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| Team # 65903 | Round # | Score 0 | Referee Signature |
| Team Name Robot Rizzlers | | Team Signature | |



No Equipment Constraint: When this symbol appears with a mission, the following constraint is applied: "No equipment may be touching any part of this mission's mission model at the end of the match, to score for this mission."

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| | Equipment Inspection | 0 | | | M09 Unexpected Encounter | 0 | |
| | (Prematch) The robot and all equipment fit completely in one launch area and under the height limit: | <input type="radio"/> Yes <input type="radio"/> No | | | The unknown creature is released: | <input type="radio"/> Yes <input type="radio"/> No | |
| | M01 Coral Nursery | 0 | | | The unknown creature is at least partly in the cold seep: | <input type="radio"/> Yes <input type="radio"/> No | |
| | The coral tree is hanging on the coral tree support: | <input type="radio"/> Yes <input type="radio"/> No | | | M10 Send Over The Submersible | 0 | |
| | The bottom of the coral tree is in its holder: | <input type="radio"/> Yes <input type="radio"/> No | | | Teams may not block the opposing team. It is not possible to earn the bonus in remote competitions or if there is no opposing team | | |
| | The coral buds are flipped up: | <input type="radio"/> Yes <input type="radio"/> No | | | Your team's yellow flag is down: | <input type="radio"/> Yes <input type="radio"/> No | |
| | M02 Shark | 0 | | | The submersible is clearly closer to the opposing field: | <input type="radio"/> Yes <input type="radio"/> No | |
| | The shark is no longer touching the cave: | <input type="radio"/> Yes <input type="radio"/> No | | | M11 Sonar Discovery | 0 | |
| | The shark is touching the mat at least partly in the shark habitat: | <input type="radio"/> Yes <input type="radio"/> No | | | Number of whales revealed: | <input type="text" value="0-2"/> | |
| | M03 Coral Reef | 0 | | | M12 Feed The Whale | 0 | |
| | The coral reef is flipped up, not touching the mat: | <input type="radio"/> Yes <input type="radio"/> No | | | Number of krill at least partly in the whale's mouth: | <input type="text" value="0-5"/> | |
| | Number of reef segments standing upright, outside of home, and touching the mat: | <input type="text" value="0-3"/> | | | M13 Change Shipping Lanes | 0 | |
| | M04 Scuba Diver | 0 | | | The ship is in the new shipping lane, touching the mat: | <input type="radio"/> Yes <input type="radio"/> No | |
| | The "coral nursery" includes any part of the M01 mission model. | | | | M14 Sample Collection | 0 | |
| | The scuba diver is no longer touching the coral nursery: | <input type="radio"/> Yes <input type="radio"/> No | | | The water sample is completely outside the water sample area: | <input type="radio"/> Yes <input type="radio"/> No | |
| | The scuba diver is hanging on the coral reef support: | <input type="radio"/> Yes <input type="radio"/> No | | | The seabed sample is no longer touching the seabed: | <input type="radio"/> Yes <input type="radio"/> No | |
| | M05 Angler Fish | 0 | | | The plankton sample is no longer touching the kelp forest: | <input type="radio"/> Yes <input type="radio"/> No | |
| | The angler fish is latched within the shipwreck: | <input type="radio"/> Yes <input type="radio"/> No | | | Number of trident pieces no longer touching the shipwreck: | <input type="text" value="0-2"/> | |
| | M06 Raise The Mast | 0 | | | M15 Research Vessel | 0 | |
| | The shipwreck's mast is considered raised when the latch prevents it from returning to its starting position. | | | | Number of samples, trident part(s), or treasure chest at least partly in the research vessel's cargo area: | <input type="text" value="0-6"/> | |
| | The shipwreck's mast is completely raised: | <input type="radio"/> Yes <input type="radio"/> No | | | The ports latch is at least partly in the research vessel's loop: | <input type="radio"/> Yes <input type="radio"/> No | |
| | M07 Kraken's Treasure | 0 | | | | | |
| | The treasure chest is completely outside the kraken's nest: | <input type="radio"/> Yes <input type="radio"/> No | | | | | |

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|  <div>M08 Artificial Habitat</div> | Number of artificial habitat stack segments completely flat and upright: | 0 |
| | | <div><div></div></div> 0-4 |
|  | Precision Tokens | 0 |
| | Number of precision tokens remaining? | <div><div></div></div> 0-6 |