Being Head Judge in a Drop-In Game

What to do?

A head judge's tasks are to guide the other judges before/during/after a game, to check each robot's actual participation in the game, and to collect the final scores from all other judges. A head judge does not participate in the "normal" game judging.

This sheet is a guide to explain some of these tasks in detail.

Checking Game Participation (During the Game)

According to the rules, a robot is only allowed to participate in a drop-in game, if it sends messages to its teammates. This will be checked by using the *Team Communication Monitor*. The head judge has to verify that only communicating robots enter the game. Once it has been verified, that a robot sends messages, it is allowed to enter the game.

If the robot enters the game for the first time, the element "Field" in the Head Judge Score Sheet has to be marked.

In the course of the game, the head judge has to observe, which robots are actually on the field for more than half of the time. To be "on the field", a robot needs to walk into the field. Remaining standing after returning from a penalty does not count as being on the field. If a robot has participated for the required minimum amount of time, the head judge marks the field "Part." (for participation).

Entering Scores (After the Game)

After the game, the head judge enters the scores of the four other judges (field *J1 to J4*).

Depending on the participation of a robot, its average judge *(J Avg.) can be computed*: If the "Part." field is marked, all negative fields in J1 to J4 are clipped to 0 (a participating robot cannot have a negative judge score) and the average is computed. If this field is not marked, the average judge score is set to -5, independent from the numbers in J1 to J4.

Finally, each robot's *Game Points* have to be determined. If "Field" has not been marked, the Game Points are automatically -2. Otherwise, the following points are awarded:

- 2 points, if the robot's team has won,
- 0 points, if the robot's team has lost,
- 1 point for a draw