



## Challenge Competition Scoresheet

Judge Name: \_\_\_\_\_ Date: \_\_\_\_\_

Team: \_\_\_\_\_

A team's score will be totaled for the BEST COMBINED SCORE for all challenges completed within the allotted time.

For Example:

- LPV successfully leaves dock and completes Challenge #1
- LPV returns to dock (autonomously or with intervention)
- LPV has team intervention at the dock to modify code or equipment.
- LPV is deployed to complete another challenge of their choosing (Challenge #3)
- LPV completed a challenge (Challenge #3)
- LPV returns to dock (autonomously or with intervention)
- All Challenges successfully completed will be combined for total score.

1 hour will be provided to each team to attempt to complete as many challenges as possible. Teams will not be penalized for prior team's delaying the beginning of their time slot. Judges will have the final determination on "stopping the clock" during a run to make any modifications to the course that will not penalize a team.

Teams are permitted to return to the dock to modify their device or code during the competition run for no penalty.

Completion of Challenge #1 is required to record a score to competition.

If 20 minutes is attempted to complete a Challenge #1 without success, teams are permitted to continue to other tasks for an exhibition run. This exhibition run will not result in a competition score but allow teams to attempt the other challenges.

Any human intervention of remote-control intervention to complete challenge tasks may result in a deduction of points.



Water Line Validation: Is water line within or above the "Orange Band" on the LPV prior to competition run No \_\_\_\_\_ (-30 pts)

1 Gate		Yes	No			6 Launch		Yes	No		
Successfully Left Dock Untethered		<input type="checkbox"/>	5 pts	<input type="checkbox"/>	0 pts		Object Deployed	<input type="checkbox"/>	15 pts	<input type="checkbox"/>	0 pts
Successfully Entered Gate		<input type="checkbox"/>	5 pts	<input type="checkbox"/>	0 pts		Object Reached Target	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
Successfully Exited Gate		<input type="checkbox"/>	5 pts	<input type="checkbox"/>	0 pts		Object Landed in Center Section	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
Contact with buoy(s) #	<input type="text"/>	X			(-2 pts)		Object Landed on Rim	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
							Object remained on target following landing	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
									Yes	No	
Task completed Autonomously		<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts		Task completed Autonomously	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
Autonomous Navigation between Challenges		<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts		Autonomous Navigation between Challenges	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
									Yes	No	
2 Dodge		Yes	No			7 Recover		Yes	No		
Correct Buoy Navigation (right or left)	1	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts		Object Identified & Contacted	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
	2	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts		Object Tethered to LPV	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
	3	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts		Object Removed from Water	<input type="checkbox"/>	25 pts	<input type="checkbox"/>	0 pts
	4	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts		Object delivered to Dock	<input type="checkbox"/>	20 pts	<input type="checkbox"/>	0 pts
Contact with buoy(s) #	<input type="text"/>	X			(-2 pts)				Yes	No	
							Task completed Autonomously	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
							Autonomous Navigation between Challenges	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
									Yes	No	
							8 Receive	Yes	No		
							Sensor Communicates with Base	<input type="checkbox"/>	20 pts	<input type="checkbox"/>	0 pts
							Data Provided to Judges	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
									Yes	No	
							8 Return	Yes	No		
							LPV returned to base	<input type="checkbox"/>	10 pts	<input type="checkbox"/>	0 pts
									Yes	No	
							Total Time Bonus			Yes	No
							Complete a minimum of 4 challenges			<input type="checkbox"/>	
							Total Scoring Run Time			<input type="text"/>	
							Number of Challenges Completed			%	<input type="text"/>
							Average Per-Task Time			<input type="text"/>	
							Fastest Time			Yes	
										<input type="text"/>	60 pts
							Fastest Time			No	
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