

Team #: \_\_\_\_\_ Round # \_\_\_\_\_ Table #: \_\_\_\_\_ Ref Initials: \_\_\_\_\_ Team Initials: \_\_\_\_\_

**1. Draft Letter:** Circle One

Draft letter is visible during the match - **15**

Robot touches envelope during match - **5**

Envelope is untouched/moved - **0**

**2. Building Victory:** Circle One

2 blocks completely inside black rectangle outline with 2nd block stacked on top of the 1st block - **40**

1 block completely inside the black rectangle outline - **20**

1 block touching, but not completely inside the black rectangle outline - **10**

Blocks are not touching the black rectangle - **0**

**3. SS Sea Cloud:** Circle One

The boat is completely inside the water - **20**

The boat is partially in the water - **10**

The boat is untouched/unmoved - **0**

**4. Red Ball Express:** Circle One

All 4 car wheels are inside the red square - **40**

At least 1 wheel is inside of the red square - **20**

Car is not touching red square or is not upright - **0**

**5. Protest Banner:** Circle One

Handkerchief is completely covering the entire square - **30**

Handkerchief is partially covering the yellow section of the square - **15**

Handkerchief is untouched/unmoved or detached - **0**

**6. 6888th Battalion:** Circle One

2 Bean Bags completely in correct squares - **20**

1 Bean Bags completely in correct squares - **10**

0 Bean Bags completely in correct squares - **0**

**7. Black Rosies:** Circle One

2 rings are around the dowel - **30**

1 ring is around the dowel - **15**

No rings are around the dowel or it was detached - **0**

**8. Blood Plasma:** Circle One

The canister is returned to headquarters - **25**

The canister is in the play area, but not touching the circle at the end of the match - **15**

Canister is untouched/unmoved - **0**

**9. Tuskegee Airmen:** Circle One

The plane is returned to headquarters - **25**

The plane is in the play area, but not touching the square at the end of the match - **10**

Airplane is untouched/unmoved - **0**

**Touch Penalty:** Circle One

Team did not interrupt robot - **10**

Team interrupted robot - **0**