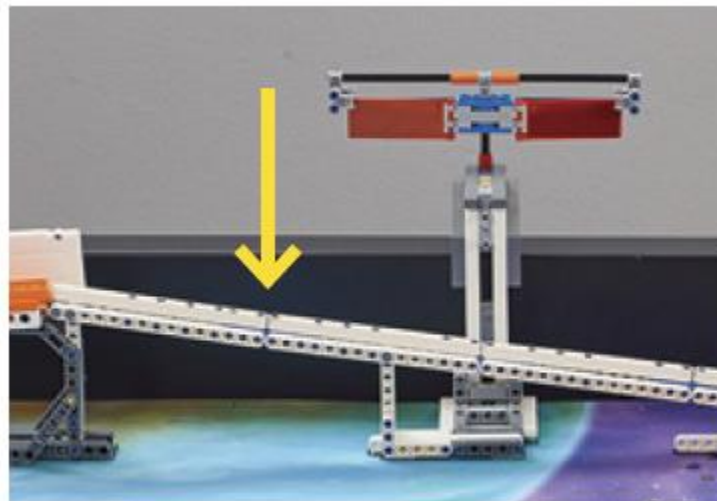


M01 - SPACE TRAVEL

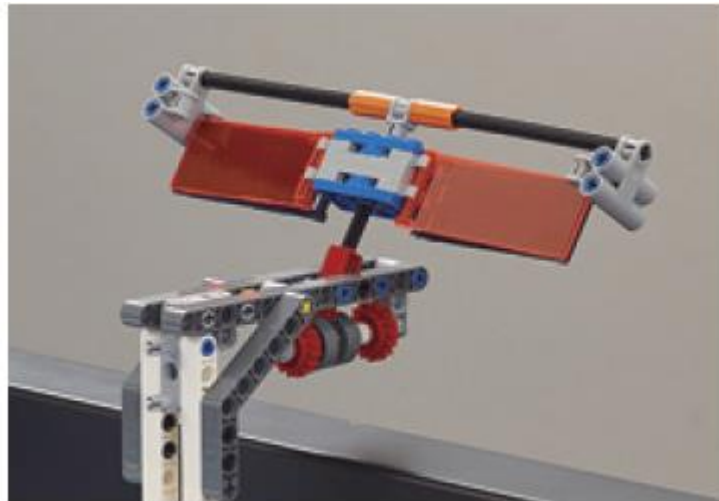
<p style="text-align: center;">Mission</p> <p>The Robot needs to send Payload rockets (carts) rolling down the Space Travel Ramp. The first cart is pre-set and ready to go, but the Robot needs to load the other two from Base.</p>	<p>0, 10, 14, 22, 24, 32, 36, 46 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



FIRST TRACK CONNECTION

M02 - SOLAR PANEL ARRAY

<p>Mission Solar Panels need to be Angled toward or away from you, depending on strategy and conditions.</p>	<p>0, 18, 22, 40 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



ANGLED

M03 - 3D PRINTING

<p style="text-align: center;">Mission</p> <p>The Robot needs to get a Regolith Core Sample and place it into the 3D Printer, which will cause the 2x4 Brick to pop out. The ejected 2x4 Brick can then be delivered elsewhere for more points.</p>	<h1>0, 18, 22</h1> <p>points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



Norhteast Planet Area



22



18

M04 - CRATER CROSSING

<p style="text-align: center;">Mission</p> <p>The Robot or whatever agent-craft it sends out needs to cross the Craters Model completely, by driving directly over it. Not near it. Not around it.</p>	<p>0, 20 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



Between the Towers



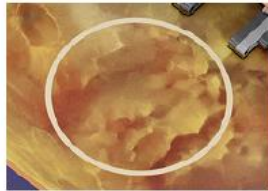
Past the Gate

M05 - EXTRACTION

<p style="text-align: center;">Mission</p> <p>The Robot needs to get all the Core Samples out of the Core Site Model, then it has options for what to do with them as described here, and in Mission M03.</p>	<p>0, 16, 24, 26, 28, 34, 36 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



16



LANDER'S TARGET CIRCLE



12



10



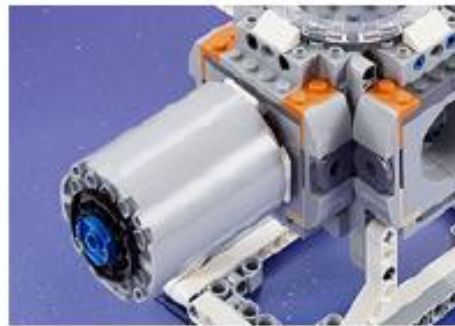
8

M06 - SPACE STATION MODULES

<p style="text-align: center;">Mission</p> <p>The Robot needs to remove and insert Modules among the Habitation Hub's port holes.</p>	<p style="text-align: center;">0, 14, 16, 30, 32, 46 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



16



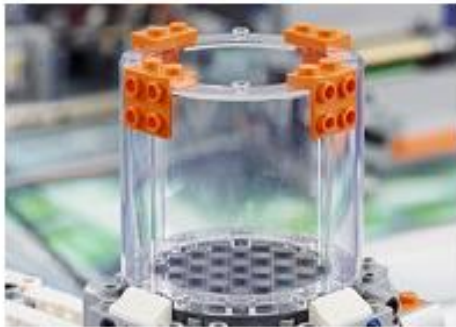
16



14

M07 - SPACE WALK EMERGENCY

<p style="text-align: center;">Mission</p> <p>The Robot needs to get Gerhard's body into the Airlock Chamber.</p>	<p>0, 18, 22 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



