



RUBE GOLDBERG MACHINE CONTEST 2010

Judging Form

100 Points

Judging will be based on a one hundred (100) point scale broken down into the following categories:

- **General Impressions** (40 points)
 - Theme (0 to 10 points)
 - *Hint: How skillfully and/or creatively the theme is illustrated*
 - Rube Goldberg Spirit (0 to 10 points)
 - *Hint: The use of common household objects that keep their original form and function; attention to the complexity of steps for example a horizontal movement rather than a vertical drop*
 - Verbal Explanation/ Description (0 to 10 points)
 - *Hint: Students should highlight complexity of steps*
 - Team Chemistry (0 to 5 points)
 - *Hint: Demonstrate team spirit through costumes, interaction, or equal participation when judges ask questions*
 - Submitted Hardcopy Machine Description (0 or 5 points)
 - *Hint: Clarity of description, grammar, organization of material and neatness all count*

- **Run Related** (60 points)
 - Task Completed (30 points)
 - Facility of machine flow (0 to 15 points)
 - *Definition: An orderly progression of steps and how smoothly the movement is from one step to another*
 - Rube Goldberg style steps (0 to 15 points)

- **Penalties**
 - Penalty points are subtracted from the total score
 - Verbal Description Length (5 to 0 points)
 - *Hint: 3 minute time limit*
 - Run Length (10 to 0 points)
 - *Hint: 2 minute run time; 1 point deduction for every six (6) seconds over for a maximum penalty of 10 points*
 - Human Intervention (3 points for each interaction)
 - Objects leaving machine (5 points for each object)

The machine will be judged by the better one (1) of two (2) runs. Teams have the option of voiding one of their two runs. If the first run is successful, the machine may be run a second time to provide judges and media more time to observe the machine. A void must be communicated to a team's liaison before the task is complete. Awards go to the top five machines.