

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		2 Intersections 20 pts		2 Intersections 20 pts		2 Intersections 20 pts	2
	2nd							
	3rd							
4	1st (3 pts)							1
	2nd (2 pts)							
	3rd (1 pt)							
5	1st		3 Speed Bump 15 pts		3 Speed Bump 15 pts		3 Speed Bump 15 pts	2
	2nd							
	3rd							
6	1st							2
	2nd							
	3rd							
7	1st							2
	2nd							
	3rd							
8	1st		2 Intersections 20 pts		2 Intersections 20 pts		2 Intersections 20 pts	2
	2nd							
	3rd							
9	1st							3
	2nd							
	3rd							
10	1st		2 Line Gaps 20 pts		2 Line Gaps 20 pts		2 Line Gaps 20 pts	4
	2nd							
	3rd							
11	1st							5
	2nd							
	3rd							
12	1st							6
	2nd							
	3rd							
13	1st		1 Obstacle 15 pts		1 Obstacle 15 pts		1 Obstacle 15 pts	7
	2nd							
	3rd							
14	1st							8
	2nd							
	3rd							
15	1st							9
	2nd							
	3rd							
16	1st		1 Intersection 10 pts		1 Intersection 10 pts		1 Intersection 10 pts	10
	2nd							
	3rd							
17	1st							11
	2nd							
	3rd							
18	1st							12
	2nd							
	3rd							
19	1st		2 Line Gaps 20 pts		2 Line Gaps 20 pts		2 Line Gaps 20 pts	13
	2nd							
	3rd							
20	1st		1 Intersection 10 pts		1 Intersection 10 pts		1 Intersection 10 pts	14
	2nd							
	3rd							
21	1st							15
	2nd							
	3rd							
22	1st							15
	2nd							
	3rd							
23	1st							16
	2nd							
	3rd							
<b>Subtotal</b>								
<b>Victims Rescued</b>		25 pts each:		25 pts each:		25 pts each:		
		<b>Total pts =</b>		<b>Total pts =</b>		<b>Total pts =</b>		

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

Important Note: For illustration of scoring only. Final Scoring sheet may be different.  
Location and type of hazard is not necessarily as indicated above, and would be different for each round.