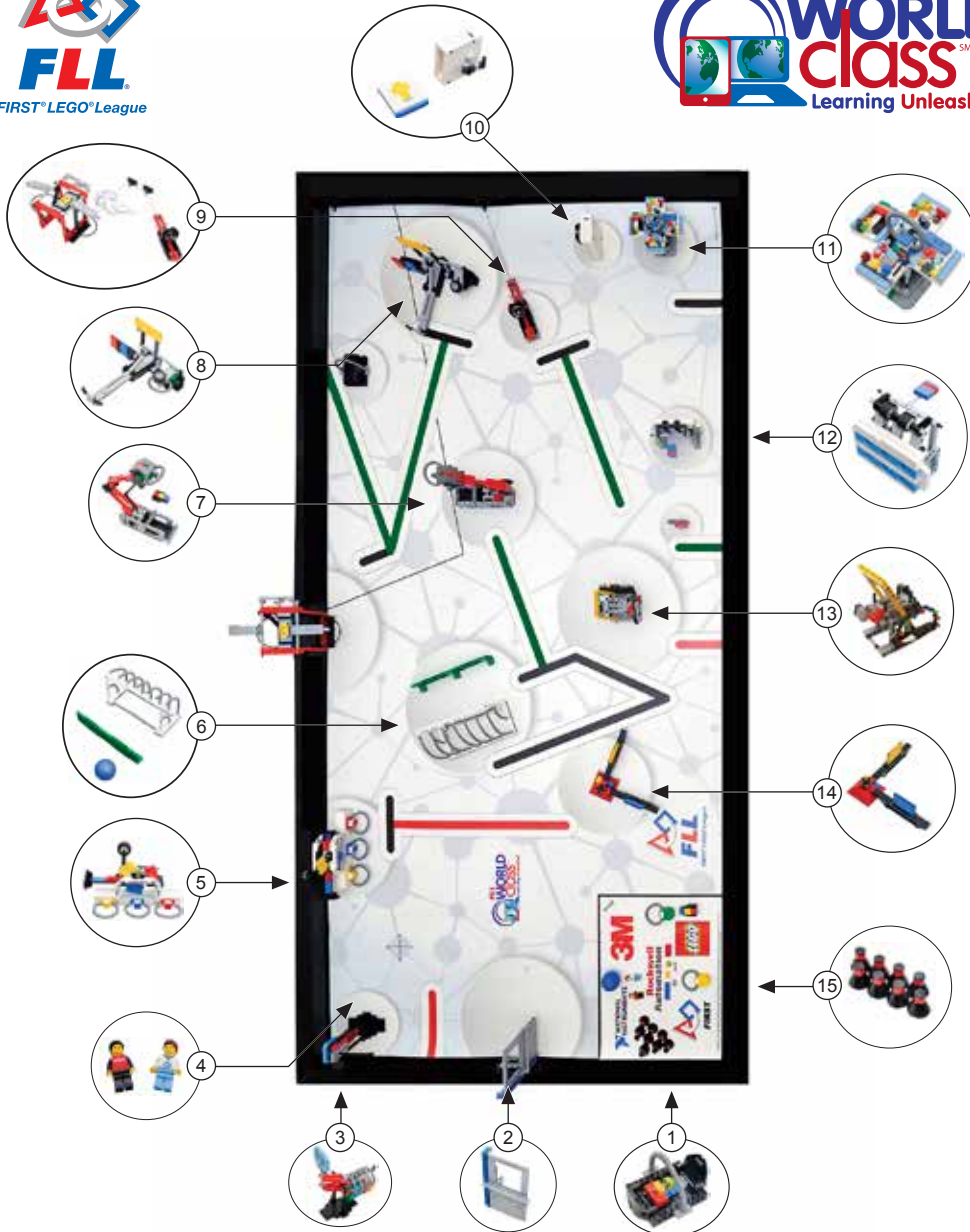


Team #: \_\_\_\_\_ Referee: \_\_\_\_\_

Round: \_\_\_\_\_ Table: \_\_\_\_\_



Team Initials: \_\_\_\_\_

(please circle all selections)

|    |   |                         |         |            |           |          |         |          |           |            |         |
|----|---|-------------------------|---------|------------|-----------|----------|---------|----------|-----------|------------|---------|
| 1  | <b>Reverse Engineering</b><br>Basket in Base<br>Your model is in Base, and is "identical"                         | Yes                     | No      |            |           |          |         |          |           |            |         |
| 2  | <b>Opening Doors</b><br>Door opened by pushing handle down  | Yes                     | No      |            |           |          |         |          |           |            |         |
| 3  | <b>Project-Based Learning</b><br>Loops on scale   | 0                       | 1       | 2          | 3         | 4        | 5       | 6        | 7         | 8          |         |
| 4  | <b>Apprenticeship</b><br>Model presented to Referee<br>Touching circle, not in Base, people Bound                 | Yes                     | No      |            |           |          |         |          |           |            |         |
| 5  | <b>Search Engine</b><br>Only Slider caused wheel to spin 1+ times<br>Only correct loop removed                    | Yes                     | No      |            |           |          |         |          |           |            |         |
| 6  | <b>Sports</b><br>Ball shot from east/north of "Shot Lines" toward Net<br>Ball touching mat in Net at end of match | Yes                     | No      |            |           |          |         |          |           |            |         |
| 7  | <b>Robotics Competition</b><br>Only Robotics Insert installed<br>Loop no longer touching model*                   | Yes                     | No      |            |           |          |         |          |           |            |         |
| 8  | <b>Using the Right Senses</b><br>Loop no longer touching model*   | Yes                     | No      |            |           |          |         |          |           |            |         |
| 9  | <b>Remote Communication/Learning</b><br>Referee saw robot pull slider west  | Yes                     | No      |            |           |          |         |          |           |            |         |
| 10 | <b>Thinking Outside the Box</b><br>Idea model not touching Box, Box never in Base<br>Bulb faces UP                | Yes                     | No      |            |           |          |         |          |           |            |         |
| 11 | <b>Community Learning</b><br>Loop no longer touching model  | Yes                     | No      |            |           |          |         |          |           |            |         |
| 12 | <b>Cloud Access</b><br>SD card is UP due to inserted "key"  | Yes                     | No      |            |           |          |         |          |           |            |         |
| 13 | <b>Engagement</b><br>Yellow section moved south<br>Dial major marker Color (circle the appropriate section)       | Yes                     | No      |            |           |          |         |          |           |            |         |
|    |   | N/A                     | Red 10% | Orange 16% | Green 22% | Blue 28% | Red 34% | Blue 40% | Green 46% | Orange 52% | Red 58% |
|    |   | Ticks past major marker |         | N/A        | 0         | 1        | 2       | 3        | 4         | 5          |         |
| 14 | <b>Adapting to Changing Conditions</b><br>Model rotated 90-ish degrees CCW  | Yes                     | No      |            |           |          |         |          |           |            |         |
| 15 | <b>Penalties</b><br>Robot, Sprawl, Junk Penalties   | 0                       | 1       | 2          | 3         | 4        | 5       | 6        | 7         | 8          |         |

**Return Loose Items**

2x yellow loops, 2x green loops, 2x red loops, 2x blue loops, 1x ball, 2x people, 2x sets of "reverse engineering" parts, 1x Robotics Insert