

JUDGING CRITERIA

The judging of the competition shall employ a point awarding system that addresses different components of the build process.

The components are identified and maximum points possible are outlined in the following table:

PORTFOLIO JUDGING COMPONENT	MAX POINTS
1 CHALLENGE DEFINED (by racing class)	
Challenge outlined at basic level rules and regulations not considered	3
Challenge outlined with rules and restrictions considered	3
Challenge outlined with rules and regulations considered with definitive identification of issues for the selected class selected.	8
TOTAL	14
2 EVIDENCE OF RESEARCH	
Reference page	2
Text material (relevance, summarized, cited)	4
Non-Text material (relevance, summarized, cited)	4
Interaction with persons (interviews, guest speakers, surveys)	4
TOTAL	14
3 POSSIBLE DESIGNS AND RATIONALE	
Minimum of two possible designs presented	2
Rationale for selected designs (advantages – minimum of one per design, reasons for rejections)	10
TOTAL	12
4 SELECTED DESIGN	
Selected Design clearly identified	2
Weaknesses and limitations in selected design	4
Method of selecting proposed design (survey, vote, pros & cons rubric)	6
TOTAL	12
5 SCOPE OF WORKS	
Tools and equipment listing	2
Materials listing	2
Method of construction (in sequence)	8
TOTAL	12
6 TESTING	
Methods of testing (rolling, steering, stopping, structural)	4
Evidence of testing (logs with test data)	4
Testing parameters (time over distance, weight, structural, stopping, ergonomics, handling)	6
TOTAL	14
7 EVALUATION	
Evaluation of collected data with conclusion	6
Suggested Modification based on evaluation of data collected	4
Rationale for Decision to repeat process from process from Scope of Works (if decision was taken)	4
TOTAL	14

Portfolio must be submitted on or before deadline date published to be awarded points.

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8 PRESENTATION OF WRITTEN PORTFOLIO	
Cover design (theme employed)	3
Sequence of written portfolio	3
Grammar	3
Video record of development	3
Calculation Sheet	2
TOTAL	14

9 Product – Box Cart Assessment	
Design Objectives (specifications met)	4
Craftsmanship <ul style="list-style-type: none"> • Use of Materials (Material choice in relation to task.) • Level of skill in manipulation in materials • Measure of Wasted/surplus material 	6
Design Aesthetic (Visual Look) <ul style="list-style-type: none"> • Selection and arrangement of visual design elements and principles • Creative, imaginative or original in terms of surface finish (color, texture, lines, decorative elements etc.) 	4
Design Innovation (Function) <ul style="list-style-type: none"> • Exploration of or experimentation of material and/or technologies, • Creative, imaginative or original in terms of physical form (Box Cart Form) 	4
Design transition (2D plan to 3D product)	2
Completion	4
TOTAL	24
10 PRODUCT – BOX CART PERFORMANCE	
Acceleration Test - 1 st place	30
Acceleration Test - 2 nd place	20
Acceleration Test - 3 rd place	10
Scrutineering (Test Day)	10
TOTAL	70
MAXIMUM TOTAL SCORE POSSIBLE	200

The acceleration test component is the finals scoring used to evaluate the product and determine a winner. This is done on a specified ramp at the designated venue. Vehicles and drivers must be inspected to ensure no infractions to rules and regulations. An electronic timing system will be used to eliminate discrepancies (close calls) or doubts as to the winner. It will be a “head to head” race down and off the ramp to a finish line, two racers per race. The first team’s vehicle to the finish wins. This will measure the performance of the design. Safety inspection and approval of Personal Protective Equipment (PPE) is mandatory to drive Box Carts at the event.

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