



Team #	Match:	Referee:	Table:
--------	--------	----------	--------

TEAM INITIALS:

			SCORE
EQUIPMENT INSPECTION If your robot and all your equipment fit completely in one launch area and are under a height limit of 12 in. (305 mm) during the pre-match inspection:			20
MISSION 01	3D CINEMA		
If the 3D cinema's small red beam is completely to the right of the black frame:			20
MISSION 02	THEATER SCENE CHANGE		
If your theater's red flag is down and the active scene color is: Blue: 10 Pink: 20 Orange: 30 • BONUS: And if both teams' active scenes match: Blue: 20 ADDED Pink: 30 ADDED Orange: 10 ADDED <i>Teams may activate only their own model.</i> <i>It is not possible to earn the bonus in remote competitions.</i>			
MISSION 03	IMMERSIVE EXPERIENCE		
If the three immersive experience screens are raised:			20
<i>To score, team equipment may not be touching the immersive experience model at the end of the match.</i>			
MISSION 04	MASTERPIECESM		
If your team's LEGO® art piece is at least partly in the museum target area:			10
• BONUS: And if the art piece is completely supported by the pedestal:			20 ADDED
<i>To score the bonus, at the end of the match, the art piece may only be touching the pedestal and the pedestal may not be touching any team equipment except the art piece.</i>			
MISSION 05	AUGMENTED REALITY STATUE		
If the augmented reality statue's orange lever is rotated completely to the right:			30
MISSION 06	MUSIC CONCERT LIGHTS AND SOUNDS		
If the lights' orange lever is rotated completely downwards:			10
If the speakers' orange lever is rotated completely to the left:			10
MISSION 07	HOLOGRAM PERFORMER		
If the hologram performer's orange push activator is completely past the black stage set line:			20
MISSION 08	ROLLING CAMERA		
If the rolling camera's white pointer is:			
• Left of dark blue, but right of medium and light blue:			10
• Left of dark and medium blue, but right of light blue:			20
• Left of dark, medium, and light blue:			30
<i>If the white pointer is on a colored tile, you earn points for the higher scoring area of the track.</i>			

MISSION 09	MOVIE SET	
If the boat is touching the mat and is completely past the black scene line:		10
If the camera is touching the mat and is at least partly in the camera target area:		10
<i>The camera includes the loop, but not the string.</i>		
<i>When scoring, the scene line extends vertically from the top to the bottom of the field.</i>		

MISSION 10	SOUND MIXER	
If a sound mixer slider is raised:		10 EACH
<i>To score, team equipment may not be touching the sound mixer or sliders at the end of the match.</i>		

MISSION 11	LIGHT SHOW	
If the light show's white pointer is within zone		
Yellow: 10 Green: 20 Blue: 30		
<i>If the white pointer rests between zones, you earn points for the higher scoring zone of the two.</i>		

MISSION 12	VIRTUAL REALITY ARTIST	
If the chicken is intact and has moved from its starting position:		10
• BONUS: And is over or completely past the lavender dot:		20 ADDED

MISSION 13	CRAFT CREATOR	
If the craft machine's orange and white lid is completely open:		10
If the craft machine's light pink latch is pointing straight down		20

MISSION 14	AUDIENCE DELIVERY	
If an audience member is completely in a target destination:		5 EACH MEMBER
If a target destination has at least one audience member completely in it:		5 EACH DESTINATION

MISSION 15	EXPERT DELIVERY	
If the following experts are at least partly in their target destinations:		
<ul style="list-style-type: none"> • Sam the Stage Manager in Movie Set • Anna the Curator in Museum • Noah the Sound Engineer in Music Concert • Izzy the Skateboarder in Skate Park • Emily the Visual Effects Director in Cinema 		10 EACH
<i>The expert includes the loop and the base.</i>		

PRECISION TOKENS	
If the number of precision tokens remaining is:	
1: 10, 2: 15, 3: 25, 4: 35, 5: 50, 6: 50	

FINAL SCORE	
<i>Final score is equal to the sum of all values in the score columns.</i>	

Gracious Professionalism[®] displayed at the robot game table:		
DEVELOPING	ACCOMPLISHED	EXCEEDS
2	3	4