000Z			
1008	Torque Titans	Oefenronde	BioGlow - Founders	40	2026-10-21T20:53:10.000000Z			

- **Search (1):** Search by team number, team name or round.
- **Add (2):** Enter a score yourself, for example from a paper score sheet. This works the same as for the referees (see [Referee briefing](#)).
- **Download (3):** Download an Excel file with all scores.
- **Matrix (4):** Opens the overview per team and round (see below).
- **3 dots (5):** Opens the menu for a score.

Correcting a score

			+ ADD	DOWNLOAD	MATRIX
name	Score	Created at ↓			
v - Founders	25	2026-10-21T20:53:11.000000Z			
v - Founders	25	2026-10-21T20:53:11.000000Z			
v - Founders	10	2026-10-21T20:53:10.000000Z			

- Show
- Edit
- Delete

- **Show:** View the complete score sheet as it was filled in.
- **Edit:** Open the score sheet to fix a mistake. Change the answers and save the form.
- **Delete:** Delete the score, for example if a match was entered twice or for the wrong team.

If in doubt, always check with the head referee before you change or delete a score.

The matrix

The matrix shows all teams below each other and all rounds side by side. This lets you quickly see where a score is still missing or where something has been entered twice.

Round x Team Score Matrix				
Team	Oefenronde	Round 1	Round 2	Round 3
1000 Nibble	20	10	20	30
1001 Flowerbed	15	-	-	55
1002 Gearheads	-	-	25	25
1003 Circuit Breakers	10	25	30	-
1004 Brick Layers	20	25	55	40
1005 Null Pointers	30	40	35	45
1006 Cog Wheels	-	-	40	70
1007 Servo Squad	25	55	40	55
1041 Demo Team 42	505	-	-	500

■ No referee result
 ■ Exactly one referee result
 ■ Multiple referee results

- **Orange:** There is no score yet for this team in this round. Check the schedule to see whether the match should already have been played.
- **Green:** There is exactly one score. That is how it should be.
- **Red:** There are several scores for the same team in the same round. Click the underlined score: a window opens with all scores in that cell, with table, who entered it and when. Open the score with **Open referee result** or delete the wrong one with **Delete**. The cell then turns green again.

Checking judging results

If the judges assess digitally, you will find all assessments under **Judging results**.

Rubric results								Search	+ ADD	MATRIX
Number	Team	Rubric	Jury	Judge	Score	Core Values	Created ↓			
1024	Demo Team 25	Robot Design	Panel Hotel	Thijs Tops	30	15	2026-10-21T20:53:11.000000Z			
1022	Demo Team 23	Robot Design	Panel Charlie	Thijs Tops	17	8	2026-10-21T20:53:11.000000Z			
1019	Demo Team 20	Innovation Project	Panel Echo	Thijs Tops	18	8	2026-10-21T20:53:11.000000Z			
1034	Demo Team 35	Innovation Project	Panel Bravo	Thijs Tops	28	13	2026-10-21T20:53:11.000000Z			
1022	Demo Team 23	Innovation Project	Panel Charlie	Thijs Tops	27	15	2026-10-21T20:53:11.000000Z			

- **Add (1):** Enter an assessment yourself, for example from a paper judging form.
- **Matrix (2):** Overview of all teams and judging forms, with the same colours as for the match scores.

- **3 dots (3)**: View (**Show**), change (**Edit**) or delete (**Delete**) an assessment.

Rubric x Team Score Matrix		
Team	Innovation Project	Robot Design
1000 Nibble	10	10
1001 Flowerbed	15	10
1002 Gearheads	14	10
1003 Circuit Breakers	10	20
1004 Brick Layers	10	15
1005 Null Pointers	23	13

Receiving scores via QR codes

If a referee or judge has been without internet for a long time, the locally stored scores can be transferred to the scoring desk laptop via QR codes.

- Go via **Setup** to **Settings** and scroll to *Import results via QR*.
- Choose **Import Referee Results (1)** for match scores or **Import Rubric Results (2)** for judging results.

Import results via QR

Import locally-queued referee or rubric results that were transferred from an offline scoring device. This works even if this device has no local results of its own queued.


IMPORT REFEREE RESULTS
1


IMPORT RUBRIC RESULTS
2

Import local results via QR

Scan or paste all chunks from the source device.

2 Received 0 / ?



Paste QR chunk URL or text

3

4

+ ADD CHUNK

↻ RESET IMPORT

CLOSE

- The camera view **(1)** appears. Hold the camera in front of the screen with the changing QR codes on the other device. Allow the browser to use the camera.
- **Received (2)** shows how many codes have been received.
- Camera not working? Scan the codes with another scanner, paste the text or link into the box **(3)**, and click **Add chunk (4)**.
- Once all codes are in, a 6-character verification code appears. Pass it on to the referee or judge; they enter it on their own device so the scores can be safely removed there.
- The received scores are now stored as local results on the scoring desk laptop. On this laptop, open **Robot Match** (for match scores) or **Judge** (for judging results); if the laptop is online, the scores are sent automatically. Then check in the matrix that everything has arrived.

At the end of the day

- Check both matrices to make sure there are no orange or red cells left.
- Check that every referee and judge device shows **Local Results: 0**.
- Prepare the results for the judges' deliberation. See the chapter *Judges' deliberation*, with the pages [Competition Results](#) and [OJS](#).

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