

# BUILD: WIDGETS GAME PLAY SCORE SHEET

QUALIFYING MATCH \_\_\_\_\_ LOCATION \_\_\_\_\_

TEAM 1 NAME \_\_\_\_\_

TEAM 2 NAME \_\_\_\_\_

## **30-Second Autonomous Period**

To be scored at the conclusion of the 30-Second Autonomous period.

### **Acquire Elements**

Coupler Elements Are Touching the Alliance Side of the Game Mat 5 x \_\_\_\_\_

### **Gather Elements**

Game Elements are Completely Inside a Safe Zone 5 x \_\_\_\_\_

### **Get Money**

Robot is Stopped On (Touching) or Over (Breaking the Plane of) the Dollar Bill 100 x \_\_\_\_\_

## **90-Second Driver-Controlled Period**

To be scored at the conclusion of the 90-Second Driver-Controlled period

### **Make Widgets**

2-Element Widget Located Completely Inside the Big Circle 20 x \_\_\_\_\_

3-Element Widget Located Completely Inside the Big Circle 30 x \_\_\_\_\_

4-Element Widget Located Completely Inside the Big Circle 40 x \_\_\_\_\_

5-Element Widget Located Completely Inside the Big Circle 50 x \_\_\_\_\_

2-Element Widget Touching a Small Target 40 x \_\_\_\_\_

3-Element Widget Touching a Small Target 60 x \_\_\_\_\_

4-Element Widget Touching a Small Target 80 x \_\_\_\_\_

5-Element Widget Touching a Small Target 100 x \_\_\_\_\_

### **Clean Up**

Unattached Game Elements Completely Inside the Big Circle -5 x \_\_\_\_\_

### **Get Money**

Robot is Stopped On (Touching) or Over (Breaking the Plane of) the Dollar Bill 20 x \_\_\_\_\_

**MATCH TOTAL:**

REFeree INITIALS \_\_\_\_\_

TEAM 1 INITIALS \_\_\_\_\_

TEAM 2 INITIALS \_\_\_\_\_