

Contests

The Solar Decathlon Competition consists of 10 separately scored Contests. Contests contain one or more Contest Activities. For example, Contest 5: Comfort Zone consists of four separately scored Contest Activities. The team with the highest total points at the end of the Competition will win. The table below lists the 10 Contests and the point values assigned to each.

Contest Number	Contest Name	Available Points
1	Architecture	200
2	Dwelling	100
3	Documentation	100
4	Communications	100
5	Comfort Zone	100
6	Appliances	100
7	Hot Water	100
8	Lighting	100
9	Energy Balance	100
10	Getting Around	100
TOTAL		1100

There are three ways to earn points. Most Contest Activities are one of the following three types, but some of the Contest Activities are a combination of two types.

- Successful task completion
- Continuous performance measurements
- Subjective evaluation by the Architecture Jury or a Panel of Judges.

There are several different ways points are awarded for successful task completion and continuous performance measurements. For successful task completion, in some cases, points are awarded on an all-or-nothing basis. In other cases, points are awarded on a linearly increasing scale as a function of “closeness to completion.” For continuous performance measurements, points are either awarded every 15 minutes during scored periods of the Event, at the end of each day, or at the conclusion of the Contest Week when performance requirements are met or partially met. To clarify, scored periods include all the 15-minute increments between 8 a.m. on the first day of the Contest Week and 5 p.m. on last day of the Contest Week, with the exception of those periods during which scoring is suspended for public tours. Public tour schedules will be published in the Event Schedule.

The scoring of the Contest Activities based on subjective evaluations by the Architecture Jury or a Panel of Judges is more flexible than the scoring of the objective Contest Activities described above. However, for the sake of fairness, it is important that there is consistency. To encourage consistency among all the subjectively judged Contest Activities, the Jurors and Judges will be encouraged to use the following procedure to facilitate the subjective scoring process:

Guidance for the Architecture Jury and Panels of Judges

1. Teams have been given the option of preparing [brief contest reports](#) for many of the subjectively judged Contest Activities. Reports will be made available to the Architecture Jury, and the Dwelling, Web site, House Tour, Indoor Environmental Quality, Hot Water, and Lighting Panels of Judges. Before arriving on the Mall to perform evaluations, review the reports submitted by the teams to gain some familiarity with each team’s efforts in the particular area being evaluated. The reports should make the judging process at the Event more efficient. If questions arise in the review of the contest reports, you may discuss those questions with the appropriate Contest Official at the Event.
2. Place each team into one of four classes. See below for the range of percentage integers associated with each class. Contest Activity guidelines are included in each Contest Activity description.

Class #1: ECLIPSES Contest Activity Guidelines	91 – 100% of available points
Class #2: EXCEEDS Contest Activity Guidelines	81 – 90% of available points
Class #3: EQUALS Contest Activity Guidelines	61 – 80% of available points
Class #4: APPROACHES Contest Activity Guidelines	0 – 60% of available points

You are not required to place a uniform number of teams in all classes or to place at least one team in every class. For example, if you determine that no teams are worthy of class #1, there would be no teams with scores greater than 90%. Note that the placing of teams into classes (as a first step toward assigning an eventual percentage integer) is encouraged to ease the process of evaluating so many teams at one time.

3. After all the teams have been placed into a class, Jurors and Judges should assign each team a specific percentage integer from 0% to 100% according to ranges established for the appropriate scor