## Advanced Robotics Encounter—Score Card

### Scott-Land Games

#### Caber Toss

<table>
<thead>
<tr>
<th>Score</th>
<th>Carry pole (5 pts)</th>
<th>Stop on Line (5 pts)</th>
<th>Toss pole (7 pts)</th>
<th>Bonus Toss &amp; Stand Upright (10 pts)</th>
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TOTAL “Caber Toss”

#### White River Raft

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<tr>
<th>Score</th>
<th>Find the White River (5 pts)</th>
<th>+ Bonus Sensor Use (20 pts)</th>
<th>Travel down stream (5 pts)</th>
<th>Stop at Black Beard’s ship (10 pts)</th>
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<th>Back up &amp; travel around the ship (10 pts)</th>
<th>Find the White River (5 pts)</th>
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<th>Arrive at the end of the river (5 pts)</th>
<th>Stop at the end of the river (5 pts)</th>
<th>Single Program Bonus (30 pts)</th>
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TOTAL “White River Raft”

#### Seize the Treasure

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<th>Score</th>
<th>Poison tree (-2 pts each tree moved)</th>
<th>Pass through forest unassisted (5 pts)</th>
<th>Spin twice in the whirlpool (5 pts)</th>
<th>Exit over bridge (5 pts)</th>
<th>Stop at red sign (5 pts) + Bonus Sensor Use (20 pts)</th>
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<th>Stop at drawbridge (5 pts) + Bonus Sensor Use (20 pts)</th>
<th>Sound the Alarm (5 pts)</th>
<th>Travel behind castle wall (5 pts)</th>
<th>Move treasure to safety (10 pts)</th>
<th>Cheer, Visual &amp; Audio (5 pts each)</th>
<th>Sub Score (Add all above points)</th>
<th>Subtract 5 points for each program start</th>
<th>Sub total</th>
<th>Add 100 points for single program run</th>
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TOTAL “Seize the Treasure”

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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:

- Carry Pole (5 pts)
- Stop on Line (5 pts)
- Toss Pole (7 pts)
- Bonus Pole flips & stands upright (10 pts)

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:

- 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)
- Bonus for Single Program (100 pts)
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.
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.