**Scoring Matrix**

|  |  |  |
| --- | --- | --- |
| Task  | Detail | Points |
| Start  | Robot must start with all touch points inside the start box. | 0 |
| Robot passes over Checkpoint A | Any part of robot passes over Checkpoint A | 50 |
| Robot pushes bridge  | Robot pushes bridge to make it move (any movement satisfactory) | 100 |
| Robot passes over Checkpoint B | Any part of robot passes over Checkpoint B (marked by "B" on the Isometric View with Checkpoints, and on the Drawing) | 50 |
| Robot drives to top of bridge  | All wheels, treads, etc. must touch the top of the bridge | 100 |
| Robot drives over bridge  | In order to earn 100 points, robots must completely exit off the ramp and back onto level ground (all wheels, tank treads, etc. must be off the ramp and on the baseboard). | 100 |
| Robot touches Wall #1  | Any part of robot touches Barrier Wall #1 | 100 |
| Robot extinguishes (touches) the burning (red) debris | Any part of the robot touches the red block. | 50 |
| Robot touches Wall #2  | Any part of robot touches Barrier Wall #2 | 100 |
| Robot moves the burning wellhead | The robot moves the burning wellhead (red can).  | 50 |
| Robot moves the burning wellhead out of the oil spill | The burning wellhead is moved completely out of the oil | 100 |
| Robot avoids touching the oil spill | Wellhead is moved out of oil with no part of robot touching the oil spill | 100 |
| Robot starts another well fire  | Anything touches a non-burning wellhead (silver cans) will result in a 50-point loss per wellhead touched. | -50 each |
| Robot returns to the start box.  | Robot must return to the start with all touch points inside the start box. | 100 |
| Total possible  |  | 1,000 |