

Artifact Recovery, Judges Sheet

Team Name:

Appraiser's Name:

Element	Range	Team Score
Creativity of Solution	0-20	
How well team worked together	0-50	
Artifact on Goal	<ul style="list-style-type: none">• 30 points, Artifact on Goal (not moving)• 20 points, Artifact within one foot• 10 points, Artifact within three feet	

- Up to 50 points for how well the team works together:
 - Up to 10 pts for good cooperation
 - Up to 10 pts for free sharing of ideas, no judgment
 - Up to 10 pts for demonstration of leadership at all levels
 - Up to 10 pts for contributions from every team member
 - Up to 10 points, judge's discretion

Rules

- Any Scout that gets within three feet of The Artifact will die after one second of time has passed. Note that a Scout can make contact with The Artifact, but only for a second, and is considered "dead" afterwards.
- Any Scout that enters the Zone of Alienation will die instantly.
- Dead Scouts go to the holding area (Pits of Heck)
- Replacements for the dead Scouts arrive at 3, 6, and 9 minutes in. At those points the Scouts can leave the Pits and return to their Patrols.

Comments: