

# Robofest 2015 Qualifier: U of D Jesuit Jr. Game

## RoboBowl

Round 1 Correct Value (x)

Round 2 Correct Value (x):

Team ID	Team	Round 1				Round 2				Avg	Rank	Trophy	Adv
		Total	Measured*	e	Final	Total	Measured*	e	Final				
1757-1	5 Stoc	87		0.00853	97.906	80	94.19	0.00849	90.907	94.41	1	Yes	Yes
2182-1	Pi-rho	87		0.00500	97.945	77	97.00	0.02105	87.768	92.86	2	Yes	Yes
2182-3	Charg	70		0.02560	80.718	47	90.72	0.04505	57.504	69.11	3	Yes	Yes
2182-2	Madri	60		0.02000	70.780	34	98.00	0.03158	44.653	57.72	4		Yes
1719-4	CtK4	53		no data	53.000	58		no data	58.000	55.50	5		Yes
1718-2	Gesu	38		no data	38.000	58		no data	58.000	48.00	6		Yes
1719-5	CtK5	50		no data	50.000	30		no data	30.000	40.00	7		Yes
2192-3	Pierce	12		0.01400	22.846	51		no data	51.000	36.92	8		Yes
2187-1	The C	64		no data	64.000	5		no data	5.000	34.50	9		wait list
2192-2	Pierce	10		0.01360	20.850	32	92.16	0.02990	42.671	31.76	10		
1719-2	CtK2	26		no data	26.000	34		no data	34.000	30.00	11		
1719-1	CtK1	39		no data	39.000	9		no data	9.000	24.00	12		
1719-3	CtK3	30		no data	30.000	17		no data	17.000	23.50	13		
2192-4	Pierce	10		0.41528	16.432	10	56.67	0.40351	16.561	16.50	14		
1230-1	Robo	5		no data	5.000	10	93.00	0.02105	20.768	12.88	15		
1718-3	Gesu	5		no data	5.000	5		no data	5.000	5.00	16		
810-3	Robo			no data				no data	0.000	0.00	17		
1832-2	Lego			no data				no data	0.000	0.00	17		
1893-2	AOW			no data				no data	0.000	0.00	17		
2085-1	Jetaa			no data				no data	0.000	0.00	17		
2208-1	ROBO			no data				no data	0.000	0.00	17		
1718-1	Gesu			no data				no data	0.000	0.00	17		
1993-5	Smart			no data				no data	0.000	0.00	17		
339-1	UHS C			no data				no data	0.000	0.00	17		
339-2	UHS C			no data				no data	0.000	0.00	17		
1230-2	Robo			no data				no data	0.000	0.00	17		
2199-1	Hama			no data				no data	0.000	0.00	17		
				no data	0.000			no data	0.000	0.00	17		

---

**\*" Measured " refers to robot's measurement of the black rectangle's width (mm) ; if robot does not report width,  
LEAVE MEASURED COLUMN BLANK -Do not enter 0**

Tie breaker:     (1) best final score of two rounds  
                  (2) rerun

Final score is determined by average of the two rounds.