



# PRACTICE SCORING WORKSHEET

Use this to practice development and timed runs of your robot. **Always check current FLL Game Rulings for the latest rulings on mission scoring. See Official FIRST Robot Game - Missions directions for Visual Details.**



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## FIRST LEGO League Challenge 2010-2011

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MISSION	SCORING	PTS	MISSION	SCORING	PTS
<b>Common Bone Repair</b> 	Set (align) the arm bone, then apply the blue cast. The cast needs to be all the way down and it needs to completely cover the break CAST APPLIED = 25 points		<b>Bad Cell Destruction</b> 	Some bad cells (black panels) are set randomly to face South, and the rest to face North. This randomization happens whenever the robot is outside Base, unless the robot is currently interacting with the cells, or has already gotten them into scoring position... -Show bad-cell identification by clicking cells such that some blacks face up, and the rest face North. IDENTIFICATION = 20 Points ---OR--- -Show bad-cell destruction by clicking cells such that 5 blacks face North. DESTRUCTION = 25 Points Positions must be fully clicked in either case.	
<b>Bionic Eye</b> 	Move at least one bionic eye so it's touching the upper body (solid or outline) of the person at the center of the field. AT LEAST ONE EYE TOUCHING UPPER BODY=20 points		<b>Pace Maker</b> 	Install the pace maker in the heart so that the free end of the black tube is in the heart, but the gray body of the pace maker is not. PACE MAKER TUBE END IN HEART, BODY OUT = 25 Points	
<b>Cardiac Patch</b> 	Get the cardiac patch into the heart. PATCH APPLIED = 20 Points		<b>Nerve Mapping</b> 	MISSION - Move the brain's West input nerve to see which nerve shows an East output signal. The red of one of the output nerves needs to be obviously moved outward from the brain, but it doesn't matter how far. NERVE INPUT / OUTPUT REVEALED = 15 Points	
<b>Special Bone Repair</b> 	Insert the bone bridge in the leg. Then test the repair by moving the leg so the foot kicks the ball, hopefully scoring a goal. -bone is inserted all the way down at the end of the match or a goal is scored BONE BRIDGE INSERTED= 15 points		<b>Object Control through Thought</b> 	MISSION – Open the door at least half way by only moving the brain's South input nerve. DOOR OPEN AT LEAST HALF WAY = 20 Points	
<b>Rapid Blood Screening</b> 	Get the syringe to Base. Then separate the white blood cells from the red ones. Finally, get ONLY the whites blood cells into the patient's area (anywhere in the non-orange region at the east of the mat). <i>The syringe and any blood cells in it may be handled / separated by hand as soon as any part of the syringe reaches Base.</i> SYRINGE (HAS BEEN) IN BASE = 25 Points		<b>Professional Teamwork</b> 	MISSION - Move both the doctor and the biomedical engineer to meet with the patient, anywhere in the patient's area. PEOPLE ALL TOGETHER IN THE PATIENT'S AREA = 25 Points	
	ALL THREE WHITE BLOOD CELLS IN PATIENT'S AREA = 15 Points		<b>Stent</b> 	Widen the constricted artery by inserting the stent. Opposing artery walls must be obviously parallel to each other. STENT INSTALLED / ARTERY EXPANDED = 25 Points	
	<b>ONE OR MORE RED BLOOD CELLS IN PATIENT'S AREA → = 0 [ZERO] POINTS FOR THIS MISSION</b>		<b>Medicine Auto Dispensing</b> 	MISSION – Dispense all of the blue and white, but no pink medicine from the dispenser. Also, get the container with blue and white medicine (at least one of each) into the patient's area. BLUE AND WHITES OFF, PINKS ON = 25 Points	
	TOUCH PENALTY OBJECTS - Red blood cells are this game's "touch penalty objects" as described in the Rules. They're each worth automatic/free points anywhere on the field. But touching the active robot outside Base causes the referee to take one red blood cell from the field, each time, until they're gone. Any in the patient's area will be taken last. <b>Total Red Blood Cells Remaining ____ * 5</b> RED BLOOD CELLS NOT TAKEN BY THE REFEREE = 5 Points each (40 possible points)		<b>Robotic Sensitivity</b> 	MISSION - Get the weight to the up position by pushing the blue panel only. WEIGHT ALL THE WAY UP = 25 Points	
<b>Mechanical Arm Patent</b> 	Get the mechanical hand to hold the patent. If two hands are holding the patent, both teams get full points. PATENT IS GRABBED BY YOUR SIDE'S HAND = 25 Points		<b>SUBTOTAL</b>		
<b>SUBTOTAL</b>			<b>SUBTOTAL</b>		
<b>TOTAL →</b>					

Date/Time of Run: \_\_\_\_\_ By: \_\_\_\_\_

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