

Objective	Description	Materials	Points
1. Mail Call	Help the 6888 th Central Postal Battalion sort mail. Deliver bean bags to the square that corresponds to their color.	3 Bean Bags	<ul style="list-style-type: none"> • 1 Bean bag delivered to its matching square – 10 points • 2 Bean bags delivered to their matching squares – 20 points • 3 Bean bags delivered to their matching squares – 30 points • No points will be awarded for bean bags delivered to the wrong rectangle or Headquarters. A bean bag must be completely in the correct square to earn points.
2. Confidential Documents	Collect Confidential Documents from the WACs stationed in North Africa. Take the miniature envelope from the Mat and deliver it to Headquarters.	1 Miniature Envelope 1 Card Holder (secured to mat)	<ul style="list-style-type: none"> • Envelope completely removed from Card holder and left on the mat, but not delivered to HQ – 5 points • Envelope removed from the card holder and delivered to HQ – 25 points • Points will not be awarded if the card holder is moved from its position on the mat. The card envelope must be completely removed (not touching) the card holder to receive points.
3. Roll Out Gauze	Help nurses stationed in the Pacific Theater roll out a section of gauze. Roll the wooden spool out from its starting position to expose the correct amount of fabric.	1 Wooden Spool with a strip of Fabric (secured to mat)	<ul style="list-style-type: none"> • Spool is partially inside of either the yellow or green section of the rolling area – 5 points • Spool is completely inside of one of the yellow sections – 15 points • Spool is completely inside of the green section – 30 points • If the fabric is detached from the mat, no points will be awarded. If the spool is on the line or appears to be in the green and yellow section, the referee will determine the number of points that should be awarded.
4. Harvard Mark I Operation	Position the rotary dial to help Grace Hopper program the Mark I. Move the spinner so that its arrow is over the correct section of the circle.	1 Board Game Spinner (secured to mat)	<ul style="list-style-type: none"> • Spinner arrow is positioned over a red section of the circle – 10 points • Spinner arrow is positioned over a yellow section of the circle – 20 points • Spinner arrow is positioned over the green section of the circle – 30 points • If the spinner is detached, no points will be awarded. If the spinner arrow is on the line or between two sections, the referees will determine how many points should be awarded.
5. LORAN Pulse	Issue a pulse to communicate with the SPARS in Massachusetts. Position the Robot in the marked location and play sound.	None. You only need your Robot.	<ul style="list-style-type: none"> • Robot makes a sound while partially inside the circle – 15 points • Robot makes a sound while completely inside of the circle – 25 points • Teams will only receive points for sounds made while the Robot is completely or partially inside of the marked circle. The Robot must be touching some part of the circle on the mat to be considered inside of it. Teams can only receive 15 or 25 points for this mission. If a team makes multiple attempts at this mission, they will receive the number of points that corresponds with their most successful attempt.

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6. Parachute Rigging	Unfold the “packed” parachute so that parachute riggers can inspect and repack it. Unfold the handkerchief so that it covers the marked rectangle beneath it.	1 Handkerchief (secured to mat)	<ul style="list-style-type: none"> Handkerchief is partially covering a yellow section of the rectangle – 5 points Handkerchief is completely covering both yellow sections of the rectangle – 20 points Handkerchief is completely covering the entire rectangle (yellow and green sections) - 30 points Points will not be awarded for covering the green section unless the entire yellow section is covered by the handkerchief. Points will not be awarded if the handkerchief is detached from the mat.
7. Test Flight	Work with the WASPs to deliver an aircraft to New Mexico for a test flight. Bring the toy airplane to its delivery location from HQ.	1 Toy Airplane	<ul style="list-style-type: none"> Airplane is partially in the marked square (at least one wheel touching) – 10 points Airplane is completely inside the marked square (all four wheels touching the inside of the square) – 25 points The plane must be upright at the end of the match to earn points, meaning the wheels are all touching the mat. The plane’s location is determined by where its wheels are touching the mat.
8. Aircraft Mechanic	Add nuts and washers to the bolt with the SPARs mechanics. Collect wooden rings from HQ and place them around to the upright dowel on the mat.	3 Wooden Rings 1 Small, 2 large Wooden Dowel & Base (secured to mat)	<ul style="list-style-type: none"> 1 ring is placed around dowel – 15 points 2 rings are placed around the dowel – 25 points 3 rings are placed around the dowel – 40 points Points are only awarded for rings completely around the dowel. The order that the rings are placed on the dowel does not affect the number of points awarded. Points will not be awarded if the dowel is detached from the mat.
9. Signal Light	Turn on the Signal Light with the WAVES Control Tower Operators. Turn the push light on using the Robot and leave the light on until the end of the match.	1 Push Light (secured to mat)	<ul style="list-style-type: none"> Light is turned on at the end of the match – 25 points Points will not be awarded if the light is detached from the mat.
Touch Penalties	Avoid interrupting your robot during the game.		10 points for not interrupting the robot during the game.