



Team #	Match:	Referee:	Table:
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**TEAM INITIALS:**



**No Equipment Constraint:** When this symbol appears to the left of a mission, the following constraint is applied: “No equipment may be touching any part of this mission’s mission model at the end of the match, to score for this mission.”

			SCORE
<b>EQUIPMENT INSPECTION</b> If your robot and all your equipment fit completely in one launch area and are under a height limit of 12 in. (305 mm) during the pre-match inspection:			<b>20</b>
	<b>MISSION 01 CORAL NURSERY</b> If the coral tree is hanging on on the coral tree support: • <b>Bonus:</b> and the bottom of the coral tree is in its holder: If the coral buds are flipped up:	<b>20</b> <b>10 ADDED</b> <b>20</b>	
	<b>MISSION 02 SHARK</b> If the shark is no longer touching the cave: If the shark is touching the mat and it is at least partly in the shark habitat:	<b>20</b> <b>10</b>	
	<b>MISSION 03 CORAL REEF</b> If the coral reef is flipped up, not touching the mat: If a reef segment is standing upright, outside of home, and touching the mat:	<b>20</b> <b>5 EACH</b>	
	<b>MISSION 04 SCUBA DIVER</b> If the scuba diver is no longer touching the coral nursery: If the scuba diver is hanging on the coral reef support: <i>The “coral nursery” includes any part of the Mission 01 mission model.</i>	<b>20</b> <b>20</b>	
	<b>MISSION 05 ANGLER FISH</b> If the angler fish is latched within the shipwreck:	<b>30</b>	
	<b>MISSION 06 RAISE THE MAST</b> If the shipwreck’s mast is completely raised: <i>The shipwreck’s mast is considered raised when the latch prevents it from returning to its starting position.</i>	<b>30</b>	
	<b>MISSION 07 KRAKEN’S TREASURE</b> If the treasure chest is completely outside the kraken’s nest:	<b>20</b>	
	<b>MISSION 08 ARTIFICIAL HABITAT</b> If an artificial habitat stack segment is completely flat and upright: <i>There are four segments of the artificial habitat stack, each defined by its yellow base. A segment is considered upright when the crab is above its yellow base.</i>	<b>10 EACH</b>	

<b>MISSION 09</b>	<b>UNEXPECTED ENCOUNTER</b>	
If the unknown creature is released:		<b>20</b>
If the unknown creature is at least partly in the cold seep:		<b>10</b>



<b>MISSION 10</b>	<b>SEND OVER THE SUBMERSIBLE</b>	
If your team's yellow flag is down:		<b>30</b>
If the submersible is clearly closer to the opposing field:		<b>10</b>
<i>Teams may not block the opposing team.</i>		
<i>It is not possible to earn the bonus in remote competitions or if there is no opposing team.</i>		

<b>MISSION 11</b>	<b>SONAR DISCOVERY</b>	
If one whale is revealed:		<b>20</b>
<b>Bonus:</b> If both whales are revealed:		<b>10 ADDED</b>



<b>MISSION 12</b>	<b>FEED THE WHALE</b>	
Krill at least partly in the whale's mouth:		<b>10 EACH</b>

<b>MISSION 13</b>	<b>CHANGING SHIPPING LANES</b>	
If the ship is in the new shipping lane, touching the mat:		<b>20</b>

<b>MISSION 14</b>	<b>SAMPLE COLLECTION</b>	
If the water sample is completely outside the water sample area:		<b>5</b>
If the seabed sample is no longer touching the seabed:		<b>10</b>
If the plankton sample is no longer touching the kelp forest:		<b>10</b>
If a piece of the trident is no longer touching the shipwreck:		<b>20</b>
<b>Bonus:</b> If both pieces are no longer touching the shipwreck:		<b>10 ADDED</b>



<b>MISSION 15</b>	<b>RESEARCH VESSEL</b>	
If any of the following are at least partly in the research vessel's cargo area:		
• Each sample:		<b>5 EACH</b>
• Trident Part(s):		<b>5 EACH</b>
• Treasure Chest:		<b>5</b>
If the port's latch is at least partly in the research vessel's loop:		<b>20</b>

<b>PRECISION TOKENS</b>	
If the number of precision tokens remaining is:	
1: <b>10</b> , 2: <b>15</b> , 3: <b>25</b> , 4: <b>35</b> , 5: <b>50</b> , 6: <b>50</b>	

<b>FINAL SCORE</b>	
<i>Final score is equal to the sum of all values in the score columns.</i>	

<b>Gracious Professionalism® displayed at the robot game table:</b>		
<b>DEVELOPING</b>	<b>ACCOMPLISHED</b>	<b>EXCEEDS</b>
<b>2</b>	<b>3</b>	<b>4</b>