



## FLL CHALLENGE 2025-26 ROBOT GAME SCORESHEET

UNEARTHED

TEAM NUMBER

MATCH

TABLE

TEAM INITIALS

### EI EQUIPMENT INSPECTION

Robot and all equipment fit completely in one launch area and are under 12 in. (305 mm) height limit

(Y) (N) 20

### 01 SURFACE BRUSHING

Soil deposits completely cleared, touching the mat (10 each)

Archaeologist's brush is not touching the dig site

(0) (1) (2) (3) (Y) (N) 10

### 02 MAP REVEAL

Topsoil sections completely cleared (10 each)

(0) (1) (2) (3) (Y) (N)

### 03 MINESHAFT EXPLORER

Your team's minecart is on the opposing team's field

(Y) (N) 30

*Bonus: Opposing team's minecart is on your field (+10)*

(Y) (N) 10

*Minecart must pass completely through mineshaft entry. Bonus not possible without opposing team or in remote competitions.*

### 04 CAREFUL RECOVERY !

Precious artifact is not touching the mine

(Y) (N) 30

Both support structures are standing

(Y) (N) 10

### 05 WHO LIVED HERE? !

Structure floor is completely upright

(Y) (N) 30

### 06 FORGE

Ore blocks not touching the forge (10 each)

(0) (1) (2) (Y) (N)

*Technicians may open ore blocks by hand to reveal fossilized artifact when completely in home (see Mission 14).*

### 07 HEAVY LIFTING !

Millstone is no longer touching its base

(Y) (N) 30

### 08 SILO

Preserved pieces outside the silo (10 each)

(0) (1) (2) (3) (4) (5) (Y) (N)

### 09 WHAT'S ON SALE? !

Roof is completely raised

(Y) (N) 20

Market wares are raised

(Y) (N) 10



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## 10 TIP THE SCALES !

Scale is tipped and touching the mat

Scale pan is completely removed

<input checked="" type="radio"/>	<input type="radio"/>	20
<input checked="" type="radio"/>	<input type="radio"/>	10

## 11 ANGLER ARTIFACTS !

Artifacts are raised above the ground layer

*Bonus: Crane flag is at least partly lowered (+10)*

<input checked="" type="radio"/>	<input type="radio"/>	20
<input checked="" type="radio"/>	<input type="radio"/>	10

## 12 SALVAGE OPERATION !

Sand is completely cleared

Ship is completely raised

*Sand is considered completely cleared when the pull activator is past the line on the mat.*

<input checked="" type="radio"/>	<input type="radio"/>	20
<input checked="" type="radio"/>	<input type="radio"/>	10

## 13 STATUE REBUILD !

Statue is completely raised

<input checked="" type="radio"/>	<input type="radio"/>	30
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## 14 FORUM

Artifacts touching the mat and at least partly in the forum (5 each)

*Artifacts: Brush, Topsoil, Precious Artifact, Opposing Team's Minecart, Ore with Fossilized Artifact, Millstone, Scale Pan*

<input type="radio"/>											
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## 15 SITE MARKING

Sites with a flag at least partly inside and touching the mat (10 each)

*Sites are outlined on the mat wireframe.*

<input type="radio"/>				
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### PRECISION TOKENS REMAINING

- |                       |                       |                       |                       |                       |                       |
|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| <input type="radio"/> |
| 0 pts                 | 10 pts                | 15 pts                | 25 pts                | 35 pts                | 50 pts                |

## GP GRACIOUS PROFESSIONALISM DISPLAYED AT THE ROBOT GAME TABLE

- |                       |                       |                       |
|-----------------------|-----------------------|-----------------------|
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Developing            | Accomplished          | Exceeds               |

= Yes (fill to score)     = No (fill if not achieved)

! = No Equipment Constraint

*Blue Italic* = Bonus points

REFeree SIGNATURE

TEAM REPRESENTATIVE SIGNATURE

FINAL SCORE