

M00 EQUIPMENT INSPECTION BONUS

All team equipment fits in the small inspection space: **No** **Yes**

M01 INNOVATION PROJECT

The innovation project is large enough (2+ white LEGO pieces and 4+ LEGO studs long): **No** **Yes**

Part of the innovation Project is touching: **None** **RePLAY Logo** **Bench Gray Area**

M02 STEP COUNTER

The bottom of the pointer is on: **None** **Magenta** **Yellow** **Blue**

M03 SLIDE

Number of slide figures off the slide: **0** **1** **2**

A slide figure is completely in home: **No** **Yes**

A slide figure is held completely off the mat by the heavy tire and touching nothing else: **No** **Yes**

M04 BENCH

The bench is down flat **No** **Yes**

Number of hopscotch spaces with cubes touching the mat inside them: **0** **1** **2** **3** **4**

The backrest is completely out of both of its holes: **No** **Yes**

M05 BASKETBALL

A cube is in the crate: **No** **Yes**

On which white stopper does the crate rest: **None** **Middle** **Top**

M06 PULL-UP BAR

The robot passed completely through the pull-up bar's upright frame at any time: **No** **Yes**

The pull-up bar holds 100% of the robot up off the mat at the end of the match: **No** **Yes**

M07 ROBOT DANCE

The robot's controller is dancing over the dance floor at the end of the match: **No** **Yes**

M08 BOCCIA

Both share models have sent only one cube anywhere onto the opposing field and those cubes color-match each other: **No** **Yes**

Number of cubes in the frame or target:

At least one yellow cube is completely in the target: **No** **Yes**

Any equipment is in the frame (even partly) **No** **Yes**

Team #	Round:	Referee:	Table:
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TEAM INITIALS:

**M09 TIRE FLIP**

Tires white side up and resting on the mat: **None** **Blue** **Black** **Both**

Tires completely in the large target circle: **None** **Blue** **Black** **Both**

The heavy (black tread) tire crossed the flip line (even partly) at any time: **No** **Yes**

M10 CELL PHONE

The cell phone is white side up and resting only on the mat: **No** **Yes**

M11 TREADMILL

The robot spun the rollers so the pointer points to:

None **Gray** **Red** **Orange** **Yellow** **Light Green** **Dark Green**

M12 ROW MACHINE

The free wheel is completely outside the large circle: **No** **Yes**

The free wheel is completely in the small circle: **No** **Yes**

M13 WEIGHT MACHINE

The stopper is under the lever and the lever setting is: **None** **Blue** **Magenta** **Yellow**

M14 HEALTH UNITS

Number of health units touching either the RePLAY logo or the gray area around the bench:

Number of health units looped over a pull-up bar post and touching no equipment (max of 4): **0** **1** **2** **3** **4**

M15 PRECISION

Number of precision tokens left on the field: **0** **1** **2** **3** **4** **5** **6**

RETURN LOOSE ITEMS

(8x) Health Units, (3x) Blue Cubes, (3x) Red Cubes, (2x) Yellow Cubes, (8x) Green Cubes, (2x) Slide Figures, (1x) Bench Backrest, (1x) Heavy Tire, (1x) Light Tire, (1x) Cell Phone, and (6x) Precision Tokens