



Team #	Match:	Referee:	Table:
--------	--------	----------	--------

TEAM INITIALS:



**No Equipment Constraint:** When this symbol appears with a mission, the following rule applies:  
“A mission model cannot earn points if it is touching equipment at the end of the match.”

*This rule applies only to the specific mission in which the constraint appears. If the same mission model is used in another mission where the constraint does not apply, it can earn points as usual. Each mission model is evaluated separately within its respective mission.*

SCORE

### EQUIPMENT INSPECTION

The robot and all equipment fit completely in one launch area and are under a height limit of 12 in. (305 mm) during the pre-match inspection:

20



### MISSION 01 SURFACE BRUSHING

Soil deposits completely cleared, touching the mat:

10 EACH

Archaeologist's brush is not touching the dig site:

10

### MISSION 02 MAP REVEAL

Topsoil sections completely cleared:

10 EACH

### MISSION 03 MINESHAFT EXPLORER

*Your team's minecart must pass completely through the mineshaft entry to score points for this mission. It is not possible to earn the bonus if there is no opposing team or in remote competitions.*

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

30

Bonus: And the opposing team's minecart is on your team's field:

10 ADDED



### MISSION 04 CAREFUL RECOVERY

Precious artifact is not touching the mine:

30

Both support structures are standing:

10



### MISSION 05 WHO LIVED HERE?

Structure floor is completely upright:

30

### MISSION 06 FORGE

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

Ore blocks not touching the forge:

10 EACH

### MISSION 07 HEAVY LIFTING

Millstone is no longer touching its base:

30

### MISSION 08 SILO

Preserved pieces outside the silo:

10 EACH



### MISSION 09 WHAT'S ON SALE?

Roof is completely raised:	20
Market wares are raised:	10

### MISSION 10 TIP THE SCALES

Scale is tipped and touching the mat:	20
Scale pan is completely removed:	10



### MISSION 11 ANGLER ARTIFACTS

Artifacts are raised above the ground layer:	20
<b>Bonus:</b> And the crane flag is at least partly lowered:	<b>10 ADDED</b>



### MISSION 12 SALVAGE OPERATION

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

Sand is completely cleared:	20
Ship is completely raised:	10



### MISSION 13 STATUE REBUILD

Statue is completely raised:	30
------------------------------	----



### MISSION 14 FORUM

Artifacts touching the mat and at least partly in the forum:	5 EACH
<i>Artifacts: Brush, Topsoil, Precious Artifact, Opposing Team's Minecart, Ore with Fossilized Artifact, Millstone, &amp; Scale Pan</i>	

### MISSION 15 SITE MARKING

*Sites are outlined on the mat wireframe.*

Sites with a flag at least partly inside and touching the mat:	10 EACH
--	---------

### PRECISION TOKENS

If the number of precision tokens remaining is:

**0: 0    1: 10,  2: 15,  3: 25,  4: 35,  5: 50,  6: 50**

### FINAL SCORE

*Final score is equal to the sum of all values in the score columns.*

**Gracious Professionalism® displayed at the robot game table:**

DEVELOPING

ACCOMPLISHED

EXCEEDS