SCORING

AUTONOMOUS BONUS

Robot picks up an Acorn and places it on top of the Net Goal, then returns to starting spot.	10 points for one Robot success, 30 points for two Robots success.

TIME BONUS

At least three (3) Acorns in the Corner Goal	Seconds are points. 45 Max in Quals, 90 Max in Finals.
At Leats three (3) Acorns in the NET Goal	
At least three (3) Acrons on top of the Net Goal	
Both Robots 'Parked'	

TASK BONUS

Each Acorn in the Net Goal	5 pts
Each Acorn in the Corner Goal	3 pts.
Each Acorn in the Floor Goal	1 pt.
An Even number of Acorns in each of the Corner Goal, Net Goal, on top of the Net Goal	20 pts.

DOUBLER

OR	One Colored Acorn in the Corner Goal (but not touching the foam tile)	X2 Corner Goal points.
OR	Two Colored Acorns in the Corner Goal (but not touching the foam tile)	X2 Entire Score

PENALTIES

Starting Early	Minus 10
Driving Late	Minus 20

Skip ONE Time Task	Minus 15

DRIVER SKILLS

**Robot declares to be RED or BLUE and only scores
for the declared color**

TIME BONUS

One Acorn in the Corner Goal	Seconds are points.
One Acorn in the NET Goal	
One Acorn on Top of the Net Goal	

TASK BONUS

Each Acorn in the Net Goal	5 pts
Each Acorn in the Corner Goal	3 pts.
An Even number of Acorns in each of the Corner Goal, Net Goal, on top of the Net Goal	20 pts.

DOUBLER

Two Colored Acorns in the Corner Goal	X2 Entire Score

PENALTIES

Starting Early or Driving Late	DQ

Programming SKILLS

**Robot declares to be RED or BLUE and only scores
for the declared color**

TIME BONUS

Any TWO of these THREE tasks	One Acorn in the Corner Goal	Seconds are points.
	One Acorn in the NET Goal	
	One Acorn on Top of the Net Goal	

TASK BONUS

Each Acorn in the Net Goal	5 pts
Each Acorn in the Corner Goal	3 pts.

An Even number of Acorns in each of the Corner Goal, Net Goal, on top of the Net Goal	20 pts.

DOUBLER

Two Colored Acorns in the Corner Goal	X2 Entire Score

PENALTIES

Starting Early or Driving Late	DQ