

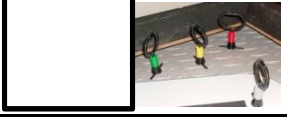










Smart Move FLL Score Sheet - 2009

Team Number _____	Coach's Initials _____	Field (Write in Green or Gold)				Round				
		Anderson _____	Coston _____	1	2	3	4	5		
		Otis _____	Morgan _____	Match						
		Shaw _____	Westinghouse _____	1	2	3	4	5		

Mark Value in Box Provided	Mark Value in Box Provided	Mark Value in Box Provided	
Access markers 	Markers Must be in Down Position 0 1 2 3 4 5	Robot on Target Spot(END) 	Wheel(s) or Tread(s) touching target 0=NO 1=YES
Access Loops 	Loops need to be in Base 0 1 2 3 4 5 6 7 8 9	Yellow Bridge Decking (END) 	Wheel(s) or Tread(s) touching Yellow Decking Only 0=NO 1=YES
Avoid Warning Beacons 	Touch Penalty , To score must be upright 0 1 2 3 4 5 6 7 8 9	Red Bridge Decking(END) 	Wheel(s) or Tread(s) touching any Red Decking 0=NO 1=YES
Avoid Wall Impact 	Sensor Walls Upright 0 1 2 3 4		
Impact all Walls 	No Sensor Walls Upright 0=NO 1=YES	Access Loops NOTE: Per the Rules when a team has all (3) Gray Loops in base they may manually (human operator) move any color	
Vehicle Impact Test 	The Truck no longer touches the ramp stopper. 0=NO 1=YES	Loop into base. Also when a team has all (3) Red Loops in base they may manually move any color loop into base. These are independent of one another they can both happen.	
Restraint Test 	Crash Test figure aboard vehicle for entire match 0=NO 1=YES		
Passenger Safety Test 	All People in or on a Transport Device and any Part is in Target Area 0=NO 1=YES		
Referee Initials:	Entered in score system:	Version: 1.6 – 11/12/09	

