



Spring 2025 Tournament Judge Rubric

To decide the winner of the match, please consider the following criteria for each team:

1. Damage

- a. Refers to the level of damage to the opposing robot at the end of the fight
- b. Ignore any pre-existing damage to the robot (i.e., from a previous fight)

2. Control

- a. Refers to how well the robot takes charge and brings the fight to the opponent
 - i. Note: The following actions are neutral and should not be counted toward good/bad engagement
 - 1. Brief disengagements to turn on a weapon and get it to full speed
 - 2. Intentional but missed attacks on the opponent

3. Aggression

- a. Refers to the frequency with which the robot attempts to attack
- b. Attacks do not have to be successful in order to count towards aggression

	Damage	Control	Aggression
High	Catastrophic failure for the opposing robot, either to drive train or combat attachment	Dictates the flow of the whole match; the opponent is entirely reactionary	Always seeking combat with the opposing robot, never running away
Medium	Damage that hinders (without disabling) the opponents' weapon and movement	Occasional attempts to chase, attack, or pin the opposing robot	Sometimes retreats when tactical, but mostly attempts to fight the opponent
Low	Minor damage that does not impact the functionality of the opposing robot	A few unintentional movements or attacks toward the opponent	Rarely confronts the opponent, mostly runs away
None	No visible damage, whether cosmetic or functional	Let opponent dictate flow for the entire match, never attempted to take control	Constantly flees the opponent