

# Weighted Objective Table

Team 1718: The Fighting Pi  
www.fightingpi.org

**Game:** 2011 Logomotion  
**Topic:** Chassis Development

Chassis	Front/Back Stability	Maneuverability	Speed	Power	Complexity	Weight	Pushing Power	Confidence
Weights:	5	7	0	0	6	4	8	10
4 Wheel, wide configuration	5	4	5	5	8	8	8	10
6 Wheel, long configuration	7	6	5	5	7	7	8	10
8 wheel, long configuration	8	5	5	5	6	6	8	10
8 wheel long with actuation	9	6	5	5	4	4	8	8
4 wheel mechanum	9	8	5	5	2	4	4	8

Front/Back Score	Maneuverability Score	Speed Score	Power Score	Complexity Score	Weight Score	Pushing Power Score	Confidence Score	Total Score
25	28	0	0	48	32	64	100	297
35	42	0	0	42	28	64	100	311
40	35	0	0	36	24	64	100	299
45	42	0	0	24	16	64	80	271
45	56	0	0	12	16	32	80	241

About: These tables are used to objectively evaluate individual traits to make a decision on how well a system will meet the team's needs. Team 1718 has used this same system in our scouting, however it wasn't until John V Neun posted an excellent white paper on [www.chiefdelphi.com](http://www.chiefdelphi.com) that we had a formal name to the system. For more information regarding weighted objective tables, we strongly suggest reading John's whitepaper.

Instructions: Choose the different options you have for a given system. In this case the example shown is for a chassis. Put these options in Column "A". Next, pick all the traits that are important to the team, and put these across row 10. Finally, assign a weighting value (higher being better) to each one of those traits on a scale from 0-10. Put these in row 11. Finally, evaluate each of your concepts and put a score into the corresponding box. For instance, A 4 wheel wide-configuration chassis is not very stable front-to-back. It scores a 5. A higher score is better, and lower score is worse. When you are done, look at the total score column to show the concepts that best fit your criteria.

