

FIRST® LEGO® League Scoring Sheet - INTO ORBIT
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Round/Match: _____ Table: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 Referee: _____ Total Score: _____ <i>(To be calculated after leaving the table)</i> Signature: _____	M05 - Extraction Move all four core samples off of axle <input type="checkbox"/> Gas sample touching mat in Lander's Circle <input type="checkbox"/> Gas sample completely in Base <input type="checkbox"/> Water sample supported by Food Growth Chamber <input type="checkbox"/>	M10 - Food Production Gray weight dropped after green but before tan <input type="checkbox"/> M11 - Escape Velocity Spacecraft is up <input type="checkbox"/> M12 - Satellite Orbits How many satellite parts are between the two lines? <input type="checkbox"/>
M01 - Space Travel Vehicle Payload <input type="checkbox"/> Supply Payload <input type="checkbox"/> Crew Payload <input type="checkbox"/>	M06 - Space Station Modules Cone Module completely in base <input type="checkbox"/> Tube Module into west side of Habitation Hub port <input type="checkbox"/> Dock Module into east side of Habitation Hub port <input type="checkbox"/>	M13 - Observatory Pointer completely in orange (or on orange border) <input type="checkbox"/> Pointer completely in white <input type="checkbox"/> Pointer completely in gray (or on gray border) <input type="checkbox"/>
M02 - Solar Panel Array Your panel angled towards other field <input type="checkbox"/> Both panels angled towards same field <input type="checkbox"/>	M07 - Space Walk Emergency Body partly in chamber <input type="checkbox"/> Body fully in chamber <input type="checkbox"/>	M14 - Meteoroid Deflection How many meteoroids in the center section? <input type="checkbox"/> How many meteoroids in <i>either</i> side section? <input type="checkbox"/>
M03 - 3D Printing Ejected and partly in the Northeast Planet Area <input type="checkbox"/> Ejected and fully in the Northeast Planet Area <input type="checkbox"/>	M08 - Aerobic Exercise Pointer completely in orange (or on orange border) <input type="checkbox"/> Pointer completely in white <input type="checkbox"/> Pointer completely in gray (or on gray border) <input type="checkbox"/>	M15 - Lander Touch-down Make Lander in tact, touching mat in Target Circle <input type="checkbox"/> Make Lander in tact, touching mat in Northeast Planet Area <input type="checkbox"/> Move both parts of Lander completely in Base <input type="checkbox"/>
M04 - Crater Crossing Crossed completely between the towers <input type="checkbox"/>	M09 - Strength Exercise Strength bar lifted, strip's 4th hole in view <input type="checkbox"/>	P01 - Penalties How many interruption penalties? <input type="checkbox"/>
Not enough details? Check out the full sheet version at fl118.jaredhk.com/printables . Want to calculate the point values on this sheet? See fl118.jaredhk.com/calc .		

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