



Team #	Match:	Referee:	Table:
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TEAM INITIALS:



**No Equipment Constraint:** When this symbol appears with 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."

### EQUIPMENT INSPECTION

(Prematch) The robot and all equipment fit completely in one launch area and under the height limit: **No** **Yes**

### MISSION 01 CORAL NURSERY

The coral tree is hanging on the coral tree support: **No** **Yes**

The bottom of the coral tree is in its holder: **No** **Yes**

The coral buds are flipped up: **No** **Yes**

### MISSION 02 SHARK

The shark is no longer touching the cave: **No** **Yes**

The shark is touching the mat at least partly in the shark habitat: **No** **Yes**

### MISSION 03 CORAL REEF

The coral reef is flipped up, not touching the mat: **No** **Yes**

Number of reef segments standing upright, outside of home, and touching the mat: **0 1 2 3**

### MISSION 04 SCUBA DIVER

*The "coral nursery" includes any part of the Mission 01 mission model.*

The scuba diver is no longer touching the coral nursery: **No** **Yes**

The scuba diver is hanging on the coral reef support: **No** **Yes**

### MISSION 05 ANGLER FISH

The angler fish is latched within the shipwreck: **No** **Yes**

### MISSION 06 RAISE THE MAST

*The shipwreck's mast is considered raised when the latch prevents it from returning to its starting position.*

The shipwreck's mast is completely raised: **No** **Yes**

### MISSION 07 KRAKEN'S TREASURE

The treasure chest is completely outside the kraken's nest: **No** **Yes**

### MISSION 08 ARTIFICIAL HABITAT

*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.*

Number of artificial habitat stack segments completely flat and upright: **0 1 2 3 4**

### MISSION 09 UNEXPECTED ENCOUNTER

The unknown creature is released: **No** **Yes**

The unknown creature is at least partly in the cold seep: **No** **Yes**

### MISSION 10 SEND OVER THE SUBMERSIBLE

*Teams may not block the opposing team. It is not possible to earn the bonus in remote competitions or if there is no opposing team.*

Your team's yellow flag is down: **No** **Yes**

The submersible is clearly closer to the opposing field: **No** **Yes**

### MISSION 11 SONAR DISCOVERY

Number of whales revealed: **0 1 2**

### MISSION 12 FEED THE WHALE

Number of krill at least partly in the whale's mouth: **0 1 2 3 4 5**

### MISSION 13 CHANGING SHIPPING LANES

The ship is in the new shipping lane, touching the mat: **No** **Yes**

### MISSION 14 SAMPLE COLLECTION (5,10,10,20 OR 30)

The water sample is completely outside the water sample area: **No** **Yes**

The seabed sample is no longer touching the seabed: **No** **Yes**

The plankton sample is no longer touching the kelp forest: **No** **Yes**

Number of trident pieces no longer touching the shipwreck: **0 1 2**

### MISSION 15 RESEARCH VESSEL

Number of samples, trident part(s), or treasure chest at least partly in the research vessel's cargo area: **0 1 2 3 4 5 6**

The ports latch is at least partly in the research vessel's loop: **No** **Yes**

### PRECISION TOKENS

Number of precision tokens remaining: **1 2 3 4 5 6**

**Gracious Professionalism® displayed at the robot game table:**

DEVELOPING	ACCOMPLISHED	EXCEEDS
2	3	4