

Understanding Your DI Scoring Paperwork 2022

Please note that everywhere you see the word “Point(s)” on the “Reward Points” page in your challenge materials, it translates to “Score(s). The numbers shown on this page are Scores as defined below.

On the **ARDI Team Copy Score Sheet** you will see 2 types of numerical entries: **Max** and **Score**. This is the score sheet you received via email after the Regional Tournament. On the **Final Score Sheet** you will see 2 types of numerical entries: **Raw Scores** and **Scaled Scores**. This is the score sheet emailed this week and also posted to the arkansasdi.org website (ARDI Regional Scores 2022).

MAX: Maximum number of points that can be awarded for a scored element.

Team Copy SCORE: These are number values assigned by appraisers for specific performance elements. Subjective element score values will range from 0 to 30. Objective elements are assigned a specific point value like either a 0 or 10 depending on "Did it happen?". The individual appraiser scores are blocked from view on your Central Challenge and Team Choice Elements, however, you will see the composite score average for each element.

Final Score Sheet SCORES: These are point values that have been processed or converted by formula to match a scoring scheme, like the pie charts and the “Reward Points” page in your challenge materials. The process or conversion formula is not shown but looks like (average point value TIMES or DIVIDED by an X factor EQUALS your score in a specific performance element)

SCALED SCORES: These are score values factored to the highest score turned in by a team in an element group in the same challenge in the same level. The formula for your scaled score is: maximum score allowed in an element DIVIDED by the highest score turned in by a team in that element TIMES your score in that element. Scaled Scores can only be generated after all teams in a challenge and level have completed their Central Challenge, Team Choice Elements and Instant Challenge. The Final Score Total is the sum of Scaled Scores less any deduction.

READING YOUR FINAL SCORE SHEET: Each challenge has a slightly different final score format but is readable in the same way. The numbers in the top header row are **scaled scores** and the lower numbers are **score values** brought forward from your master score sheet. In some formats, the display is linear: all on one row. The acronyms are the same in either case.

Here is a quick reference for each 2022 challenge.

Technical: Daring Escape: Total = sum of scaled scores less any deduction (400 max), **Deduct** = any applied deduction, **RwDevs** = Device Design & Innovation scores (80 max), **RwHrds** = Hazards score (75 max), **RwStory** = Portrayal of Devices and Hazards in Story (85 max), **Choice** = scaled score for team choice elements (60 max), **Rw.TCE** = raw score for team choice elements, **Instant** = scaled score for instant challenge (100 max), **RwInst** = raw score for Instant Challenge

Scientific: Up Close: Total = sum of scaled scores less any deduction (400 max), **Deduct** = any applied deduction, **Central** = scaled score for central challenge elements (240 max), **Rw.Cen** = raw scores for central challenge elements, **Choice** = scaled score for team choice elements (60 max), **Rw.TCE** = raw scores for team choice elements, **Instant** = scaled score for instant challenge (100 max), **RwInst** = raw score for Instant Challenge

Fine Arts: Tricky Tales: Total = sum of scaled scores less any deduction (400 max), **Deduct** = any applied deduction, **Central** = scaled score for central challenge elements (240 max), **Rw.Cen** = raw scores for central challenge elements, **Choice** = scaled score for team choice elements (60 max), **Rw.TCE** = raw scores for team choice elements, **Instant** = scaled score for instant challenge (100 max), **RwInst** = raw score for Instant Challenge

Improv: Festival Frenzy: Total = sum of scaled scores less any deduction (400 max), **Deduct** = any applied deduction, **Central** = scaled score for central challenge elements (300 max), **Rw.Cen** = raw scores for central challenge elements, **Instant** = scaled score for instant challenge (100 max), **RwInst** = raw score for Instant Challenge

