

## Treasure Hunt Game Scoring Sheet

Team Name: \_\_\_\_\_ Team Number: \_\_\_\_\_

Round: **1**    **2**    **3**

Track No: \_\_\_\_\_

| Judging Items                                       | Count       | Point Value (per count) | Score Earned / Lost |
|---|-------------|-------------------------|---------------------|
| Number of Lego cubes moved from the grid location   | 0 1 2 3 4 5 | 5                       | <i>Max. 25</i>      |
| Number of Lego cubes loaded on to the robot (*)     | 0 1 2 3 4 5 | 10                      | <i>Max. 50</i>      |
| Number of Lego cubes on the robot in the finish (*) | 0 1 2 3 4 5 | 5                       | <i>Max. 25</i>      |
| <b>Sub Total</b>                                    |             |                         |                     |
| Number of black tiles completely uncovered          | 0 1 2       | -50                     | <i>Max.-100</i>     |
| Number of black tiles partially uncovered           | 0 1 2       | -25                     | <i>Max.-50</i>      |
| <b>Total Score</b>                                  |             |                         |                     |

**(\*) NOTE: No points are scored for moving/loading/carrying Lego Cubes covering the Black Tile**

Judge initials: \_\_\_\_\_

Team player initials: \_\_\_\_\_