

Mission	Scoring	Points	Mission	Scoring	Points
	Required condition visible at the end of the match: The door must be open enough for the referee to notice. Required methods, constraints: The handle was pushed down. =15 points			Required condition visible at the end of the match: The ball is touching the mat in the net. Required methods, constraints: All equipment involved with the shot was completely east/north of the "Shot Lines" while sending the ball to the net. ="Took A Shot": 30 points Or Value/Shot + Goal: 60 points	
	Required condition visible at the end of the match: The SD card is up. Required methods, constraints: The correct "key" was inserted in the cloud. =30 points			Required condition visible at the end of the match: Your basket is in Base. You have built a model "identical" to the one the other team put in your basket. Connections need to be the same, but where rotation is a factor, "close" is okay. The model is in base. Required methods, constraints: None. =Basket 30 points Or Basket + Model 45 points	
	Required condition visible at the end of the match: The knowledge & skill (loop) is no longer touching the community model. Required methods, constraints: None. =25 points			Required condition visible at the end of the match: The model is rotated 90° counter-clockwise from its setup position as shown here. Required methods, constraints: None. =15 points	
	Required condition visible at the end of the match: The robotics insert is installed in the place shown. The loop is no longer touching the robotic arm model. Required methods, constraints: No team supplied object is touching the robotics insert. The loop was released due to movement of the slider only. =Insert 25 points Or Insert + Loop 55 points			Required condition visible at the end of the match: The people are both bound (any way you like) to a model you design/supply, which represents a skill, achievement, career, or hobby that has meaning for your team. The model is touching the white circle around the scale. The model is not in Base. Binding mission models is usually not allowed under Rule 39, but we make an exception here. The model can be simple or complex, primitive or realistic – it's up to you. Required methods, constraints: None. =Model 20 points or Model Touching Circle= 35 points	
	Required condition visible at the end of the match: The loop is no longer touching the senses model. Required methods, constraints: The loop was released due to movement of the slider only. =40 points			Required condition visible at the end of the match: Yellow section is moved south. Dial is obviously clockwise of its setup position; see chart for score. Required methods, constraints: The dial may only move as a result of the robot turning the pinwheel. Between any two starts/restarts (see Rules 39 & 40), the pinwheel may be turned 180° maximum. The referee will undo any extras turns. =Engage 20 points	
	Required condition visible at the end of the match: The idea model is no longer touching the box model. If the idea is no longer touching the model, the bulb faces up. Required methods, constraints: The box model was never in Base. =Idea Out, Bulb Down: 25 points Or Idea Out, Bulb Up: 40 points			Value/90° Pinwheel Turns: See Chart For Percentage Added To Your Non-Engagement Mission Score Total Max score= up to 58% of total score but not including the engagement points (20) if scored	
	Required condition visible at the end of the match: None. Required methods, constraints: The referee has seen the robot pull the slider west. =40 points			Required condition visible at the end of the match: The scale holds loops (representing knowledge and skill) as shown. Required methods, constraints: None. =1st Loop 20 points And More Loops: 10 EACH (up to 90)	
	Required condition visible at the end of the match: The color wheel has spun at least once. If a single color appears in the white frame, its matching loop is no longer touching the model. If two colors appear in the white frame, the remaining color's loop is no longer touching the model. Both "not desired" loops must be touching the model, in their holes. Required methods, constraints: Nothing has caused the color wheel to spin except the slider being pushed. =Slider: 15 points Or Slider + Loop: 60 points			If a Robot, Sprawl, or Junk penalty earned (as described in the Rules), the referee keeps account by obvious placement of these penalty markers in some manner as to stay out of the way of you and your robot. Loss of cargo is its own penalty. Robot, Sprawl, or Junk Penalty: -10 EACH (Max Penalties Of These Types = -80) Cargo Penalty: Loss Of Cargo	
TOTAL →(Total Possible Points –858)					

Date/Time of Run: _____ By: _____

Notes: