

# World Class

<b>Reverse Engineering</b>										
Basket in Base										
Your model is in Base and is identical										
Yes No										
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										
Touching circle, not in Base, people Bound										
Yes No										
Yes No										
<b>Search Engine</b>										
Only Slider caused wheel to spin 1+ times										
Only correct loop removed										
Yes No										
Yes No										
<b>Sports</b>										
Ball shot from east/north of "Shot Lines" toward Net										
Ball touching mat in Net at end of match										
Yes No										
Yes No										
<b>Robotics Competition</b>										
Only Robotics Insert installed										
Loop no longer touching model										
Yes No										
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										
Idea model not touching Box, Box never in Base, Bulb faces DOWN										
Yes No										
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										
	<b>N/A</b>	<b>Red 10%</b>	<b>Orange 16%</b>	<b>Green 22%</b>	<b>Blue 28%</b>	<b>Red 34%</b>				
		<b>Blue 40%</b>	<b>Green 46%</b>	<b>Orange 52%</b>	<b>Red 58%</b>					
Ticks past major marker			<b>N/A</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	

<b>Adapting to changing conditions</b>										
Model rotated 90-ish degrees CCW						<b>Yes</b>		<b>No</b>		

Penalties										
Robot, Sprawl, Junk penalties	0	1	2	3	4	5	6	7	8	