



$\subseteq$				_
Team #	Match:	Referee:	Table:	

No

Yes



**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."

FOURDMENT INCRECTION		
EQUIPMENT INSPECTION (Prematch) The robot and all equipment fit completely in one launch area and under the height limit:	No	Yes
MISSION 01 CORAL NURSERY		<b>®</b>
The coral tree is hanging on the coral tree support:	No	Yes
The bottom of the coral tree is in its holder:	No	Yes
The coral buds are flipped up:	No	Yes
MISSION 02 SHARK		
The shark is no longer touching the cave:	No	Yes
The shark is touching the mat at least partly in the shark habitat:	No	Yes
MISSION 03 CORAL REEF		<b>®</b>
The coral reef is flipped up, not touching the mat:	No	Yes
Number of reef segments standing upright, outside of home, and touching the mat:	0	1 2 3
MISSION 04 SCUBA DIVER		
The "coral nursery" includes any part of the Mission 01 mission model.		
The scuba diver is no longer touching the coral nursery:	No	Yes
The scuba diver is hanging on the coral reef support:	No	Yes
MISSION 05 ANGLER FISH		
The angler fish is latched within the shipwreck:	No	Yes
MISSION 06 RAISE THE MAST		<b>®</b>
The shipwreck's mast is considered raised when the latch prevents it from returning to its starting position.		
	No	Yes

The treasure chest is completely outside the kraken's nest:

## MISSION 08 ARTIFICIAL HABITAT There are four segments of the artificial habitat stack, each defined by its yellow base. A segment is considered upright when the crab is above its yellow base.

0 1 2 3 4

No

Yes

0 1 2

6

Number of artificial habitat stack segments completely flat and upright:

**UNEXPECTED ENCOUNTER** 

**SONAR DISCOVERY** 

CHANGING SHIPPING LANES

The ship is in the new shipping lane, touching the mat:

Number of trident pieces no longer touching the shipwreck:

MISSION 09

MISSION 11

MISSION 13

	creature is released: creature is at least partly in the cold seep:	No No	Yes Yes
MISSION 10	SEND OVER THE SUBMERSIBLE		<b>®</b>
	t block the opposing team. le to earn the bonus in remote competitions or if there is no opposing		
Your team's ye	ellow flag is down:	No	Yes
The submersib	ole is clearly closer to the opposing field:	No	Yes

Number of wha	ales revealed:	0 1 2	2
MISSION 12	FEED THE WHALE		

ı		
ı	Number of krill at least partly in the whale's mouth:	0 1 2 3 4 5

I VUITIDOI OI KITI	raticast partly in the whale smouth.	01234

MISSION 14	SAMPLE COLLECTION		
The water sam	pple is completely outside the water sample area:	No	Yes
The seabed sa	ample is no longer touching the seabed:	No	Yes
The plankton s	sample is no longer touching the kelp forest:	No	Yes

MISSION 15	RESEARCH VESSEL	
Number of san	nples, trident part(s), or treasure chest at least partly in the research	0 1 2 3 4 5
vessel's cargo	area:	

The ports latch is at least partly in the research vessel's loop:

No Yes

PRECISION TOKENS							
Number of precision tokens remaining:	0	1	2	3	4	5	6

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