

Scoring form instructions

Before Match

1. Please write the match number and your name in the relevant boxes.
2. For each team write down their TLA in the column for the appropriate corner.

After Match

1. If a team did not show up, strike through only the DSQ line. If a team is disqualified, strike through only the DNS line. If a team is present and is not disqualified strike through both DSQ and DNS lines.
2. If they exited their corner write a capital y (**Y**) in the **Robot exited corner?** box. Otherwise write a capital n (**N**) in the **Robot exited corner?** box.
3. Count the number of tokens for each team in each zone and fill out the **How many tokens in each zone?** boxes. Write 0 if there are no tokens for a team in a particular zone.
4. Check the token at the bottom of each slot and fill out the **Has token at bottom of slot?** boxes with a capital y (**Y**) or a capital n (**N**).
5. Count the number of upright tokens anywhere in the arena for each team. An upright token is defined as being one that:
 1. Has its lowest three corners as corners from the bottom face of the token. The token can be anywhere in the arena including inside a robot.