



Team Name: _____

Tile #	Attempt	First Round		Second Round		Third Round		Tile #
		Tile Points	Hazard Bonus (points)	Tile Points	Hazard Bonus (points)	Tile Points	Hazard Bonus (points)	
1	1st (3 pts)							1
	2nd (2 pts)							
	3rd (1 pt)							
2	1st							2
	2nd							
	3rd							
3	1st							3
	2nd							
	3rd							
4	1st		Speed Bump Tile (10 pts)					4
	2nd							
	3rd							
5	1st							5
	2nd							
	3rd							
6	1st							6
	2nd							
	3rd							
7	1st		Line Gaps Tile (10 pts)					7
	2nd							
	3rd							
8	1st		Intersection (10 pts each) This tile 20 points					8
	2nd							
	3rd							
9	1st		Obstacle (10 pts)					9
	2nd							
	3rd							
10	1st							10
	2nd							
	3rd							
11	1st		Doorway(must pass) No bonus points					11
	2nd							
	3rd							
12	1st		Intersection (10 pts each) This tile 20 points					12
	2nd							
	3rd							
13	1st		Intersection (10 pts each) This tile 20 points					13
	2nd							
	3rd							
14	1st							14
	2nd							
	3rd							
15	1st							15
	2nd							
	3rd							
16	1st							16
	2nd							
	3rd							
Subtotal								
Victims Rescued		20 pts each:		20 pts each:		20 pts each:		
		Total pts =		Total pts =		Total pts =		

Round Captain:			
Capt. Signature:			
Judge Name			
Judge Signature			
Date:			

Important Note: For illustration of scoring only. Final Scoring sheet may be different.
 Number of rounds could be more or less than 4.
 Location and type of hazard is not necessarily as indicated above, and would be different for each round.