Engineering: Roll With It: Total = sum of scaled scores less any deduction (400 max), **Deduct** = any applied deduction, **WHR** = scaled weight held ratio (80 max), **TWH** = total weight held, **RwWHR** = raw weight held ratio, **Bonus** = scaled collision and precision bonus points earned (50 max), **RwBonus** = raw collision and precision bonus points earned, **Story** = scaled score story (65 max), **RwStory** = raw scores for story, **Object** = scaled score rotating object (45 max), **RwObject** = raw scores for rotating object, **Choice** = scaled score for team choice elements (60 max), **Rw.TCE** = raw score for team choice elements, **Instant** = scaled score for instant challenge (100 max), **RwInst** = raw score for Instant Challenge

Service Learning: For The Future: Total = sum of scaled scores less any deduction (400 max), **Deduct** = any applied deduction, **Central** = scaled score for central challenge elements (240 max), **Rw.Cen** = raw score for central challenge elements, **Choice** = scaled score for team choice elements (60 max), **Rw.TCE** = raw score for team choice elements, **Instant** = scaled score for instant challenge (100 max), **RwInst** = raw score for Instant Challenge

We welcome all your comments and questions about what we do and how we do it.

ARDI TEAM Copy Score Sheet Example

(130-02301) SUNSET HEIGHTS SCH Team Copy
EL / A: Pace of Change Time scores given to team: _____
Orven Will, Christ Van Maximum Possible Score

	Max	Score
1. Vehicle and Propulsion System	N/A	
1a. Technical design and innovation of Movement Method #1	15.0	5.00
1b. Technical design and innovation of Movement Method #2	15.0	15.00
1c. Technical design and innovation Propulsion System #1	15.0	10.00
1d. Technical design and innovation Propulsion System #2	15.0	15.00
1. Vehicle and Propulsion System	60.0	45.00
Vehicle and Propulsion Deductions	N/A	0.00
Vehicle and Propulsion minus Deductions	N/A	45.00
2. Trips and Changes	N/A	
2a. Successfully completed Trips (1 point per Trip)	40.0	32.00
2b. Without Wheels (1 point per Trip)	20.0	20.00
2c. Successful completed Changes (2 points per Change)	20.0	40.00
2d. Reliability of the Vehicle design for Changes	30.0	20.00
2. Trips and Changes	130.0	112.00
Trips and Changes Deductions	N/A	0.00
Trip and Changes minus Deductions	N/A	112.00
3. Story	N/A	
3a. Clear and effective storytelling	10.0	6.67
3b. Creative integration of the Vehicle Trips and Changes	20.0	11.33
3c. Character Change occurs in full view of the audience	10.0	10.00
3d. Theatrical effect of the physical Character Change	10.0	4.00
3. Story	50.0	32.00
Story Deductions	N/A	0.00
Story minus Deductions	N/A	32.00
CE1. Team Choice Element 1	N/A	
CE1a. Creativity and originality	10.0	6.67
CE1b. Quality, workmanship or effort that is evident	10.0	4.00
CE1c. Integration into the Presentation	10.0	5.67
CE1. Team Choice Element 1	30.0	16.34
CE2. Team Choice Element 2	N/A	
CE2a. Creativity and originality	10.0	6.33
CE2b. Quality, workmanship or effort that is evident	10.0	3.33
CE2c. Integration into the Presentation	10.0	3.33
CE2. Team Choice Element 2	30.0	12.99
Team Choice Elements	60.0	29.33
Team Choice Element Deductions	N/A	0.00
Raw Team Choice Elements minus TCE Deductions	60.0	29.33
Other Deductions	N/A	0.00

Average # of Points Awarded by appraisers

ARDI Final Score Sheet Example

EL / A: Pace of Change Page 1

	Total Deduct	Vehicle RwVeh	Trips RwTrips	Story RwStory	Choice Rw.TCE	Instant RwInst
1G SUNSET HEIGHTS SCH, Nashua #130-2301 Orven Will, Christ Van	380.32	60.00	130.00	48.50	60.00	81.82
	0.00	45.00	112.00	32.00	29.33	45.00
1G DUNDERRY SCH, Londonderry #130-2308 Marie-Claire Jones	289.26	38.67	48.75	50.00	51.84	100.00
	0.00	29.00	42.00	32.99	25.34	55.00

Scaled Scores

Score from Team Copy Score Sheet