



15 total points are divided between players. Knockout and forfeit (Tapout) will give winner automatically full 15 points without the need of judging.

Judging tool based to this document can be found from: <https://robosota.fi/points-calculator-for-judging/>

AGGRESSION (4 points)

What IS aggression?

- Active use of wedges or weapon.
- Actively tries to find a solution to win.
- Continuously attacking against opponent.
- Dare to take risks.

What IS NOT aggression?

- Playing defense.
- Waiting for that opponent makes a strike.
- Spinning and randomly bumping around.
- Hiding and running away.

Criteria to keep in mind:

- How aggressively was robot controlled?
- Was robot more aggressive than opponent?
- Was robot more in attacking or defending position?
- Did robot do obvious harm to opponent with aggression?

Points:

	o	i	x
o	2-2	1-3	0-4
i	3-1	2-2	1-3
x	4-0	3-1	2-2

o = Robot rarely attacked or was avoiding combat.

i = Robot was attacking part of the match.

x = Robot was attacking most of the match.



CONTROL (4 points):

What IS control?

- Ability to manipulate opponent with movement, wedges, weapon and arena structures.
- How well robot is handling and controlled.
- Strategic movement.

What IS NOT control?

- Getting pushed and manipulated by opponent.
- Playing defense and hiding in corners.
- Spinning and randomly bumping around.
- Trouble to control own robot.

Criteria to keep in mind:

- How well robot was controlled?
- How well was robot controlling?
- Was robot more controllable than opponent?
- Was robot more manipulative than opponent?

	o	i	x
o	2-2	1-3	0-4
i	3-1	2-2	1-3
x	4-0	3-1	2-2

o = Robot uncontrollable, couldn't control opponent.

i = Robot controllable, controlled part of the match.

x = Robot controllable, controlled most of the match.



DAMAGE DEALT TO OPPONENT: (6 points):

What IS damage?

- Broken or otherwise unfunctional robot.
- Broken, unfunctional and unattached parts.
- Self made damage.
- Damage made with wedges, weapons and arena structures.

What IS NOT damage?

- Grinding opponent with weapon without any obvious damage.
- Pushing opponent around the arena without any obvious damage.
- Cosmetic damage.

Criteria to keep in mind:

- How much damage did the robot do to opponent?
- Which robot did more damage?
- How much does opponent need to repair robot?
- How well can opponent carry on to the next round?

	o	i	x	y
o	3-3	2-4	1-5	0-6
i	4-2	3-3	2-4	1-5
x	5-1	4-2	3-3	2-4
y	6-0	5-1	4-2	3-3

o = No damage, small scratches.

i = Clear visual damage, but mostly functional.

x = Weapon or drive partially unfunctional.

y = Barely able to move towards opponent.

WHICH ROBOT WAS MORE OFFENSIVE WHEN ROUND ENDED OR PAUSED (1 point):

Criteria to keep in mind:

- Which robot was pushing opponent when round ended?
- Which robot was doing damage to opponent when round ended?
- Which robot made last offensive move when round ended?
- Which robot was in stronger position than opponent when round ended?

	Defensive	Offensive
Defensive	0	1
Offensive	1	0