JUDGES	'CHECKLIST Table #: Tal	ole Reset Team Verified Rol	oot Size Check Calibration Hands	
EAM NAME :	2013 SEEDIN	G SCORE SHEET		
EAM #:		S	1 S2 S3	
1. LAUNCH AREA		1. LAUNCH AREA		
Poms	# x1 =	Poms	# x1 =	
Orange Foam Ball	# x5 =	Orange Foam Ball	# x5 =	
Red Cube	#x10 = = TOTAL	Red Cube	# x10 = = TOTAL	
Botguy	# x30 =	Botguy	# x30 =	
2a. TRANSPORT AREA NOT IN LAUNCH AREA (ON YOUR SIDE) *If the team scores in this area, do not use section 2b.		2a. TRANSPORT AREA NOT IN LAUNCH AREA (ON YOUR SIDE) *If the team scores in this area, do not use section 2b.		
Orange or Mixed Poms	# x2 =	Orange or Mixed Poms	# x2 =	
Green only Poms	# x25 =	Green only Poms	# x25 =	
Orange Foam Ball	# x10 = =	Orange Foam Ball	# x10 = =	
Red Cube	# x20 = TOTAL	Red Cube	# x20 = TOTAL	
Botguy	# x60 =	Botguy	# x60 =	
2b. TRANSPORT IN LAUNCH AREA (ON YOUR SIDE) *If the team scores in this area, do not use section 2a.		2b. TRANSPORT IN LAUNCH AREA (ON YOUR SIDE) *If the team scores in this area, do not use section 2a.		
Orange or Mixed Poms	# x3 =	Orange or Mixed Poms	# x3 =	
Green only Poms	# x50 =	Green only Poms	# x50 =	
Orange Foam Ball	# x15 = =	Orange Foam Ball	# x15 = <u>=</u>	
Red Cube	#x30 = TOTAL	Red Cube	# x30 = TOTAL	
Botguy	# x90 =	Botguy	# x90 =	
3. BOOSTERS OFF SKY CRANE		3. BOOSTERS OFF SKY CRANE		
Booster Packs	# x5 = =	Booster Packs	# x5 = =	
4. BOOSTERS ON LAUNCH PAD TOTAL		4. BOOSTERS ON LAUNCH P	4. BOOSTERS ON LAUNCH PAD TOTAL	
# # #	# #	# # #		
x10 x20 x30	x20	x10	x20	
2 x2 2 x2 2 x2 x2 x2 x2 x2 x2 x2 x2 x2 x	TOTAL	x2	TOTAL	
Ince the sheet is signed, TEAM SCORE cannot		PINK - TEAL = SEEDING SCOF	RE	
be challenged. Teams, ask to see Head Judge before initialing if there are any questions. PINK SCORE =			TEAL SCORE =	
TEAM INITIAL	S· TFAM#·			