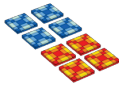
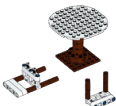




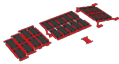
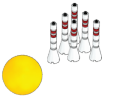





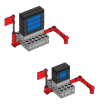


MISSION	SCORING	PTS	MISSION	SCORING	PTS
	MISSION: Read the Rules page, Field Setup page, and the Updates page. SCORING CONDITION(S): If you don't read them carefully you will not do well.		 MISSION: QUILTING SCORING CONDITION(S): Blue quilt squares touching their black target regions. 15 points each (30 points possible) ALSO Orange quilt squares touching their black target area. 30 points each (60 points possible)		
	MISSION: WOOD WORKING SCORING CONDITION(S): Chair is fixed and in Base: 15 points [OR] Chair is fixed and any part of it is in the space under the table: 25 points		 MISSION: CARDIOVASCULAR EXERCISE SCORING CONDITION(S): Points are shown in red on chart (see Robot Game: Missions) -60 to 118 points <i>Method Restriction: Between every click of the wheel and the next, but robot must get completely into Base at least once.</i> Touch Penalty – If you touch your robot while it's outside Base, the referee clicks the cardiovascular exercise dial one click toward zero.		
	MISSION: MEDICINE SCORING CONDITION(S): Green bottle in Base and no orange bottles obviously moved or angled out of the setup position: 25 points		 MISSION: FLEXIBILITY SCORING CONDITION(S): Yellow loops in Base: 20 points each (40 points possible)		
	MISSION: SERVICE ANIMALS SCORING CONDITION(S): Dog is in base: 20 points <i>Method Restriction: The dog's initial movement to Base must be caused by a push or impact to the gray disc.</i>		 MISSION: TRANSITIONS SCORING CONDITION(S): Robot touching tilted center platform only: 45 points [or] Robot touching balanced center platform only: 65 points <i>For either case: The center platform must not be touching anything but the mat and the robot. The center platform must remain between the stairs and the ramp.</i>		
	MISSION: BOWLING SCORING CONDITION(S): 1 to 5 pins down: 7 points each [or] 6 pins down: 60 points <i>Method Restriction: Each pin's fall must be caused by impact from a completely loose and independent ball (not touching or guided by anything at the time of impact) or another loose/independent pin. Pins falling for any other reason are worth 0 points</i>		 MISSION: SIMILARITY RECOGNITION AND COOPERATION SCORING CONDITION(S): Pointer on your field aligns with the other team's pointer 45 points <i>Pointer on your field is parallel with pointer on other field (direction doesn't matter)</i>		
	MISSION: STRENGTH EXERCISE SCORING CONDITION(S): Weight height equal to or between the ones labeled LOW: 15 points [or] Heights equal to or higher than the one labeled HIGH: 25 points <i>Method Restriction: The weight must rise due to the west bar being lifted</i>		 MISSION: "FUTURE EFFECTS OF OUR CURRENT DECISIONS" SCORING CONDITION(S): Balls on the racks (all balls, center + sides, any color, added together): 10 points for both teams, for each ball ALSO Your color ball in the center position: 60 points FOR YOUR TEAM ONLY (130 points possible)		
	MISSION: STOVE SCORING CONDITION(S): All 4 burners black: 25 points		<p style="text-align: right;">SUBTOTAL</p>		
	MISSION: GARDENING SCORING CONDITION(S): Plant's base touching a white target area: 25 points				
	MISSION: VIDEO CALL SCORING CONDITION(S): Flags all the way up: 20 points each (40 points max)				
SUBTOTAL			<i>(Total Possible Points – 733)</i>		
TOTAL →					

Date/Time of Run: _____ By: _____

Notes:

Thanks to Debbie Dinnino for the hard work of sorting out the scoring.

Version 2 with updated "Future Effects" score and total score.

Note that on some forums people are indicating higher scores, but those are strategic issues you'll have to find on your own. This sheet only scores what is plainly evident in the rules.