

evaluation FLL region 'V4+BG'

Robotgame:

preliminary round 1

position	teamnumber	teamname	points
1	1623	KASAPIN40	386
2	1100	Trotlici	320
2	1094	Levicita	320
4	1016	SHUnicorns	295
5	1713	LegoRockers	280
6	1634	Stick to Life	257
7	1339	Hradecti baracnici	253
8	1080	Certici	240
9	1093	Galeje	231
10	1091	Talentum	200
11	1129	Kockasmatyi	195
12	1082	GyMy	165
13	1352	R.U.R.	160
13	1089	RobotBrains	160
15	1103	Counter	140
16	1106	Vinco Team	130
17	1095	MDL Roboteam	125
18	1666	HP GarageTeam	50

preliminary round 2

position	teamnumber	teamname	points
1	1352	R.U.R.	370
2	1100	Trotlici	314
3	1093	Galeje	265
4	1082	GyMy	263
5	1089	RobotBrains	255
5	1094	Levicita	255
5	1713	LegoRockers	255
8	1339	Hradecti baracnici	243
9	1095	MDL Roboteam	225
10	1634	Stick to Life	209
11	1016	SHUnicorns	205
12	1106	Vinco Team	195

13	1666	HP GarageTeam	190
13	1080	Certici	190
15	1623	KASAPIN40	184
16	1091	Talentum	180
17	1129	Kockasmatyi	174
18	1103	Counter	105

preliminary round 3

position	teamnumber	teamname	points
1	1339	Hradecti baracnici	378
2	1623	KASAPIN40	353
3	1091	Talentum	340
3	1100	Trotlici	340
5	1093	Galeje	303
6	1713	LegoRockers	232
7	1634	Stick to Life	225
8	1352	R.U.R.	220
9	1095	MDL Roboteam	215
10	1094	Levicita	200
11	1089	RobotBrains	195
12	1666	HP GarageTeam	185
13	1080	Certici	180
14	1016	SHUnicorns	175
15	1129	Kockasmatyi	165
16	1106	Vinco Team	115
17	1103	Counter	110
18	1082	GyMy	100

after preliminary rounds

position	teamnumber	teamname	points	scoring points
1	1623	KASAPIN40	386	50
2	1339	Hradecti baracnici	378	48.96
3	1352	R.U.R.	370	47.93
4	1100	Trotlici	340	44.04
4	1091	Talentum	340	44.04
6	1094	Levicita	320	41.45
7	1093	Galeje	303	39.25
8	1016	SHUnicorns	295	38.21
9	1713	LegoRockers	280	36.27
10	1082	GyMy	263	34.07

11	1634	Stick to Life	257	33.29
12	1089	RobotBrains	255	33.03
13	1080	Certici	240	31.09
14	1095	MDL Roboteam	225	29.15
15	1129	Kockasmatyi	195	25.26
15	1106	Vinco Team	195	25.26
17	1666	HP GarageTeam	190	24.61
18	1103	Counter	140	18.13

semifinal

position	teamnumber	teamname	points
1	1623	KASAPIN40	388
2	1339	Hradecti baracnici	346
3	1100	Trotlici	324
4	1352	R.U.R.	170

final

position	teamnumber	teamname	points
1	1623	KASAPIN40	583
2	1339	Hradecti baracnici	570

Robotdesign

position	teamnumber	teamname	points	scoring points
1	1623	KASAPIN40	48	50
2	1093	Gajeje	44	45,83
3	1339	Hradecti baracnici	43	44,79
4	1666	HP GarageTeam	39	40,62
5	1091	Talentum	38	39,58
6	1129	Kockasmatyi	37	38,54
6	1106	Vinco Team	37	38,54
6	1713	LegoRockers	37	38,54
9	1634	Stick to Life	36	37,50
10	1089	RobotBrains	35	36,46
10	1352	R.U.R.	35	36,46
12	1016	SHUnicorns	33	34,38
13	1100	Trotlici	32	33,33
14	1082	GyMy	31	32,29
15	1095	MDL Roboteam	28	29,17

16	1080	Certici	25	26,04
17	1094	Levicita	18	18,75
18	1103	Counter	16	16,67

Research Assignment

position	teamnumber	teamname	points	scoring points
1	1352	R.U.R.	45	50
2	1623	KASAPIN40	44	48,89
3	1129	Kockasmatyi	43	47,78
3	1713	LegoRockers	43	47,78
5	1093	Galeje	42	46,67
5	1106	Vinco Team	42	46,67
5	1016	SHUnicorns	42	46,67
8	1082	GyMy	40	44,44
9	1339	Hradecti baracnici	37	41,11
10	1666	HP GarageTeam	36	40
11	1089	RobotBrains	35	38,89
12	1103	Counter	34	37,78
12	1634	Stick to Life	34	37,78
14	1091	Talentum	33	36,67
15	1094	Levicita	32	35,56
15	1080	Certici	32	35,56
17	1100	Trotlici	27	30
18	1095	MDL Roboteam	24	26,67

Teamwork

position	teamnumber	teamname	points	scoring points
1	1129	Kockasmatyi	48	50
2	1100	Trotlici	47	48,96
3	1339	Hradecti baracnici	46	47,92
4	1093	Galeje	45	46,88
4	1091	Talentum	45	46,88
6	1666	HP GarageTeam	44	45,83
7	1094	Levicita	41	42,71
8	1082	GyMy	40	41,67
9	1352	R.U.R.	39	40,62
9	1103	Counter	39	40,62
11	1016	SHUnicorns	38	39,58
11	1106	Vinco Team	38	39,58
13	1623	KASAPIN40	37	38,54

13	1095	MDL Roboteam	37	38,54
13	1713	LegoRockers	37	38,54
16	1080	Certici	33	34,38
17	1634	Stick to Life	32	33,33
18	1089	RobotBrains	29	30,21

Champion

The FLL Champion is determined by the evaluation of the following 4 categories: Robot Design, Teamwork, Research Presentation and Robot Game.

For the evaluation of the Robot Game only the best match from the three preliminary rounds counts. The team with the highest score will get 50 evaluation points automatically. The evaluation points of the other teams will be calculated by setting their score in proportion to the highest score reached.

The judges evaluate the teams on the basis of the FLL Evaluation Sheets. 50 points can be reached at the maximum. If none of the teams reaches the maximum score, the team with the highest points will be scored 50 evaluation points automatically. The evaluation points of the other teams will be calculated by setting their score in proportion to the highest score reached. That is how the ranking of the categories is determined.

The evaluation points calculated go directly into the scoring of the FLL Champion. A team can reach 200 evaluation points the max to become FLL Champion. Each category goes into the evaluation with a proportion of 25 %.

position	teamnumber	teamname	Points sum	Additional Awards
1	1623	KASAPIN40	187,43	
2	1339	Hradecti baracnici	183	
3	1093	Galeje	179	
4	1352	R.U.R.	175	
5	1091	Talentum	167	Outstanding Endurance
6	1129	Kockasmatyi	162	
7	1713	LegoRockers	161,13	Live Challenge
8	1016	SHUnicorns	159	
9	1100	Trotlici	156	
10	1082	GyMy	152	
11	1666	HP GarageTeam	151	
12	1106	Vinco Team	150	
13	1634	Stick to Life	142	
14	1089	RobotBrains	139	
15	1094	Levicita	138	
16	1080	Certici	127	
17	1095	MDL Roboteam	124	
18	1103	Counter	113	