

# World Class

|   |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
|---|-----|---------|------------|-----------|----------|---------|------------|---------|---|-----|----|---|---|---|---|---|---|---|
| <b>Reverse Engineering</b>                                      |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Basket in Base  |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| Your model is in Base and is identical                          |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Opening Doors</b>  |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Door opened by pushing handle down                              |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Project-Based Learning</b>                                   |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Loops on scale  |     |         |            |           |          |         |            |         |   | 0   | 1  | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| <b>Apprenticeship</b>   |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Model presented to Referee                                      |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| Touching circle, not in Base, people Bound                      |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Search Engine</b>  |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Only Slider caused wheel to spin 1+ times                       |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| Only correct loop removed                                       |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Sports</b>   |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Ball shot from east/north of "Shot Lines" toward Net            |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| Ball touching mat in Net at end of match                        |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Robotics Competition</b>                                     |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Only Robotics Insert installed                                  |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| Loop no longer touching model                                   |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Using the Right Senses</b>                                   |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Loop no longer touching model                                   |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Remote Communication / Learning</b>                          |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Referee saw robot pull slider west                              |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Thinking Outside the Box</b>                                 |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Idea model not touching Box, Box never in Base, Bulb faces UP   |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| Idea model not touching Box, Box never in Base, Bulb faces DOWN |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Community Learning</b>                                       |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Loop no longer touching model                                   |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Cloud Access</b>   |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| SD card is UP due to inserted "key"                             |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Engagement</b>   |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Yellow section moved south                                      |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| Dial major marker color   |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
|   | N/A | Red 10% | Orange 16% | Green 22% | Blue 28% | Red 34% | Blue 40%   | Green   |   |     |    |   |   |   |   |   |   |   |
|   |     |         |            |           |          | 46%     | Orange 52% | Red 58% |   |     |    |   |   |   |   |   |   |   |
|   |     |         |            |           |          | N/A     | 0          | 1       | 2 | 3   | 4  | 5 |   |   |   |   |   |   |
| <b>Adapting to changing conditions</b>                          |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Model rotated 90-ish degrees CCW                                |     |         |            |           |          |         |            |         |   | Yes | No |   |   |   |   |   |   |   |
| <b>Penalties</b>  |     |         |            |           |          |         |            |         |   |     |    |   |   |   |   |   |   |   |
| Robot, Sprawl, Junk penalties                                   |     |         |            |           |          |         |            |         |   | 0   | 1  | 2 | 3 | 4 | 5 | 6 | 7 | 8 |