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| **Scoring Matrix** |
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| **Task** | **Detail** | **Points** |
| Robot starts in port | Robot must start with all touch points inside the start box. |  |
| Robot touches Checkpoint A | Any part of robot of robot pass Checkpoint A | 100 |
| Robot touches Checkpoint B | Any part of robot pass Checkpoint B | 100 |
| Robot visits mail ships | Knock over for ship flags (50 points each) | 150 |
| Robot touches Checkpoint C | Any part of robot pass Checkpoint C | 100 |
| Robot touches fish wall | Any part of the robot touches fish walls (50 points each) | 250 |
| Robot touches shark wall | Any part of the robot touches shark walls (minus 20 points each) | -100 |
| Robot touches Checkpoint D | Any part of robot pass Checkpoint D | 100 |
| Robot touches Checkpoint E | Any part of robot pass Checkpoint E | 100 |
| Robot knocks down bridge | Robot successfully knocks down drawbridge | 50 |
| Robot ends in port | Robot must return to the finish with all touch points inside the start box. | 50 |
|  | **Total** | **1000** |