

Virtual City Design Score Sheet

(0 to 90 points)

Directions: Check the appropriate box and then place score in right score column.

Judge's Name: _____

Future City Name: _____

School Name: _____

0 No Points
Requirements missing

1 Poor
Fulfills less than 50% of requirements.

2 Good
Fulfills at least 90% of requirements.

3 Excellent
Fulfills 100% of requirements. Additional distinctive features.

I. CITY MANAGEMENT CRITERIA (12 POINTS)	0	1	2	3	SCORE
1. City age: at least 150 years					
2. City population: at least 50,000					
3. Budget management: Income > expenses; well-managed budget; performance over time					
4. Mayor performance: Opinion polls; Mayor rating					
II. CITY LAYOUT CRITERIA (21 POINTS)	0	1	2	3	SCORE
5. Residential development: 3 levels (low, medium and high-wealth) present (R \$, \$\$, \$\$\$)					
6. Industrial development: Jobs in all 4 segments (I-Ag, I-D, I-M, I-HT)					
7. Greener, cleaner industry: Employment shifting from I-D (dirty) to I-M and I-HT					
8. Commercial development: (Service \$, \$\$, \$\$\$ and Office \$\$, \$\$\$)					
9. Is development thriving? Degraded (gray) or abandoned (black) buildings in the residential, industrial or commercial zones					
10. Recreation facilities: Ratio of well-funded parks & recreation facilities to population					
11. City Planning: city design is well-thought out, cohesive and structured; zoning, neighborhoods; traffic and transportation routes; functionality and mixed-use areas; downtown, amenities; eco-management, sustainability, landscape management					
III. CITY SERVICES (18 POINTS)	0	1	2	3	SCORE
12. Police coverage: adequate police coverage of populated areas; no serious crimes					
13. Police effectiveness: # of arrests closely tracks the 3 of crimes over the life of the city					
14. Fire coverage: adequate fire coverage of populated areas; effective control of fire hazards					

IV. ENERGY AND POLLUTION (18 POINTS)	0	1	2	3	SCORE
15. Medical coverage: adequate coverage of residential areas; healthy population					
16. Education: adequate coverage of residential areas; educated population					
17. Life-long learning: variety of education facilities; education quotient high across all age groups					
18. Power coverage: power to all areas of the city, generation capacity sufficient to satisfy needs; performance over time					
19. Renewable energy sources: renewable sources: wind, solar, hydrogen; portion of total capacity					
20. Water coverage: water to all areas of the city; supply capacity sufficient to satisfy needs; performance over time					
21. Garbage disposal: forms of garbage disposal: (landfills, recycling, waste-to-energy plants); disposal capacity adequate to satisfy needs; garbage pollution under control					
22. Recycling facilities: sufficient capacity; ratio of facilities to residents (1:25K)					
23. Air and water pollution: air pollution under control; water pollution under control					
V. TRANSPORTATION (21 POINTS)	0	1	2	3	SCORE
24. Road congestion: traffic flow, congestion; road repair, potholes (inadequate funding)					
25. Public Transportation: Sims using the public transportation systems (bus, subway, monorail, passenger train, ferry)					
26. Public Transportation—integrated systems: integrated systems; adequate coverage throughout the city					
27. Commute times: average commute time; performance over past 10 years					
28. Freight transportation: Sims using the freight transportation systems (freight truck, freight train, seaport)					
29. Efficient freight movement: integrated systems; short freight trips					
30. Airport: built, well-funded, supports commercial office (Co) development					

Computer Design Points _____

Less Deductions (Cheats) _____

Total Points _____