

### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	1	Round:	1	Start Time:	8:00
Team name:	France2				
Start POINT					= 5
Checkpoint_1	Tiles	x 5	3 1 0		=
Checkpoint_2		x 5	3 1 0		=
Checkpoint_3		x 5	3 1 0		=
Gap		x	10		=
Obstacle		x	10		=
Speed Bump		x	5		=
Ramp		x	5		=
Intersection		x	15		=
Dead end		x	15		=
<b>Level ONE:</b>					
Living VICTIM	30	1 2 3 4 5 6			
Dead VICTIM	20 or 5	1 2 3 4 5 6			
<b>Level TWO:</b>					
Living VICTIM	40	1 2 3 4 5 6			
Dead VICTIM	30 or 5	1 2 3 4 5 6			
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	x	5		= -
Driving out		x	20		=
<b>Round Time:</b>				<b>TOTAL:</b>	0
Comment:	Signature:				

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:	1	Round:	1	Start Time:	8:10
Team name:	Amy Gates				
Start POINT					= 5
Checkpoint_1	Tiles	x 5	3 1 0		= 0
Checkpoint_2		x 5	3 1 0		= 0
Checkpoint_3		x 5	3 1 0		= 0
Gap		x	10		= 20
Obstacle		x	10		=
Speed Bump		x	5		=
Ramp		x	5		= 5
Intersection		x	15		= 15
Dead end		x	15		=
<b>Level ONE:</b>					
Living VICTIM	30	1 2 3 4 5 6			
Dead VICTIM	20 or 5	1 2 3 4 5 6			
<b>Level TWO:</b>					
Living VICTIM	40	1 2 3 4 5 6			
Dead VICTIM	30 or 5	1 2 3 4 5 6			
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	x	5		= - 0
Driving out		x	20		= 0
<b>Round Time:</b>				<b>TOTAL:</b>	45
Comment:	Signature:				



### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	1	Round:	1	Start Time:	9:87	
Team name:	WALLERS964					
Start POINT				=	5	
Checkpoint_1	TIME 16	x	1	x	0	
Checkpoint_2	59	x	2	x	0	
Checkpoint_3	45	x	3	x	0	
Gap	11	x	10	=	20	
Obstacle	x	x	10	=	x	
Speed Bump	x	x	5	=	x	
Ramp	x	x	5	=	0	
Intersection	x	x	15	=	0	
Dead end	x	x	15	=	x	
<b>Level ONE:</b>						
Living VICTIM	30	1	2	3	4	
Dead VICTIM	20 or 5	1	2	3	4	
<b>Level TWO:</b>						
Living VICTIM	40	1	2	3	4	
Dead VICTIM	30 or 5	1	2	3	4	
Lack of progress after the final check point						
Lack of progress	Rescued VICTIMS	x	5	=	-	
Driving out	x	20	=		0	
<b>Round Time:</b>	6:16	<b>TOTAL:</b>	25			
Comment:					Signature:	Staloz

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:	1	Round:	1	Start Time:	9:46	
Team name:	newesis					
Start POINT				=	5	
Checkpoint_1	TIME 6	x	5	3	1	
Checkpoint_2	4	x	2	1	0	
Checkpoint_3	2	x	3	1	0	
Gap	1111	x	10	=	40	
Obstacle	x	x	10	=	x	
Speed Bump	x	x	5	=	x	
Ramp	x	x	5	=	0	
Intersection	11	x	15	=	30	
Dead end	x	x	15	=	x	
<b>Level ONE:</b>						
Living VICTIM	30	1	2	3	4	
Dead VICTIM	20 or 5	1	2	3	4	
<b>Level TWO:</b>						
Living VICTIM	40	1	2	3	4	
Dead VICTIM	30 or 5	1	2	3	4	
Lack of progress after the final check point						
Lack of progress	Rescued VICTIMS	x	5	=	-	
Driving out	x	20	=		x	
<b>Round Time:</b>	3:00	<b>TOTAL:</b>	165			
Comment:					Signature:	newesis



# Scoring sheet RobocupJunior 2019- Rescue Line

Arena: **2** Round: **1** Start Time:

Team name: **LP70U**

Start POINT = 5

Checkpoint\_1 Tiles x ~~5~~ ~~3~~ ~~1~~ 0 =

Checkpoint\_2 x ~~5~~ 3 1 0 = **25**

Checkpoint\_3 x ~~5~~ 3 1 0 = **25**

Gap **111** x 10 = **40**

Obstacle x 10 =

Speed Bump x 5 =

Ramp **11** x 5 = **5**

Intersection **1** x 15 = **15**

Dead end x 15 =

**Level ONE:**

Living VICTIM 30 1 2 3 4 5 6

Dead VICTIM 20 or 5 1 2 3 4 5 6

**Level TWO:**

Living VICTIM 40 1 2 3 4 5 6


Dead VICTIM 30 or 5 1 2 3 4 5 6

Lack of progress after the final check point

Lack of progress Rescued VICTIMS x 5 = **-**

Driving out x 20 =

**Round Time:** **2:12 / 3:02** **TOTAL:** **75**

Comment: Signature: 



