

Damage and Engagement Judging Criteria

Damage - 4 Points

Damage is about what is left at the end of the fight. Judges should note pre-existing damage and ignore it when it comes to rating the level of damage at the end of the match. The exception to this is damage that, if ignored, prevents an entry from reaching the maximum achievable damage grade. Typically this will only apply to drive functionality.

- **A Tier**: No damage, cosmetic damage, or minor damage to purely ablative armor
- **B Tier**: Significant damage to purely ablative armor, minor damage to mobility systems that do not noticeably hinder movement, damage to structure or armor that does not significantly hinder function.
- **C Tier**: Damage to the mobility system or weapon system(s) that moderately hinders function, or **damage that significantly impairs the function of a robot's structure or armor**.
- **D Tier**: Significant impairment of drive or weapon systems
- **E Tier**: Significant impairment of drive and weapon systems

To qualify as “purely ablative” armor an element must be clearly designed to serve the sole purpose of being damaged or destroyed to absorb damage to protect the main structure of the robot.

Significant impairment of the drive is classified as crab walking (appears to be translating via one drive side) or worse. Significant impairment of the weapon is all weapon system elements being rendered non-functional.

For robots that rely on their weapon systems for mobility damage to the weapon system such that it impacts their mobility will be considered damage to both systems.

For robots with independently powered weapons wedges, plows, forks, and other similar elements will be considered part of their structure or armor. For robots without independently powered weapons whichever feature they attack with will be treated as their weapon system.

For multibots the damage level should be averaged between all segments that participated in the match. If the average lands between grades the final grade should be rounded down.

(Between C and D would become C)

Damage Scoring

- 2-2: 0-1 grades of separation.
- 3-1: 2 grades of separation.
- 4-0: 3+ grades of separation.

		Bot 2				
Bot 1		A	B	C	D	E
	A	2-2	2-2	3-1	4-0	4-0
	B	2-2	2-2	2-2	3-1	4-0
	C	1-3	2-2	2-2	2-2	3-1
	D	0-4	1-3	2-2	2-2	2-2
	E	0-4	0-4	1-3	2-2	2-2

Engagement - 5 points

Engagement is about which robot takes charge of the flow of the match. Robots that score well in engagement will bring the fight to their opponent.

Engagement Examples

Actions that positively contribute to engagement

- Attacking the opponent
- Pinning the opponent
- Getting the opponent stuck/high centered
- Chasing the opponent
- Inverting the opponent if it **significantly** impacts their ability to **engage with the opponent**

Actions that negatively contribute to engagement

- Sitting in one area waiting for the opponent to attack
- Fleeing from the opponent
- Performing anything from the positive contribution section to your own entry instead of your opponent

Actions that are neutral with respect to engagement

- Brief disengagements to prepare/reset/**spin up** your weapon
- Self righting attempts
- **Inversion that does not impact a robots ability to fight**
- Missed attacks

For scoring engagement in fights involving multibots you should look at how the entry as a whole influenced the flow of the match.

A robot being slower should not directly impact its engagement score. Focus on what the robot is doing, not how fast it is doing it.

Engagement Scoring

- 3-2
 - This robot spent a slightly larger portion of the match dictating the flow of the fight
 - Throughout the fight this robot consistently maintained a slight edge on directing the flow of the match
- 4-1
 - This robot spent a large portion of the match dictating the flow of the fight
 - This robot consistently maintained a significant edge on directing the flow of the match
- 5-0
 - This robot spent most or all of the match dictating the flow of the fight

Damage Examples Expansion

- **A Tier:** No damage, cosmetic damage, or minor damage to purely ablative armor
 - If the damage is impacting the fight in any meaningful way it doesn't belong in A Tier.
- **B Tier:** Significant damage to purely ablative armor, minor damage to mobility systems that do not noticeably hinder movement, damage to structure or armor that does not significantly hinder function.
 - Mobility Examples: Wheels with gouges/chunks missing. For 4wd+ bots, a missing wheel that does not negatively impact a robot's ability to drive in a straight line or result in active or passive weapon features being more difficult to use.
 - Structure/Armor Examples: Gouges taken out of wedges/armor panels that don't reduce their defensive potential nor result in sufficient warping to impact other systems. A small portion of a bot's overall number of forks being damaged or removed so long as the overall fork system operates as normal.
- **C Tier:** Damage to the mobility system or weapon system(s) that moderately hinders function, or damage that significantly impairs the function of a robot's structure or armor.
 - Mobility Examples: Wheel or drive system damage that noticeably impairs a robot's ability to drive in a straight line when compared to its ability at the start of the match.
 - Weapon Examples: Removal of a significant portion but not all wedge(s) and/or fork(s) from a robot without a powered weapon, spinning weapon imbalance that impairs the ability to reach a reasonable speed and/or attack, loss of hammers impactor or lifter tip integrity with still functional arm, non-operational active weapon system on a bot with at least one still operational active weapon system. (hammer or saw, but no hammersaw)
 - Structure/Armor Examples: Large gouges in armor, removal of wedge(s) and/or fork(s) from a robot with a powered weapon, significant chassis deformation.
- **D Tier:** Significant impairment of drive or weapon systems
 - Mobility Examples: Crab walking or worse
 - Weapon Examples: All weapon systems non operational, removal of all wedge(s) and/or fork(s) from a robot without a powered weapon.
- **E Tier:** Significant impairment of drive and weapon systems
 - See D Tier, but both categories.

Criteria Philosophy

The damage and engagement criteria is written and designed around the following principles:

- To win your goal should be to run the fight, not just survive it.
- Damage matters when it changes how a bot approaches the fight.
- A winning robot will take the fight to their opponent.