



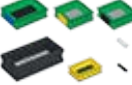










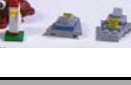
# UNOFFICIAL PRACTICE SCORING WORKSHEET

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.**  
**FIRST LEGO League Challenge**



Use this as a practice and instructional scoring guide. See the website for pure scoring sheets.

With corrections from "FLL Trash Trek Updates" of 8/28/15

Mission	Scoring	Points	Mission	Scoring	Points
<b>M01 – Using Recycled Material</b> 	<b>Green Bin containing at least one matching Yellow or Blue Bar, all from the other team, is completely in your Safety.</b> Value: 60 per bin in either safety for each scoring bin in either safety, the other team gets the points too, and vice versa.		<b>M06 – Scrap Cars</b> 	<b>Basic Mission Description: Fix the old Car by installing the Engine/Windshield, or fold the Car and sell it for scrap.</b> Specific physical requirement, visible at the end of the match as needed (Score Only One Way): + Value: 65 The Engine/Windshield unit is installed in the unfolded Car in the proper space and direction.* + Value: 50 The Car is completely folded and completely in the East Transfer Area. *Leniency: Full/exact nesting is not required. Method Constraint: The Car must never cross into Safety, even partly.	
<b>M02 – Methane</b> 	<b>Specific physical requirement, visible at the end of the match: Methane is in the Truck's engine compartment, and/or the Factory's Power Station.</b> Value: 40 per methane. Leniency: Full/Exact nesting is not required.		<b>M07 – Cleanup</b> 	<b>Specific physical requirement, visible at the end of the match as needed (Score Any That Apply):</b> + Value: 30 Per Bag Plastic Bags are completely in Safety. + Value: 20 Per Animal *Animals are completely in any circle which is completely empty of Plastic Bags. + Value: 35 The Chicken is completely in the small circle. *The fish Food Scrap doesn't count as an Animal.	
<b>M03 – Transport</b> 	<b>Specific physical requirement, visible at the end of the match (score one or both):</b> Value: 50 The Truck supports all of the Yellow Bin's weight. Value: 60 The Yellow Bin is completely east of the Truck's Guide.		<b>M08 – Composting</b> 	<b>Specific physical requirement, visible at the end of the match (Score Only One Way):</b> + Value: 60 The Compost is ejected, but not completely in Safety. + Value: 80 The Compost is completely in Safety.	
<b>M04 – Sorting</b> 	<b>Specific physical requirement, visible at the end of the match:</b> Yellow/blue bars are in their matching green bin and the bin (bins score independently)... + Value: Per Bin (See M01) is completely in the other team's Safety, by way of your West Transfer. + Value: 7 Per Bar is completely in your West Transfer Area and/or completely on your West Transfer. + Value: 6 Per Bar was never completely in your West Transfer Area (all "Areas" are defined below). Method Constraint: These require sequence/path as described, in addition to final positions. Black bars are (bars score independently)... + Value: 8 Per Bar part of a scoring Flower Box, or in their original Setup position. + Value: 3 Per Bar in their matching Green Bin, or in the Landfill Bin. + Value: Minus 8 Per Bar anywhere else. Method Constraint: Bars must only enter Green Bins directly from the Sorter's east chute or CAREERS BONUS...		<b>M09 – Salvage</b> 	<b>Specific physical requirement, visible at the end of the match:</b> + Value: 60 The Valuables are completely in Safety.	
<b>M05 – Careers</b> 	<b>Basic Mission Description: Move at least one person to the Sorter Area to earn a helpful exception to the Rules.</b> Specific physical requirement, visible at the end of the match as needed: At least one Person is completely in the Sorter Area. + Value: 60 Plus this R10 Leniency Bonus: Team technicians and/or the ref (if needed / asked) are allowed to unclog any east chute blockage by hand, and/or put mis-sorted bars into their correct bin, including bars that didn't land in any bin.		<b>M10 – Demolition</b> 	<b>Basic Mission Description: Demolish the Building and decide what to do with the materials.</b> Specific physical requirement, visible at the end of the match: + Value: 85 None of the Building's twelve beams is left standing in Setup position.	
			<b>M11 – Purchasing Decisions</b> 	<b>Basic Mission Description: Decide about buying Toy Planes based on their Packaging.</b> Specific physical requirement, visible at the end of the match: + Value: 40 Per Plane Toy Planes are completely in Safety.	
			<b>M12 – Repurposing</b> 	<b>Specific physical requirement, visible at the end of the match:</b> + Value: 40 The Compost is perfectly nested inside one of the Packages from which a Toy Plane has been removed. The Package is in original condition.	
<b>Penalties</b>		For each Penalty as described in Rule D09, the Ref will place one Black Bar on the Mat in a convenient out-of-the-way place, not to exceed four Bars. The Ref may shift them out of the robot's way as needed, but they must always stay in a negative scoring position. + Value: See SORTING mission, black bar details above			
<b>TOTAL →</b>					

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

Notes:

