









FLL Smart Move Score Sheet

Mission			Points	Score
Loops		# Loops in Base (0-11)	<input type="checkbox"/>	x 10 = <input type="text"/>
Warning Beacons		# upright Warning Beacons (square to mat) (0-8)	<input type="checkbox"/>	x 10 = <input type="text"/>
Access Markers		# Access Markers in the down position (0-4)	<input type="checkbox"/>	x 25 = <input type="text"/>
Sensor Walls		# Sensor Walls upright (square to mat) with an Access Marker down (0-4)	<input type="checkbox"/>	x 10 = <input type="text"/>
		No Sensor Walls are upright	<input type="checkbox"/>	40 <input type="text"/>
Crash Test Truck		Truck no longer touching ramp's red stopper beam	<input type="checkbox"/>	20 <input type="text"/>
Crash Test Figure		Crash Test Figure aboard the team's robot for the entire match	<input type="checkbox"/>	15 <input type="text"/>
Four Passengers		All four people are sitting or standing in a team-designed device, and some portion of the device is in the round target spot	<input type="checkbox"/>	10 <input type="text"/>
Final Robot Position		Drive wheel/tread touching the round target spot	<input type="checkbox"/>	25 <input type="text"/>
		Drive wheel/tread touching red bridge deck, robot not touching mat	<input type="checkbox"/>	25 <input type="text"/>
		Drive wheel/tread touching yellow bridge deck, robot not touching mat	<input type="checkbox"/>	20 <input type="text"/>

Total Score

Bonus Hand Operations:

(must be performed during the match)

All three gray Loops in Base?

You may take one red Loop into Base by hand.



All three red Loops in Base?

You may take one Loop of any color into Base by hand.



Touch Penalties:

An upright Warning Beacon is removed each time the robot is touched when it is completely out of base.



Beacons are removed from south to north then west to east.

No beacon is removed if none are upright at the time of the touch.