



Scott-Land Games



Scott-Land Games

Caber Toss

Score:

- Carry pole (5 pts)
- Stop on Line (5 pts)
- Toss pole (7 pts)
- Bonus Toss & Stand Upright (10 pts)

TOTAL "Caber Toss"

White River Raft

Score:

- Find the White River (5 pts)
+ Bonus Sensor Use (20 pts)
- Travel down stream (5 pts)
- Stop at Black Beard's ship (10 pts)
+ Bonus Sensor Use (20 pts)
- Back up & travel around the ship (10 pts)
- Find the White River (5 pts)
- Travel down stream (5 pts)
- Arrive at the end of the river (5 pts)
- Stop at the end of the river (5 pts)
- Single Program Bonus (30 pts)

TOTAL "White River Raft"

Seize the Treasure

Score:

- Poison tree (-2 pts each tree moved)
- Pass through forest unassisted (5 pts)
- Spin twice in the whirlpool (5 pts)
- Exit over bridge (5 pts)
- Stop at red sign (5 pts) + Bonus Sensor Use (20 pts)
- Go at green sign (5 pts) + Bonus Sensor Use (20 pts)
- Grab a key (5 pts)
- Stop at drawbridge (5 pts) + Bonus Sensor Use (20 pts)
- Sound the Alarm (5 pts)
- Travel behind castle wall (5 pts)
- Move treasure to safety (10 pts)
- Cheer, Visual & Audio (5 pts each)

Sub Score (Add all above points)
 Subtract 5 points for each program start

Sub total

Add 100 points for single program run

TOTAL "Seize the Treasure"

Caber Toss

Score:

- Carry pole (5 pts)
- Stop on Line (5 pts)
- Toss pole (7 pts)
- Bonus Toss & Stand Upright (10 pts)

TOTAL "Caber Toss"

White River Raft

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- Back up & travel around the ship (10 pts)
- Find the White River (5 pts)
- Travel down stream (5 pts)
- Arrive at the end of the river (5 pts)
- Stop at the end of the river (5 pts)
- Single Program Bonus (30 pts)

TOTAL "White River Raft"

Seize the Treasure

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- Poison tree (-2 pts each tree moved)
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- Sound the Alarm (5 pts)
- Travel behind castle wall (5 pts)
- Move treasure to safety (10 pts)
- Cheer, Visual & Audio (5 pts each)

Sub Score (Add all above points)
 Subtract 5 points for each program start

Sub total

Add 100 points for single program run

TOTAL "Seize the Treasure"





Caber Toss

A log is stood upright and balanced vertically by the competitor. The competitor runs forward and stops on the line, attempting to toss it in such a way that one end strikes the ground first.

Bonus: The end that was originally held by the athlete remains standing in the 12 o'clock position.

Caber Toss Score:

<input type="checkbox"/>	Carry Pole (5 pts)
<input type="checkbox"/>	Stop on Line (5 pts)
<input type="checkbox"/>	Toss Pole (7 pts)
<input type="checkbox"/>	Bonus Pole flips & stands upright (10 pts)
<input type="checkbox"/>	TOTAL "Caber Toss"



White River Raft

Find the white river and follow it down stream to stop at the end.

Avoid Black Beard's pirate ship by sailing around it.

White River Raft Score:

- Find the White River (5 pts)
+ Bonus Sensor Use (20 pts)
- Travel down stream (5 pts)
- Stop at Black Beard's ship (10 pts)
+ Bonus Sensor Use (20 pts)
- Back up & travel around the ship (10 pts)
- Find the White River (5 pts)
- Travel down stream (5 pts)
- Arrive at the end of the river (5 pts)
- Stop at the end of the river (5 pts)
- Single Program Bonus (30 pts)
- TOTAL "White River Raft"

Seize the Treasure

The Scott-Land Games have been attacked by rival counties and the treasure taken far away. Follow the indicated path to win the spoils.

Score:

<input type="checkbox"/>	Poison tree (-2 pts each tree moved)
<input type="checkbox"/>	Pass through forest unassisted (5 pts)
<input type="checkbox"/>	Spin twice in the whirlpool (5 pts)
<input type="checkbox"/>	Exit over bridge (5 pts)
<input type="checkbox"/>	Stop at red sign (5 pts) + Bonus Sensor Use (20 pts)
<input type="checkbox"/>	Go at green sign (5 pts) + Bonus Sensor Use (20 pts)
<input type="checkbox"/>	Grab a key (5 pts)
<input type="checkbox"/>	Stop at drawbridge (5 pts) + Bonus Sensor Use (20 pts)
<input type="checkbox"/>	Sound the Alarm (5 pts)
<input type="checkbox"/>	Travel behind castle wall (5 pts)
<input type="checkbox"/>	Move treasure to safety (10 pts)
<input type="checkbox"/>	Cheer, Visual & Audio (5 pts each)
<input type="checkbox"/>	Bonus for Single Program (100 pts)

SCOTT-LAND GAMES FINAL

Maide Leisg

“Lazy Stick”

A trial of strength performed by two athletes facing each other, feet touching. They hold a stick which they pull against each other until one of them is raised off the ground or is pulled off the starting block.



Southeast Indiana District

Advanced Robotics Encounter

Welcome to the SCOTT-LAND GAMES

These events are held as a way of celebrating youth and their knowledge of robotics and engineering.

Caber Toss

A log is balanced vertically by the competitor. The competitor runs forward and tosses it in such a way that the end strikes the ground first. Ideally, the end that was originally held by the athlete will stand on the ground in the 12 o'clock position.

White River Raft

Find the White River and follow it down stream to stop at the end. Avoid Black Beard's pirate ship by sailing around it.

Seize the Treasure

The Scott-Land Games have been attacked by rival counties and the treasure taken far away. Follow the indicated path to win the spoils.