

Schools Marine Challenge Points Criteria

Range	Max marks	0-4	5 - 7	8 - 10	
Hull & Superstructure	Hull design 10	Basic designs completed	Variety of designs using recognised design criteria.	Designs developed according to pre-defined performance parameters. Testing and evaluation using recognised marine architectural methods	Points available 30 I.C 30 Electric 30 Solar Total points 90
	Hull construction methods and materials 10	Basic construction methods	Construction methods and materials used to maximise performance	Comprehensive construction methods using accurate drawings and templates or CAD systems to develop or produce hull forms	
	Quality, finish and attention to detail 10	Completed functional product	Custom working with attention to detail to improve aesthetic qualities and performance	High build quality throughout with design and material choices all working in harmony. Skill levels appropriate to production facilities available.	
Powertrain	Propulsion System Installation 10	Propulsion system installed and operating efficiently	Propulsion system optimised with power enhancing devices, e.g. gearing systems, tuned pipes where appropriate	Propulsion system integrated to whole craft design. Tested and developed to produce maximum performance and reliability	Points available 10 I.C 10 Electric 10 Solar Total points 30
Teamwork	Teamwork and Company links Finance 10	Have working relationship with partner companies	Have worked with sponsor(s) leading to a better understanding of marine engineering	A programme with team responsibility for effective company links that has mutually agreed targets and has quantifiable feedback from both partners	Total points 20
	Marketing and presentation 10	Have a team identity	Have produced promotional materials for use on Race day and at other school events.	Quality materials used to describe and promote aspects of the project	

Total Points Allocation	
Hull & Superstructure	90
Powertrain	30
Teamwork	20
Total	140