AIRLOCK CHAMBER



22



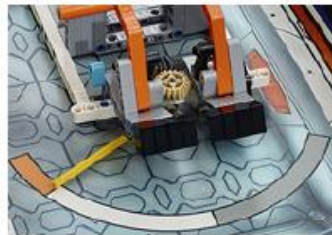
18

M08 - AEROBIC EXERCISE

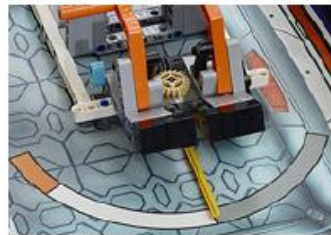
<p style="text-align: center;">Mission</p> <p>The Robot needs to repeatedly move one or both of the Exercise Machine's Handle Assemblies to make the Pointer advance.</p>	<h1>0, 18, 20, 22</h1> <p>points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



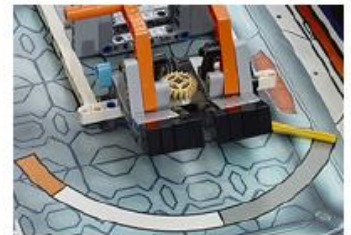
HANDLE ASSEMBLY



22 (BENEFIT OF THE DOUBT)



18



18

M09 - STRENGTH EXERCISE

<p style="text-align: center;">Mission The Robot needs to lift the Strength Bar to scoring height.</p>	<p style="font-size: 2em;">0, 16 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



STRENGTH BAR



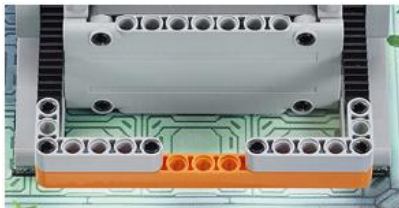
16



0

M10 - FOOD PRODUCTION

<p style="text-align: center;">Mission</p> <p>Move the Push Bar the right distance at the right speed, to get into the green scoring range.</p>	<h1>0, 16</h1> <p>points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



PUSH BAR



16



16



0

M11 - ESCAPE VELOCITY

<p>Mission The Robot needs to impact the Strike Pad hard enough to keep the spacecraft from dropping back down.</p>	<p>0, 24 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



STRIKE PAD

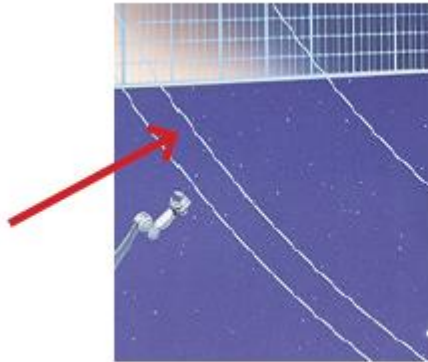


24

M12 - SATELLITE ORBITS

<p style="text-align: center;">Mission</p> <p>The Robot needs to move one or more Satellites to the Outer Orbit.</p>	<p>0, 8, 16, 24 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

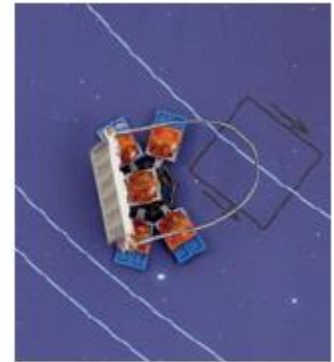
BETWEEN
ONLY THESE
TWO LINES



OUTER ORBIT



8



0

M13 - OBSERVATORY

<p style="text-align: center;">Mission</p> <p>A space telescope is astonishing, but it can't beat the accessibility and simplicity of a college or science museum observatory - that is, if you know how and where to point it.</p>	<h1>0, 16, 18, 20</h1> <p>points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



16



16



0

M14 - METEOROID DEFLECTION

<p style="text-align: center;">Mission</p> <p>From west of the Free-Line, send one or both Meteoroids Independently to the Meteoroid catcher.</p>	<p>0, 8, 12, 16, 20, 24 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



FREE-LINE



MUST BE INDEPENDENT WHILE EAST OF THE FREE-LINE



24



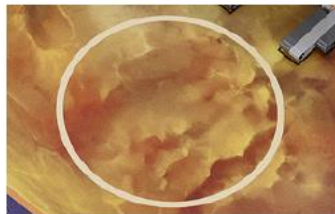
20

M15 - LANDER TOUCH-DOWN:

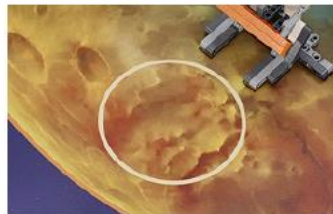
<p style="text-align: center;">Mission</p> <p>Get the Lander to one of its targets intact, or at least get it to Base.</p>	<h1>0, 16, 20, 22</h1> <p>points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



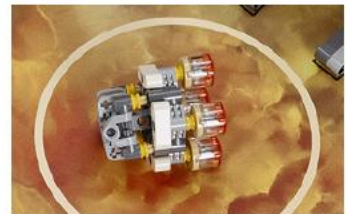
INTACT



LANDER'S TARGET CIRCLE



NORTHEAST PLANET AREA



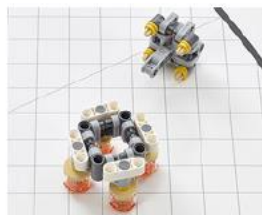
22



20



20



16



0



0

P01 – INTERRUPTION PENALTIES

<p>Mission FIRST LEGO League Mission Requirements need to be achieved by your Robot through its programs and its use of equipment. You're allowed to hand-rescue your Robot, but that does cause this Penalty. Be sure to pay extra attention to the Rules where they talk about "Interruptions."</p>	<p>-18, -15, -12, -9, -6, -3, 0 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>



PENALTY DISCS

Mission Table