### Scoring sheet RobocupJunior 2019- Rescue Line


Arena:	1	Round:	1	Start Time:	9:23			
Team name:	Eoghan & 964							
Start POINT					= 5			
Checkpoint_1	Tiles	x	<del>2</del> 3	<del>1</del> 1	= 0			
Checkpoint_2		x	<del>2</del> 3	1	= 0			
Checkpoint_3		x	<del>2</del> 3	1	= 0			
Gap		x	1111	10	= 40			
Obstacle		x	X	10	= X			
Speed Bump		x	X	5	= X			
Ramp		x	X	5	= 0			
Intersection		x	1	15	= 15			
Dead end		x	X	15	= X			
Level ONE:								
Living VICTIM	30	1	2	3	4	5	6	X
Dead VICTIM	20 or 5	1	2	3	4	5	6	0
Level TWO:								
Living VICTIM	40	1	2	3	4	5	6	X
Dead VICTIM	30 or 5	1	2	3	4	5	6	X
Lack of progress after the final check point								
Lack of progress	11	Rescued VICTIMS	x	5	=	-	0	
Driving out		x	20	=	0			
Round Time:	4:25	TOTAL:	75					
Comment:		Signature:						

### Scoring sheet RobocupJunior 2019- Rescue Line-1


Arena:	1	Round:	1	Start Time:	9:35			
Team name:	Mike							
Start POINT					= 5			
Checkpoint_1	Tiles	x	<del>2</del> 3	<del>1</del> 1	= 3			
Checkpoint_2		x	<del>2</del> 3	3	= 10			
Checkpoint_3		x	<del>2</del> 3	1	= 0			
Gap		x	10	10	= 0			
Obstacle		x	X	10	= X			
Speed Bump		x	X	5	= X			
Ramp		x	X	5	= 0			
Intersection		x	15	15	= 0			
Dead end		x	X	15	= X			
Level ONE:								
Living VICTIM	30	1	2	3	4	5	6	0
Dead VICTIM	20 or 5	1	2	3	4	5	6	0
Level TWO:								
Living VICTIM	40	1	2	3	4	5	6	0
Dead VICTIM	30 or 5	1	2	3	4	5	6	0
Lack of progress after the final check point								
Lack of progress		Rescued VICTIMS	x	5	=	-	0	
Driving out		x	20	=	0			
Round Time:	1:13	TOTAL:	18					
Comment:		Signature:						



### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	1	Round:	1	Start Time:	2:00
Team name:	Seq / Brew				
Start POINT				=	5
Checkpoint_1	Times	x	<del>5</del> 3	x	0
Checkpoint_2		x	<del>5</del> 2	x	0
Checkpoint_3		x	<del>5</del> 2	x	0
Gap		x	10	=	0
Obstacle		x	10	=	x
Speed Bump		x	5	=	x
Ramp		x	5	=	0
Intersection		x	15	=	0
Dead end		x	15	=	x
Level ONE:					
Living VICTIM	30	1	2 3 4 5 6		5
Dead VICTIM	20 or 5	1	2 3 4 5 6		x
Level TWO:					
Living VICTIM	40	1	2 3 4 5 6		x
Dead VICTIM	30 or 5	1	2 3 4 5 6		
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	x	5	=	0
Driving out		x	20	=	0
Round Time:	4:32	TOTAL:	5		
Comment:	Signature: 				

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:	1	Round:	1	Start Time:	2:08
Team name:	SATBIK				
Start POINT				=	5
Checkpoint_1	Times	x	<del>5</del> 3	x	0
Checkpoint_2		x	<del>5</del> 2	x	0
Checkpoint_3		x	<del>5</del> 2	x	0
Gap		x	10	=	20
Obstacle		x	10	=	x
Speed Bump		x	5	=	x
Ramp		x	5	=	0
Intersection		x	15	=	0
Dead end		x	15	=	x
Level ONE:					
Living VICTIM	30	1	2 3 4 5 6		x
Dead VICTIM	20 or 5	1	2 3 4 5 6		x
Level TWO:					
Living VICTIM	40	1	2 3 4 5 6		x
Dead VICTIM	30 or 5	1	2 3 4 5 6		0
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	x	5	=	0
Driving out		x	20	=	0
Round Time:	6:51	TOTAL:	25		
Comment:	Signature: 				



### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	1	Round:	1	Start Time:	8:42	
Team name:	XLC-Robotail					
Start POINT					5	
Checkpoint_1	Times	X	(5) 3	1 0	= 40	
Checkpoint_2		X	(5) 3	1 0	= 35	
Checkpoint_3		X	5 3	1 0	= 0	
Gap		X	11 11	10	= 40	
Obstacle		X		10	= 35	
Speed Bump		X		5	= 35	
Ramp		X		5	= 0	
Intersection		X	1	15	= 15	
Dead end		X		15	= 35	
Level ONE:						
Living VICTIM	30	1	2 3 4 5 6		X	
Dead VICTIM	20 or 5	1	2 3 4 5 6		0	
Level TWO:						
Living VICTIM	40	1	2 3 4 5 6		X	
Dead VICTIM	30 or 5	1	2 3 4 5 6		X	
Lack of progress after the final check point						
Lack of progress	Rescued VICTIMS	X	5	=	0	
Driving out		X	20	=	0	
<b>Round Time:</b>	6:22				<b>TOTAL:</b>	105
Comment:	Signature: Slavik					

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:	1	Round:	1	Start Time:	8:52	
Team name:	Sabitka					
Start POINT					5	
Checkpoint_1	Times	X	(5) 3	1 0	= 25	
Checkpoint_2		X	(5) 3	1 0	= 30	
Checkpoint_3		X	(5) 3	1 0	= 45	
Gap		X	11 11	10	= 40	
Obstacle		X		10	= 35	
Speed Bump		X		5	= 35	
Ramp		X	1	5	= 5	
Intersection		X	1	15	= 15	
Dead end		X		15	= 35	
Level ONE:						
Living VICTIM	30	1	2 3 4 5 6		35	
Dead VICTIM	20 or 5	1	2 3 4 5 6		35	
Level TWO:						
Living VICTIM	40	1	2 3 4 5 6		X	
Dead VICTIM	30 or 5	1	2 3 4 5 6		X	
Lack of progress after the final check point						
Lack of progress	Rescued VICTIMS	X	5	=	0	
Driving out		X	20	=	0	
<b>Round Time:</b>	4:08				<b>TOTAL:</b>	165
Comment:	Signature: Oshay					







### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	Round:	Start Time:
Team name:	<i>ABDDWA 2</i>	
Start POINT		= 5
Checkpoint_1	Tiles	x 5 3 1 0 = 39
Checkpoint_2		x 5 3 1 0 = 40
Checkpoint_3		x 5 3 1 0 = 40
Gap		x 10 = 40
Obstacle		x 10 =
Speed Bump		x 5 =
Ramp		x 5 = 5
Intersection		x 15 = 30
Dead end		x 15 =
Level ONE:		
Living VICTIM	30	1 2 3 4 5 6
Dead VICTIM	20 or 5	1 2 3 4 5 6
Level TWO:		
Living VICTIM	40	1 2 3 4 5 6
Dead VICTIM	30 or 5	1 2 3 4 5 6
Lack of progress after the final check point		
Lack of progress	Rescued VICTIMS	x 5 = -
Driving out	x 20	=
Round Time:	<i>3:19 / 3:59</i>	TOTAL: <i>155</i>
Comment:		Signature: <i>[Signature]</i>

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:	Round:	Start Time:
Team name:	<i>ROBOGFN</i>	
Start POINT		= 5
Checkpoint_1	Tiles	x 5 3 1 0 =
Checkpoint_2		x 5 3 1 0 =
Checkpoint_3		x 5 3 1 0 =
Gap		x 10 =
Obstacle		x 10 =
Speed Bump		x 5 =
Ramp		x 5 =
Intersection		x 15 = 15
Dead end		x 15 =
Level ONE:		
Living VICTIM	30	1 2 3 4 5 6
Dead VICTIM	20 or 5	1 2 3 4 5 6
Level TWO:		
Living VICTIM	40	1 2 3 4 5 6
Dead VICTIM	30 or 5	1 2 3 4 5 6
Lack of progress after the final check point		
Lack of progress	Rescued VICTIMS	x 5 = -
Driving out	x 20	=
Round Time:	<i>6:200 / 8:00</i>	TOTAL: <i>20</i>
Comment:		Signature: <i>[Signature]</i>











### Scoring sheet RobocupJunior 2019- Rescue Line

Arena: 2 Round: 1 Start Time:

Team name: HRADVA 1

Start POINT = 5

Checkpoint_1	7 Tiles	X	5	3	1	0	=	35
Checkpoint_2	13	X	3	1	0	=	39	
Checkpoint_3	2	X	5	3	1	0	=	6
Gap	11	X	10	=	=	=	40	
Obstacle		X	10	=	=	=		
Speed Bump		X	5	=	=	=		
Ramp	1	X	5	=	=	=	5	
Intersection	11	X	15	=	=	=	30	
Dead end		X	15	=	=	=		

Level ONE:

Living VICTIM	30	1	2	3	4	5	6
Dead VICTIM	20 or 5	1	2	3	4	5	6

Level TWO:

Living VICTIM	40	1	2	3	4	5	6
Dead VICTIM	30 or 5	1	2	3	4	5	6

Lack of progress after the final check point

Lack of progress	Rescued VICTIMS	X	5	=	=	=	
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Driving out X 20 =

Round Time: 3:07 / 3:38 TOTAL: 160

Comment: Signature: *Shurab*

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena: 2 Round: 1 Start Time:

Team name: TD

Start POINT = 5

Checkpoint_1	Tiles	X	5	3	1	0	=	
Checkpoint_2		X	5	3	1	0	=	
Checkpoint_3		X	5	3	1	0	=	
Gap		X	10	=	=	=		
Obstacle		X	10	=	=	=		
Speed Bump		X	5	=	=	=		
Ramp		X	5	=	=	=		
Intersection		X	15	=	=	=		
Dead end		X	15	=	=	=		

Level ONE:

Living VICTIM	30	1	2	3	4	5	6
Dead VICTIM	20 or 5	1	2	3	4	5	6

Level TWO:

Living VICTIM	40	1	2	3	4	5	6
Dead VICTIM	30 or 5	1	2	3	4	5	6

Lack of progress after the final check point

Lack of progress	Rescued VICTIMS	X	5	=	=	=	
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Driving out X 20 =

Round Time: 02:49 / 05:03 TOTAL: 5

Comment: Signature: *Shurab*



### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	2	Round:	1	Start Time:	
Team name:	PUPUZATI ROBOTOVIA				
Start POINT					5
Checkpoint_1	Tiles	X	<del>3</del> <del>3</del> <del>1</del>	0	=
Checkpoint_2		X	<del>3</del> <del>1</del> 0	0	=
Checkpoint_3		X	5 3 1 0	0	=
Gap		X	10		= 10
Obstacle		X	10		=
Speed Bump		X	5		=
Ramp		X	5		=
Intersection		X	15		= 30
Dead end		X	15		=
<b>Level ONE:</b>					
Living VICTIM	30	1	2	3	4
Dead VICTIM	20 or 5	1	2	3	4
<b>Level TWO:</b>					
Living VICTIM	40	1	2	3	4
Dead VICTIM	30 or 5	1	2	3	4
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	X	5		= -
Driving out	X	20			=
<b>Round Time:</b>	2:45 / 3:35				<b>TOTAL: 45</b>
Comment:					Signature: <i>galbar</i>

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:		Round:		Start Time:	
Team name:	PAPA ROBOTIS				
Start POINT					5
Checkpoint_1	Tiles	X	<del>5</del> 3 1 0	0	= 25
Checkpoint_2		X	<del>3</del> <del>1</del> 0	0	=
Checkpoint_3		X	5 3 1 0	0	= 20
Gap		X	10		= 40
Obstacle		X	10		=
Speed Bump		X	5		=
Ramp		X	5		= 5
Intersection		X	15		= 15
Dead end		X	15		=
<b>Level ONE:</b>					
Living VICTIM	30	1	2	3	4
Dead VICTIM	20 or 5	1	2	3	4
<b>Level TWO:</b>					
Living VICTIM	40	1	2	3	4
Dead VICTIM	30 or 5	1	2	3	4
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	X	5		= -
Driving out	X	20			=
<b>Round Time:</b>	1:12 / 1:37				<b>TOTAL: 40</b>
Comment:					Signature: <i>Wiss</i>







### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	1	Round:	2	Start Time:	12:00
Team name:	Hodová robot &				
Start POINT					= 5
Checkpoint_1	Tiles	X	3	1 0	= 35
Checkpoint_2		X	3	1 0	= 50
Checkpoint_3		X	3	1 0	= 30
Gap		X	10		= 10
Obstacle		X	10		= 10
Speed Bump		X	5		= 5
Ramp		X	5		= 5
Intersection		X	15		= 15
Dead end		X	15		= 15
Level ONE:					
Living VICTIM	30	1	2 3 4 5 6		X
Dead VICTIM	20 or 5	1	2 3 4 5 6		X
Level TWO:					
Living VICTIM	40	1	2 3 4 5 6		X
Dead VICTIM	30 or 5	1	2 3 4 5 6		X
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	X	5	=	-
Driving out		X	20	=	X
Round Time:	4:20	TOTAL:	205		
Comment:	Signature:		<i>[Signature]</i>		

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:	1	Round:	2	Start Time:	12:00
Team name:	RoboBem				
Start POINT					= 5
Checkpoint_1	Tiles	X	3	1 0	= 35
Checkpoint_2		X	3	1 0	= 0
Checkpoint_3		X	3	1 0	= 0
Gap		X	10		= 10
Obstacle		X	10		= 10
Speed Bump		X	5		= 5
Ramp		X	5		= 5
Intersection		X	15		= 15
Dead end		X	15		= 15
Level ONE:					
Living VICTIM	30	1	2 3 4 5 6		0
Dead VICTIM	20 or 5	1	2 3 4 5 6		5
Level TWO:					
Living VICTIM	40	1	2 3 4 5 6		X
Dead VICTIM	30 or 5	1	2 3 4 5 6		X
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	X	5	=	-
Driving out		X	20	=	0
Round Time:	8:00	TOTAL:	100		
Comment:	Signature:		<i>[Signature]</i>		



















### Scoring sheet RobocupJunior 2019- Rescue Line

Arena: 2 Round: 2 Start Time:

Team name: RAGNAROK

Start POINT = 5

Checkpoint_1	Tiles	X	<del>5</del>	<del>3</del>	<del>1</del>	0	=
Checkpoint_2		X	<del>5</del>	<del>3</del>	<del>1</del>	0	=
Checkpoint_3		X	<del>5</del>	<del>3</del>	<del>1</del>	0	=
Gap		X				10	=
Obstacle		X				10	=
Speed Bump		X				5	=
Ramp		X				5	=
Intersection		X				15	=
Dead end		X				15	=

Level ONE:

Living VICTIM	30	1	2	3	4	5	6
Dead VICTIM	20 or 5	1	2	3	4	5	6

Level TWO:

Living VICTIM	40	1	2	3	4	5	6
Dead VICTIM	30 or 5	1	2	3	4	5	6

Lack of progress after the final check point

Lack of progress	Rescued VICTIMS	X	5	=	-
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Driving out	X	20	=
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Round Time: 2:13 18:00 TOTAL: 60

Comment: Signature: Ragnarok

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena: 2 Round: 3 Start Time:

Team name: RAGNAROK

Start POINT = 5

Checkpoint_1	Tiles	X	<del>3</del>	3	1	0	=
Checkpoint_2		X	5	3	1	0	=
Checkpoint_3		X	5	3	1	0	=
Gap		X				10	=
Obstacle		X				10	=
Speed Bump		X				5	=
Ramp		X				5	=
Intersection		X				15	=
Dead end		X				15	=

Level ONE:

Living VICTIM	30	1	2	3	4	5	6
Dead VICTIM	20 or 5	1	2	3	4	5	6

Level TWO:

Living VICTIM	40	1	2	3	4	5	6
Dead VICTIM	30 or 5	1	2	3	4	5	6

Lack of progress after the final check point

Lack of progress	Rescued VICTIMS	X	5	=	-
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Driving out	X	20	=
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Round Time: 4:46 / 3:07 TOTAL: 20

