

Team #	Round:	Referee:	Table:
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CHALLENGE

TEAM INITIALS:

		SCORE
M00	EQUIPMENT INSPECTION BONUS If all your equipment fits in the small inspection space: 25	
M01	INNOVATION PROJECT If your Innovation Project is made of at least two white LEGO® pieces, measures at least as long as four LEGO studs in at least one direction, and has any part of it touching either the RePLAY SM logo or the gray area around the bench: 20 max	
M02	STEP COUNTER If the bottom of the pointer is on: <ul style="list-style-type: none"> • magenta: 10 • yellow: 15 • blue: 20 	
M03	SLIDE <ul style="list-style-type: none"> • If only one slide figure is off the slide: 5 OR If both slide figures are off the slide: 20 • If a slide figure is completely in home: 10 max • If a slide figure is held completely off the mat by the heavy tire and is touching nothing else: 20 max 	
M04	BENCH <ul style="list-style-type: none"> • If the bench is down flat: 10 • If the bench is down flat and there are cubes touching the mat in hopscotch spaces: 10 each space • If the backrest is completely out of both of its holes: 15 	
M05	BASKETBALL <ul style="list-style-type: none"> • If there is a cube in the crate (can only score for one cube in the crate): 15 • If the crate rests on the middle height's white stopper: 15 OR If the crate rests on the top height's white stopper: 25 	
M06	PULL-UP BAR <ul style="list-style-type: none"> • If the robot passes completely through the pull-up bar's upright frame at any time: 15 max • If the pull-up bar holds 100% of the robot up off the mat at the end of the match: 30 	
M07	ROBOT DANCE <ul style="list-style-type: none"> • If the robot's controller is at least partly over the dance floor in a "dancing" motion at the end of the match: 20 	

SCORE

M08 BOCCIA

- If both share models have sent only one cube anywhere onto the opposing field and those cubes color-match each other: **25 for each team**
- If there are cubes completely in your frame or target: **5 each cube**
- If there is at least one yellow cube completely in your target: **10 added**

M09 TIRE FLIP

- If the light (blue tread) tire is white center up and resting on the mat: **10**
- If the heavy (black tread) tire is white center up and resting on the mat: **15**
- If white-center-up tires are completely in the large target circle and resting on the mat: **5 each**

M10 CELL PHONE

If the cell phone is white side up and resting on only the mat: **15**

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M11 TREADMILL

If the robot spins the rollers so the pointer points to:

Gray: **5** Orange: **15** Light green: **25**
 Red: **10** Yellow: **20** Dark green: **30**

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M12 ROW MACHINE

- If the free wheel is completely outside the large circle: **15**
- If the free wheel is completely in the small circle: **15 added**

M13 WEIGHT MACHINE

If the stopper is under the lever and lever setting is:

Blue: **10** Magenta: **15** Yellow: **20**

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M14 HEALTH UNITS

If health units are:

- Touching either the RePLAY logo or the gray area around the bench: **5 each**
- Looped over a pull-up bar post as shown – maximum of four – and touching no equipment: **10 each**

M15 PRECISION

If the number of Precision Tokens left on the field is:

6: **60** 5: **45** 4: **30** 3: **20** 2: **10** 1: **5**

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FINAL SCORE

(FINAL SCORE = SUM OF ALL VALUES IN THE "SCORE" COLUMNS)

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