

Team #	Round:	Referee:	Table:
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**TEAM INITIALS:**

		SCORE
<b>M00</b>	<b>EQUIPMENT INSPECTION BONUS</b> If all your equipment fits in the small inspection space: <span style="float: right;"><b>25</b></span>	[ ]
<b>M01</b>	<b>INNOVATION PROJECT</b> 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 <sup>SM</sup> logo or the gray area around the bench: <span style="float: right;"><b>20 max</b></span>	[ ]
<b>M02</b>	<b>STEP COUNTER</b> If the bottom of the pointer is on: • magenta: <span style="float: right;"><b>10</b></span> • yellow: <span style="float: right;"><b>15</b></span> • blue: <span style="float: right;"><b>20</b></span>	[ ]
<b>M03</b>	<b>SLIDE</b> • If only one slide figure is off the slide: <span style="float: right;"><b>5</b></span> <b>OR</b> If both slide figures are off the slide: <span style="float: right;"><b>20</b></span> • If a slide figure is completely in home: <span style="float: right;"><b>10 max</b></span> • If a slide figure is held completely off the mat by the heavy tire and is touching nothing else: <span style="float: right;"><b>20 max</b></span>	[ ]
<b>M04</b>	<b>BENCH</b> • If the bench is down flat: <span style="float: right;"><b>10</b></span> • If the bench is down flat and there are cubes touching the mat in hopscotch spaces: <span style="float: right;"><b>10 each space</b></span> • If the backrest is completely out of both of its holes: <span style="float: right;"><b>15</b></span>	[ ]
<b>M05</b>	<b>BASKETBALL</b> • If there is a cube in the crate (can only score for one cube in the crate): <span style="float: right;"><b>15</b></span> • If the crate rests on the middle height's white stopper: <span style="float: right;"><b>15</b></span> <b>OR</b> If the crate rests on the top height's white stopper: <span style="float: right;"><b>25</b></span>	[ ]
<b>M06</b>	<b>PULL-UP BAR</b> • If the robot passes completely through the pull-up bar's upright frame at any time: <span style="float: right;"><b>15 max</b></span> • If the pull-up bar holds 100% of the robot up off the mat at the end of the match: <span style="float: right;"><b>30</b></span>	[ ]
<b>M07</b>	<b>ROBOT DANCE</b> • If the robot's controller is at least partly over the dance floor in a "dancing" motion at the end of the match: <span style="float: right;"><b>20</b></span>	[ ]

**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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