Comment: Signature: Ragnarok



### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	2	Round:	2	Start Time:			
Team name:	SEAL CREW						
Start POINT					= 5		
Checkpoint_1	8 Tiles	x	5	3	1	0	= 40
Checkpoint_2		x	4	3	1	0	=
Checkpoint_3	4	x	5	3	1	0	= 20
Gap	1	x		10			= 10
Obstacle		x		10			=
Speed Bump		x		5			=
Ramp	1	x		5			= 5
Intersection	11	x		15			= 45
Dead end		x		15			=
Level ONE:							
Living VICTIM	30	1	2	3	4	5	6
Dead VICTIM	20 or 5	1	2	3	4	5	6
Level TWO:							
Living VICTIM	40	1	2	3	4	5	6
Dead VICTIM	30 or 5	1	2	3	4	5	6
Lack of progress after the final check point							
Lack of progress	1 Rescued VICTIMS	x		5			= -
Driving out		x		20			=
Round Time:	4:42 / 8:00		TOTAL:	125			
Comment:				Signature:	[Signature]		

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:	2	Round:	2	Start Time:			
Team name:	SABIK						
Start POINT					= 5		
Checkpoint_1	Tiles	x	3	3	1	0	=
Checkpoint_2		x	2	2	1	0	=
Checkpoint_3		x	3	2	1	0	=
Gap		x		10			=
Obstacle		x		10			=
Speed Bump		x		5			=
Ramp		x		5			=
Intersection	11	x		15			= 30
Dead end		x		15			=
Level ONE:							
Living VICTIM	30	1	2	3	4	5	6
Dead VICTIM	20 or 5	1	2	3	4	5	6
Level TWO:							
Living VICTIM	40	1	2	3	4	5	6
Dead VICTIM	30 or 5	1	2	3	4	5	6
Lack of progress after the final check point							
Lack of progress	Rescued VICTIMS	x		5			= -
Driving out		x		20			=
Round Time:	5:32 / 4:20		TOTAL:	35			
Comment:				Signature:	[Signature]		











### Scoring sheet RobocupJunior 2019- Rescue Line

Arena: 2 Round: 2 Start Time:

Team name: FRANCOE

Start POINT = 5

Checkpoint_1	5 Tiles	X	5	3	1	0	=	25
Checkpoint_2		X	5	3	1	0	=	
Checkpoint_3		X	5	3	1	0	=	
Gap		X		10			=	
Obstacle		X		10			=	
Speed Bump		X		5			=	
Ramp		X		5			=	
Intersection		X	11	15			=	30
Dead end		X		15			=	

Level ONE:

Living VICTIM	30	1	2	3	4	5	6
Dead VICTIM	20 or 5	1	2	3	4	5	6

Level TWO:

Living VICTIM	40	1	2	3	4	5	6
Dead VICTIM	30 or 5	1	2	3	4	5	6

Lack of progress after the final check point

Lack of progress	Rescued VICTIMS	X	5	=	-
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Driving out X 20 =

Round Time: 4:12 15:54 TOTAL: 00

Comment: Signature: Uly - Rojas

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena: 2 Round: 2 Start Time:

Team name: ARTCARB

Start POINT = 5

Checkpoint_1	Tiles	X	5	3	1	0	=	
Checkpoint_2		X	5	3	1	0	=	
Checkpoint_3		X	5	3	1	0	=	20
Gap		X		10			=	10
Obstacle		X		10			=	
Speed Bump		X		5			=	
Ramp		X	11	5			=	10
Intersection		X	11	15			=	30
Dead end		X		15			=	

Level ONE:

Living VICTIM	30	1	2	3	4	5	6
Dead VICTIM	20 or 5	1	2	3	4	5	6

Level TWO:

Living VICTIM	40	1	2	3	4	5	6
Dead VICTIM	30 or 5	1	2	3	4	5	6

Lack of progress after the final check point

Lack of progress	Rescued VICTIMS	X	5	=	-
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Driving out X 20 =

Round Time: 6:45 15:09 TOTAL: 65

Comment: Signature: [Signature]







### Scoring sheet RobocupJunior 2019 - Rescue MAZE

Arena:	A	Round:	2	Start Time:	16:15
Team name:	SLC - Amavulqcs				
Linear VICTIM	0	x	10	=	0
Floating VICTIM	0	x	25	=	0
RescueKIT	0	x	10	=	0
[H] Harmed	0	x	20	=	0
[S] Stable	0	x	10	=	0
Speed Bump	0	x	5	=	0
Ramp UP	0	x	20	=	0
Ramp DOWN	0	x	10	=	0
Checkpoint	1	x	10	=	10
Misidentification	0	x	-5	=	0
Lack of progress	///				///
<b>Reliability Bonus: VICTIMS + KITS - „LOP“ X 10 = 0</b>					
Exit Bonus: VICTIMS X 10 = 0					
<b>Round Time:</b>	3:08		<b>TOTAL: 10</b>		
Comment:			Signature: <i>Lucas</i>		

### Scoring sheet RobocupJunior 2017 - Rescue MAZE-1

Arena:	A	Round:	2	Start Time:	16:08
Team name:	SEKS TEAM				
Linear VICTIM	0	x	10	=	0
Floating VICTIM	0	x	25	=	0
RescueKIT	0	x	10	=	0
[H] Harmed	0	x	20	=	0
[S] Stable	0	x	10	=	0
Speed Bump	//	x	5	=	10
Ramp UP	0	x	20	=	0
Ramp DOWN	1	x	10	=	10
Checkpoint	1	x	10	=	10
Misidentification	0	x	-5	=	0
Lack of progress	////				////
<b>Reliability Bonus: VICTIMS + KITS - „LOP“ X 10</b>					
Exit Bonus: VICTIMS X 10 = 3:45					
<b>Round Time:</b>	3:45		<b>TOTAL: 30</b>		
Comment:			Signature: <i>Stefan</i>		



