

# Robofest 2006 “Toxic Barrel Cleanup” Challenge Scoring Sheet for Junior Division

(Bring this form to the On-deck circle, Staging Area)

Team School (Organization) Name: \_\_\_\_\_ Team Number: \_\_\_\_\_

Round: Practice     First     Second     Final     Race Track No: \_\_\_\_\_

Match No: \_\_\_\_\_

MISSIONS			Point Value	Score Earned	
1	Muscle Bot (40 pts)	Start successfully and reach the 2 <sup>nd</sup> board	10		
		Start manually and reach the 2 <sup>nd</sup> board	2		
2		Follow the path and touch the gate	5		
3		Drop gate bar off the 2 <sup>nd</sup> board. If it is on the board, 2 partial points. (robot must stay on the board)	15 or 2		
4		Return home (entire body passes the base line) and stop (and let the CleanupBot start automatically)	10		
5		Cleanup Bot (55 pts)	Start automatically and reach the 2 <sup>nd</sup> board, after No. 4 mission above is completed	10	
			Start manually and reach the 2 <sup>nd</sup> board	2	
6			Pass the gate (human player may open/remove the gate, in case the first robot did not accomplish the no. 3 task)	5	
7	Remove two toxic barrels on the line (7 points each) and inside the circle (16 pts). Two points, if inside bottle is just contacted by the robot.		7		
			7		
			16 (2)		
8	Unknown mission		10		
Absolutely no human help was given during the entire span of a game			5		
<b>If the mission is restarted, the score previously earned will not be lost.</b> (Even if a team fails on a particular mission during the second try in a round, they will get the points for the mission if they succeeded the first time)			Flash Extra Points (*)		
			Total Score Max. 100+2		
			Time if score is 100 w/o Flash Extra Points	( sec.xx )	

(\*) 1<sup>st</sup> perfect score team: 2 points, 2<sup>nd</sup> perfect score team: 1 point

Revised 3-17-06

# Robofest 2006 “Toxic Barrel Cleanup” Challenge Scoring Sheet for Senior Division

(Bring this form to the On-deck circle, Staging Area)

Team School (Organization) Name: \_\_\_\_\_ Team Number: \_\_\_\_\_

Round: Practice    First    Second    Final    Race Track No: \_\_\_\_\_

Match No: \_\_\_\_\_

MISSIONS			Point Value	Score Earned
<b>1</b>	Muscle Bot (40 pts)	Start successfully and reach the 2 <sup>nd</sup> board	<b>10</b>	
		Start manually and reach the 2 <sup>nd</sup> board	2	
<b>2</b>		Follow the path and touch the gate	<b>5</b>	
<b>3</b>		Drop 2 gate bars off the 2 <sup>nd</sup> board. If only one bar is dropped off, 8 points. <b>(robot must stay on the board)</b>	<b>15 or 8</b>	
<b>4</b>		Return home (entire body passes the base line) and stop (and let the CleanupBot start automatically)	<b>10</b>	
<b>5</b>		Start automatically and reach the 2 <sup>nd</sup> board, after No. 4 mission above is completed	<b>10</b>	
		Start manually and reach the 2 <sup>nd</sup> board	2	
<b>6</b>		Cleanup Bot (55 pts)	Pass the gate (human player may open/remove the gate, in case the first robot did not accomplish the no. 3 task)	<b>5</b>
<b>7</b>	Remove two toxic barrels on the line (7 points each) and inside the circle (8 each).		7	
			7	
			8	
<b>8</b>	Unknown mission	<b>10</b>		
<b>Absolutely no human help was given during the entire span of a game</b>			<b>5</b>	
<b>If the mission is restarted, the score previously earned will not be lost.</b> (Even if a team fails on a particular mission during the second try in a round, they will get the points for the mission if they succeeded the first time)			<i>Flash Extra Points (*)</i>	
			<b>Total Score Max. 100+2</b>	
			<b>Time</b> if score is 100 w/o Flash Extra Points	( sec.xx )

(\*) 1<sup>st</sup> perfect score team: 2 points, 2<sup>nd</sup> perfect score team: 1 point

Revised 3-17-06