

Always check current FLL Q&A for the latest rulings on mission scoring.

**See Robot Missions for Visual Details**

MISSION	SCORING	PTS	MISSION	SCORING	PTS
<b>Gain Access to Places</b>  <b>(Choose one)</b>	<b>TARGET SPOT</b> Required Condition: Parked with at least one of its drive wheels or treads touching the round target  = 25 Points		<b>Survive Impacts</b>	<b>VEHICLE IMPACT TEST</b> Required Condition: The truck needs to no longer touch the ramp's red stopper beam. Your entire vehicle needs to be completely out of Base when it produces the required condition, otherwise the referee removes two upright warning beacons (in the same manner as two touch penalties).  = 20 Points	
	<b>OR</b>		<b>Survive Impacts</b>	<b>SINGLE PASSENGER RESTRAINT TEST</b> Required Conditions: The crash-test figure needs to be aboard your vehicle for the entire match. The first time your vehicle is without the figure, the referee removes the figure. Any constraint system is okay as long as the figure can be separated quickly after the match.  = 15 Points	
	<b>YELLOW BRIDGE DECK</b> Required Condition: Parked with at least one of its drive wheels or treads touching your yellow bridge decking, but not touching any red decking or the mat.  = 20 Points		<b>Survive Impacts</b>	<b>MULTIPLE PASSENGER SAFETY TEST</b> Required Condition: All four people are sitting or standing in or on a transport device of your design, and some portion of that object is in the round target area.  = 10 Points	
<b>OR</b>					
<b>VEHICLE SHARING</b> Required Condition: Parked with at least one of its drive wheels or treads touching your red bridge decking, but not touching the mat.  = 25 Points					
<b>Gain Access to Things</b>	<b>ACCESS MARKERS</b> Required Condition: Access markers need to be in their "down" position.  (4 or less) ___ x 25 = ___ Points			<b>Touch Penalties</b>  <b>Warning beacons are the touch penalty objects for the Smart Move Robot Game.</b>  This means each time you touch your vehicle while it's completely out of Base, the referee removes one upright beacon. The beacons are removed in order from south to north, then from west to east. If there are no upright beacons at the time of the touch, there is no penalty.	
<b>Gain Access to Things</b>	<b>LOOPS</b> Required Condition: Loops need to be in Base.  (11 or less) ___ x 10 = ___ Points			<b>Bonus</b>  <b>Have all three gray loops reached Base? Y N</b> You may take one red loop into Base by hand.  <b>Have all three red loops have reached Base? Y N</b> You may take one loop of any color into Base by hand.	
<b>Avoid Impacts</b>	<b>WARNING BEACONS</b> Required Condition: Warning beacons need to be upright (square to the mat).  (8 or less) ___ x 10 = ___ Points				
<b>Avoid Impacts</b>	<b>SENSOR WALLS (AVOIDANCE OPTION)</b> Required Condition: Sensor walls need to be upright (square to the mat). Any four walls can count. Only four walls can count. Each upright sensor wall also requires a "down" access marker. Example: If there are four upright walls but only three access markers down, only three walls count.  (Max of 4) ___ x 10 = ___ Points				
<b>Or</b>					
<b>Survive Impacts</b>	<b>SENSOR WALLS (IMPACT OPTION)</b> Required Condition: No (zero) sensor walls are upright.  = 40 Points				
<b>SUBTOTAL</b>			<b>SUBTOTAL</b>		
			<b>TOTAL</b>		

Run Date \_\_\_\_\_ Time \_\_\_\_\_ Total time to complete missions: \_\_\_\_\_

Notes: