Team #:	Referee:	
Round:	Table:	
FIRST*LEGO*League	10	WORLD CICSS SALE Learning Unleashed
9 - 8		11
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4		15
Team Initials:		

(please circle all selections)

Reverse Engineering		
Basket in Base	Yes No	
Your model is in Base, and is "identical"	Yes No	
Opening Doors		
Door opened by pushing handle down	Yes No	
Project-Based Learning		
Loops on scale 0 1 2 3 4	4 5 6 7	8
Apprenticeship		
Model presented to Referee	Yes No	
Touching circle, not in Base, people Bound	Yes No	
Search Engine		
Only Slider caused wheel to spin 1+ times	Yes No	
Only correct loop removed	Yes No	
Sports		
Ball shot from east/north of "Shot Lines" toward Net	Yes No	
Ball touching mat in Net at end of match	Yes No	
Robotics Competition		
Only Robotics Insert installed	Yes No	
Loop no longer touching model*	Yes No	
Using the Right Senses		
Loop no longer touching model*	Yes No	
Remote Communication/Learning Referee saw robot pull slider west	Yes No	
Thinking Outside the Box		
Idea model not touching Box, Box never in Base	Yes No	
Bulb faces UP	Yes No	
Community Learning		
Loop no longer touching model	Yes No	
	100 110	
Cloud Access  SD card is UP due to inserted "key"	Yes No	
	163 110	
Engagement  Valley postion moved couth	Vac. No.	
Yellow section moved south  Dial major marker Color (circle the appropriate section)	Yes No	
Red Orange Green Blue Red Blue Green	Orange Red	
N/A 10% 16% 22% 28% 34% 40% 46%	52% 58%	
Ticks past major marker N/A 0 1 2	3 4 5	
Adapting to Changing Conditions  Model rotated 90-ish degrees CCW	Yes No	
Penalties		
	4 5 6 7	8
Return Loose Items  2x yellow loops, 2x green loops, 2x red loops, 2x blue loops 2x sets of "reverse engineering" parts, 1x Robotics Insert	s, 1x ball, 2x pe	ople,