Robofest® 2022 Game StackRolls Scoring SheetUpdated 12/2/20

Division: Junior / Senior Team Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Team School / Organization Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Team Number: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Round: *First* *Second* Field No.: \_\_\_\_\_\_\_\_\_

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Judging Items** (to be checked when the *2-minute Game is ended*) | | | | | **Point Value** | | **Score Earned / Lost** |
| **Stacking Points (SP) - Height of the tallest stack** | 5 | | | | 53 | |  |
| 4 | Height of 2nd tallest can be 1+ or 0++ | | | 43 | |
| 3 | Height of 2nd tallest stack | 2 | | 33 | |
| 1+ or 0++ | | 30 | |
| 2 | Height of 2nd tallest stack | 2 | | 23 | |
| 1+ or 0++ | | 20 | |
| **Location Points (LP)** | Number of rolls completely inside the Target Zone | | |  | x 7 = | |  |
| Number of rolls partly inside Target Zone | | |  | x 3 = | |  |
| Number of rolls moved from the original location\* | | |  | x 1 = | |  |
| The robot remained intact throughout the run. No part was dropped on the table. | | | | | 2 | |  |
| A full-reset was done (full-reset penalty) \* | | | | | **-3** | |  |
| Game-Ending task is achieved | | | | | 10 | |  |
| *(\*) See examples of move in the rules.*  *(\*\*) When a violation occurs, the team can either stop the game or request a full-reset & rerun. When 2nd violation occurs, the game is terminated. Grab the robot immediately! Note: partial reset is not allowed.*  *(*+*) Including unmoved*  *(*++*) off-table, sideway, or odd stack case* | | | | | Total Score | | *Max. 100+* |
| If Total Score is 100+, record time in seconds | *Time Left* |  |
| *Elapsed* |  |

*Judge initials: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Team player initials: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*