### Scoring sheet RobocupJunior 2019 - Rescue MAZE


Arena: <b>A</b>	Round: <b>3</b>	Start Time: <b>16:05</b>
Team name: <b>SL - Amate 965</b>		
Linear VICTIM	x 10 =	0
Floating VICTIM	x 25 =	0
RescueKIT	x 10 =	0
[H] Harmed	x 20 =	0
[S] Stable	x 10 =	0
Speed Bump	x 5 =	0
Ramp UP	x 20 =	0
Ramp DOWN	x 10 =	0
Checkpoint	x 10 =	10
Misidentification	x -5 =	0
Lack of progress	<del>###</del> <del>###</del> <del>###</del>	
<b>Reliability Bonus: VICTIMS + KITS - „LOP“ X 10 = 0</b>		
<b>Exit Bonus: VICTIMS X 10 = 0</b>		
<b>Round Time: 2:10</b>	<b>TOTAL:</b>	<b>10</b>
Comment:	Signature:	<i>Sudar</i>

### Scoring sheet RobocupJunior 2017 - Rescue MAZE-1


Arena: <b>B</b>	Round: <b>5</b>	Start Time: <b>17:10</b>
Team name: <b>SEKS TEAM</b>		
Linear VICTIM	x 10 =	0
Floating VICTIM	x 25 =	0
RescueKIT	x 10 =	0
[H] Harmed	x 20 =	0
[S] Stable	x 10 =	40
Speed Bump	x 5 =	15
Ramp UP	x 20 =	0
Ramp DOWN	x 10 =	0
Checkpoint	x 10 =	20
Misidentification	x -5 =	-5
Lack of progress	<del>###</del> <del>###</del> <del>###</del>	
<b>Reliability Bonus: VICTIMS + KITS - „LOP“ X 10 = 0</b>		
<b>Exit Bonus: VICTIMS X 10 = 0</b>		
<b>Round Time: 3:57</b>	<b>TOTAL:</b>	<b>50</b>
Comment:	Signature:	<i>Waldemar</i>



### Scoring sheet RobocupJunior 2019 - Rescue MAZE

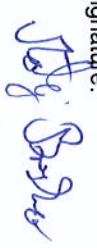
Arena:	A	Round:	1	Start Time:	11:10
Team name: SIL - Amavt964					
Linear VICTIM	0	x	10	=	0
Floating VICTIM	0	x	25	=	0
RescueKIT	0	x	10	=	0
[H] Harmed	0	x	20	=	0
[S] Stable	0	x	10	=	0
Speed Bump	0	x	5	=	0
Ramp UP	0	x	20	=	0
Ramp DOWN	0	x	10	=	0
Checkpoint	1	x	10	=	10
Misidentification	0	x	-5	=	0
Lack of progress	///				
Reliability Bonus: VICTIMS + KITS - „LOP“ X 10 = 0					
Exit Bonus: VICTIMS X 10 = 0					
Round Time:	0:20	TOTAL:		10	
Comment:		Signature:			

### Scoring sheet RobocupJunior 2017 - Rescue MAZE-1


Arena:	A	Round:	1	Start Time:	11:17
Team name: SERFS TEAM					
Linear VICTIM	0	x	10	=	0
Floating VICTIM	0	x	25	=	0
RescueKIT	0	x	10	=	0
[H] Harmed	0	x	20	=	0
[S] Stable	0	x	10	=	0
Speed Bump	1	x	5	=	5
Ramp UP	0	x	20	=	0
Ramp DOWN	0	x	10	=	0
Checkpoint	11	x	10	=	20
Misidentification	0	x	-5	=	0
Lack of progress	///				
Reliability Bonus: VICTIMS + KITS - „LOP“ X 10					
Exit Bonus: VICTIMS X 10					
Round Time:	2:20	TOTAL:		25	
Comment:		Signature:			



### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	1	Round:	3	Start Time:	15:00
Team name:	France 2				
Start POINT					5
Checkpoint_1	Tigs	x	<del>x</del>	<del>x</del>	0
Checkpoint_2	8	x	<del>x</del>	<del>x</del>	0
Checkpoint_3	7	x	<del>x</del>	<del>x</del>	4
Gap		x		10	=
Obstacle		x		10	=
Speed Bump		x		5	=
Ramp		x		5	=
Intersection	111	x		15	=
Dead end		x		15	=
<b>Level ONE:</b>					
Living VICTIM	30	1	2	3	4
Dead VICTIM	20 or 5	1	2	3	4
<b>Level TWO:</b>					
Living VICTIM	40	1	2	3	4
Dead VICTIM	30 or 5	1	2	3	4
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	x		5	=
Driving out		x		20	=
<b>Round Time:</b>	4:26	<b>TOTAL:</b>			57
Comment:					Signature: 

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:	1	Round:	3	Start Time:	15:09
Team name:	ARTGAR B				
Start POINT					5
Checkpoint_1	Tigs	x	<del>x</del>	<del>x</del>	0
Checkpoint_2	9	x	<del>x</del>	<del>x</del>	45
Checkpoint_3	5	x	<del>x</del>	<del>x</del>	25
Gap		x		10	=
Obstacle		x		10	=
Speed Bump		x		5	=
Ramp	1	x		5	=
Intersection	1111	x		15	=
Dead end		x		15	=
<b>Level ONE:</b>					
Living VICTIM	30	1	2	3	4
Dead VICTIM	20 or 5	1	2	3	4
<b>Level TWO:</b>					
Living VICTIM	40	1	2	3	4
Dead VICTIM	30 or 5	1	2	3	4
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	x		5	=
Driving out		x		20	=
<b>Round Time:</b>	6:57	<b>TOTAL:</b>			140
Comment:					Signature: 











### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	1	Round:	3	Start Time:	14:02
Team name:	Seal crew				
Start POINT					5
Checkpoint_1	Times	X	5	1	0 =
Checkpoint_2		X	5	2	0 =
Checkpoint_3		X	5	2	0 =
Gap		X		10	0 =
Obstacle		X		10	10 =
Speed Bump		X		5	0 =
Ramp		X		5	0 =
Intersection		X		15	30 =
Dead end		X		15	0 =
<b>Level ONE:</b>					
Living VICTIM	30	1	2	3	4
Dead VICTIM	20 or 5	1	2	3	4
<b>Level TWO:</b>					
Living VICTIM	40	1	2	3	4
Dead VICTIM	30 or 5	1	2	3	4
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	X	5	=	0
Driving out	X	20	=	0	
<b>Round Time:</b>	6:57	<b>TOTAL:</b>	45		
Comment:					Signature:

Signature: *[Handwritten Signature]*

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:	1	Round:	3	Start Time:	14:12
Team name:	SABIK				
Start POINT					5
Checkpoint_1	Times	X	5	1	0 =
Checkpoint_2		X	5	2	0 =
Checkpoint_3		X	5	2	0 =
Gap		X		10	0 =
Obstacle		X		10	0 =
Speed Bump		X		5	0 =
Ramp		X		5	0 =
Intersection		X		15	45 =
Dead end		X		15	0 =
<b>Level ONE:</b>					
Living VICTIM	30	1	2	3	4
Dead VICTIM	20 or 5	1	2	3	4
<b>Level TWO:</b>					
Living VICTIM	40	1	2	3	4
Dead VICTIM	30 or 5	1	2	3	4
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	X	5	=	0
Driving out	X	20	=	0	
<b>Round Time:</b>	6:26	<b>TOTAL:</b>	50		
Comment:					Signature:

Signature: *[Handwritten Signature]*







### Scoring sheet RobocupJunior 2019- Rescue Line

Arena: 1 Round: 3 Start Time: 15:40

Team name: XLC-ROBO TAIL

Start POINT = 5

Checkpoint_1	13 Tiles	x	1	2	3	4	5	6	=	0
Checkpoint_2	4	x	1	2	3	4	5	6	=	0
Checkpoint_3	5	x	1	2	3	4	5	6	=	0
Gap		x	1	2	3	4	5	6	=	0
Obstacle		x	1	2	3	4	5	6	=	0
Speed Bump		x	1	2	3	4	5	6	=	0
Ramp		x	1	2	3	4	5	6	=	0
Intersection		x	1	2	3	4	5	6	=	60
Dead end		x	1	2	3	4	5	6	=	0

Level ONE:

Living VICTIM	30	1	2	3	4	5	6	=	0
Dead VICTIM	20 or 5	1	2	3	4	5	6	=	0

Level TWO:

Living VICTIM	40	1	2	3	4	5	6	=	0
Dead VICTIM	30 or 5	1	2	3	4	5	6	=	0

Lack of progress after the final check point

Lack of progress	Rescued VICTIMS	x	5	=	-	0
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Driving out	x	20	=	0
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Round Time: 0:40 TOTAL: 90

Comment: Signature: *Radhwan*

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena: 1 Round: 3 Start Time: 15:55

Team name: SABIK 2

Start POINT = 5

Checkpoint_1	Tiles	x	1	2	3	4	5	6	=	0
Checkpoint_2		x	1	2	3	4	5	6	=	0
Checkpoint_3		x	1	2	3	4	5	6	=	0
Gap		x	1	2	3	4	5	6	=	0
Obstacle		x	1	2	3	4	5	6	=	0
Speed Bump		x	1	2	3	4	5	6	=	0
Ramp		x	1	2	3	4	5	6	=	0
Intersection		x	1	2	3	4	5	6	=	0
Dead end		x	1	2	3	4	5	6	=	0

Level ONE:

Living VICTIM	30	1	2	3	4	5	6	=	0
Dead VICTIM	20 or 5	1	2	3	4	5	6	=	0

Level TWO:

Living VICTIM	40	1	2	3	4	5	6	=	0
Dead VICTIM	30 or 5	1	2	3	4	5	6	=	0

Lack of progress after the final check point

Lack of progress	Rescued VICTIMS	x	5	=	-	0
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Driving out	x	20	=	0
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Round Time: 7:40 TOTAL: 5


Comment: Signature: *Leo*



### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	2	Round:	3	Start Time:	
Team name:	PAPER CRAT				
Start POINT					= 5
Checkpoint_1	Tiles	X	<del>5</del> 8	<del>1</del> 0	=
Checkpoint_2		X	<del>5</del> 3	<del>1</del> 0	=
Checkpoint_3		X	<del>5</del> 8	<del>1</del> 0	=
Gap		X	10		= 10
Obstacle		X	10		=
Speed Bump		X	5		= 5
Ramp		X	5		=
Intersection		X	15		= 60
Dead end		X	15		=
Level ONE:					
Living VICTIM	30	1	2	3	4
Dead VICTIM	20 or 5	1	2	3	4
Level TWO:					
Living VICTIM	40	1	2	3	4
Dead VICTIM	30 or 5	1	2	3	4
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	X	5		= -
Driving out		X	20		=
Round Time:	4:13 / 5:22				TOTAL: 80
Comment:					Signature: 

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:		Round:	4	Start Time:	
Team name:	H ONE				
Start POINT					= 5
Checkpoint_1	Tiles	X	<del>5</del> 8	<del>1</del> 0	=
Checkpoint_2		X	<del>5</del> 3	<del>1</del> 0	=
Checkpoint_3		X	<del>5</del> 8	<del>1</del> 0	=
Gap		X	10		=
Obstacle		X	10		=
Speed Bump		X	5		=
Ramp		X	5		=
Intersection		X	15		= 30
Dead end		X	15		=
Level ONE:					
Living VICTIM	30	1	2	3	4
Dead VICTIM	20 or 5	1	2	3	4
Level TWO:					
Living VICTIM	40	1	2	3	4
Dead VICTIM	30 or 5	1	2	3	4
Lack of progress after the final check point					
Lack of progress	Rescued VICTIMS	X	5		= -
Driving out		X	20		=
Round Time:	6:46 / 7:54				TOTAL: 35
Comment:					Signature: 











### Scoring sheet RobocupJunior 2019- Rescue Line

Arena: 2 Round: 3 Start Time:

Team name: ROBOGEL

Start POINT = 5

Checkpoint_1	Tiles	X	<del>5</del>	<del>3</del>	<del>1</del>	0	=
Checkpoint_2		X	<del>3</del>	<del>3</del>	<del>1</del>	0	=
Checkpoint_3		X	<del>3</del>	<del>3</del>	<del>1</del>	0	=
Gap		X				10	=
Obstacle		X				10	=
Speed Bump		X				5	=
Ramp		X				5	=
Intersection		X				15	= <u>30</u>
Dead end		X				15	=

Level ONE:

Living VICTIM	30	1	2	3	4	5	6
Dead VICTIM	20 or 5	1	2	3	4	5	6

Level TWO:

Living VICTIM	40	1	2	3	4	5	6
Dead VICTIM	30 or 5	1	2	3	4	5	6

Lack of progress after the final check point

Lack of progress	Rescued VICTIMS	X	5	=	-
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Driving out	X	20	=
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Round Time: 7:24 / 18:00 TOTAL: 35

Comment: Signature: Marek

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena: 2 Round: 3 Start Time:

Team name: PEPEGA

Start POINT = 5

Checkpoint_1	Tiles	X	<del>5</del>	<del>3</del>	<del>1</del>	0	=
Checkpoint_2		X	<del>3</del>	<del>3</del>	<del>1</del>	0	=
Checkpoint_3		X	<del>3</del>	<del>3</del>	<del>1</del>	0	=
Gap		X				10	=
Obstacle		X				10	=
Speed Bump		X				5	=
Ramp		X				5	=
Intersection		X				15	= <u>15</u>
Dead end		X				15	=

Level ONE:

Living VICTIM	30	1	2	3	4	5	6
Dead VICTIM	20 or 5	1	2	3	4	5	6

Level TWO:

Living VICTIM	40	1	2	3	4	5	6
Dead VICTIM	30 or 5	1	2	3	4	5	6

Lack of progress after the final check point

Lack of progress	Rescued VICTIMS	X	5	=	-
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Driving out	X	20	=
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Round Time: 2:35 / 4:11 TOTAL: 20

Comment: Signature: Marek







### Scoring sheet RobocupJunior 2019- Rescue Line

Arena:	Round: 3	Start Time:
Team name:	PUPKAT / BOBKOVA	
Start POINT		= 5
Checkpoint_1	Tiles	x 3 / 3 / 3 / 0 =
Checkpoint_2		x 5 / 3 / 1 / 0 =
Checkpoint_3		x 5 / 3 / 1 / 0 =
Gap		x 10 =
Obstacle		x 10 =
Speed Bump		x 5 =
Ramp		x 5 = 5
Intersection		x 15 = 60
Dead end		x 15 =
<b>Level ONE:</b>		
Living VICTIM	30	1 2 3 4 5 6
Dead VICTIM	20 or 5	1 2 3 4 5 6
<b>Level TWO:</b>		
Living VICTIM	40	1 2 3 4 5 6
Dead VICTIM	30 or 5	1 2 3 4 5 6
Lack of progress after the final check point		
Lack of progress	Rescued VICTIMS	x 5 = -
Driving out	x 20	=
<b>Round Time:</b>	6:27 / 6:58	<b>TOTAL: 79</b>
Comment:	Signature: <i>Brunner</i>	

### Scoring sheet RobocupJunior 2019- Rescue Line-1

Arena:	Round:	Start Time:
Team name:		
Start POINT		= 5
Checkpoint_1	Tiles	x 5 3 1 0 =
Checkpoint_2		x 5 3 1 0 =
Checkpoint_3		x 5 3 1 0 =
Gap		x 10 =
Obstacle		x 10 =
Speed Bump		x 5 =
Ramp		x 5 =
Intersection		x 15 =
Dead end		x 15 =
<b>Level ONE:</b>		
Living VICTIM	30	1 2 3 4 5 6
Dead VICTIM	20 or 5	1 2 3 4 5 6
<b>Level TWO:</b>		
Living VICTIM	40	1 2 3 4 5 6
Dead VICTIM	30 or 5	1 2 3 4 5 6
Lack of progress after the final check point		
Lack of progress	Rescued VICTIMS	x 5 = -
Driving out	x 20	=
<b>Round Time:</b>		<b>TOTAL:</b>
Comment:	Signature:	