

HYDRO DYNAMICS

M01 Pipe Removal Broken Pipe is completely in Base	Yes	No	
M02 Flow Big Water is on other team's Field (only by turning Pump System's valves(s))	Yes	No	
M03 Pump Addition Pump Addition has contact with the mat completely inside the target area	Yes	No	
M04 Rain At least one Rain is out of the Rain Cloud	Yes	No	
M05 Filter Lock latch is in dropped position	Yes	No	
M06 Water Treatment Big Water is ejected from Water Treatment model (only by Toilet's lever)	Yes	No	
M07 Fountain Middle layer is raised (due only to a Big Water in gray tub)	Yes	No	
M08 Manhole Covers Manhole cover(s) that are flipped over past vertical (and never reached Base) Both covers are flipped over and completely in separate Tripod targets	Yes	No	
M09 Tripod All the Tripod’s feet are touching the mat and Tripod is in a Tripod target	Completely	Partially	No
M10 Pipe Replacement New Pipe is installed where Broken Pipe was, in full/flat contact with the mat	Yes	No	
M11 Pipe Construction New Pipe has full/flat contact with the mat and is in its target	Completely	Partially	No
M12 Sludge Sludge is touching the visible wood of a drawn garden box	Yes	No	
M13 Flower Flower is raised (due only to a Big Water in brown pot) At least one rain is in the purple part, touching nothing but Flower model	Yes Yes	No No	
M14 Water Well Water Well has contact with the mat inside the target area	Completely	Partially	No
M15 Fire Fire is dropped (due only to Firetruck applying direct force to House’s lever)	Yes	No	
M16 Water Collection Water Target is East of Off-Limits line (and never reached Off-Limit line) At least one Rain is touching mat in Water Target Big Water touching mat in Water Target At least one pair of Big Waters are stacked in Water Target	Yes Yes Yes	No No No	
M17 Slingshot Slingshot is completely in the Slingshot target	Yes	No	

Rain AND Dirty Water are completely in the Slingshot target	Yes	No
M18 Faucet Water level is more blue than white (only by turning Faucet handle)	Yes	No
Penalties Number of Penalty discs in the white triangle area		