**RETURN LOOSE ITEMS**
- 1xFiretruck
- 6xPenalties
- 1xSlingshot
- 9xRain
- 5xBigWater
- 1xOptionalLoop
- 2xManholeCover
- 1xSludge
- 1xBrokenPipe
- 2xNewPipe
- 1xPumpAddition
- 1xWaterTarget
- 1xWaterWell
- 1xTripod
- 1xDirtyWater

**M01 – PIPE REMOVAL**
- Broken Pipe is completely in Base
  - Yes
  - No

**M02 – FLOW**
- Big Water is on other team’s Field
  - Yes
  - No
  *(only by turning Pump System’s valves(s))*

**M03 – PUMP ADDITION**
- Pump Addition has contact with the mat, completely inside the target area
  - Yes
  - No

**M04 – RAIN**
- At least one Rain is out of the Rain Cloud
  - Yes
  - No

**M05 – FILTER**
- Lock latch is in dropped position
  - Yes
  - No

**M06 – WATER TREATMENT**
- Big Water is ejected from Water Treatment model
  - Yes
  - No
  *(only by Toilet’s lever)*

**M07 – FOUNTAIN**
- Middle layer is raised
  - Yes
  - No
  *(due only to a Big Water in gray tub)*

**M08 – MANHOLE COVERS**
- Manhole Cover(s) are flipped over past vertical and never reached Base
  - 0
  - 1
  - 2
- Both Manhole Covers are flipped over, and completely in separate Tripod target
  - Yes
  - No

**M09 – TRIPOD**
- All the Tripod’s feet are touching the mat
  - Yes
  - No
- Tripod is partially in a Tripod target
  - Yes
  - No
- Tripod is completely in a Tripod target
  - Yes
  - No

**M10 – PIPE REPLACEMENT**
- New Pipe is installed where Broken Pipe was
  - Yes
  - No
- This New Pipe has full/flat contact with the mat
  - Yes
  - No

**M11 – PIPE CONSTRUCTION**
- New Pipe has full/flat contact with the mat
  - Yes
  - No
- This New Pipe is partially in its target
  - Yes
  - No
- This New Pipe is completely in its target
  - Yes
  - No

**M12 – SLUDGE**
- Sludge touching visible wood of a drawn garden box
  - Yes
  - No

**M13 – FLOWER**
- Flower is raised
  - Yes
  - No
  *(due only to a Big Water in brown pot)*
- At least one Rain is in the purple part, touching nothing but Flower model
  - Yes
  - No

**M14 – WATER WELL**
- Water Well contacting mat partially inside target area
  - Yes
  - No
- Water Well contacting mat completely inside target area
  - Yes
  - No

**M15 – FIRE**
- Fire is dropped
  - Yes
  - No
  *(due only to Firetruck applying direct force to House’s lever)*

**M16 – WATER COLLECTION**
- (Water may be touching target and/or other clean water)
- (Water may not be touching or guided by anything else)
- Water Target is East of Off-Limits line
  - Yes
  - No
  *(and never reached Off-Limit line)*
- At least one Rain is touching mat in the Water Target
  - Yes
  - No
- Big Water touching mat in the Water Target
  - 0
  - 1
  - 2
  - 3
  - 4
  - 5
- At least one pair of Big Waters stacked in Water Target
  - Yes
  - No

**M17 – SLINGSHOT**
- Slingshot is completely in the Slingshot target
  - Yes
  - No
- Rain AND Dirty Water completely in the Slingshot target
  - Yes
  - No

**M18 – FAUCET**
- Water level is more blue than white
  - Yes
  - No
  *(only by turning Faucet handle)*

**PENALTIES**
- Penalty discs in the white triangle area
  - 0
  - 1
  - 2
  - 3
  - 4
  - 5
  - 6

Pairs marked with **OR** cannot both be marked “Yes” (please circle all selections)