

Team #: \_\_\_\_\_ Referee: \_\_\_\_\_

Round: \_\_\_\_\_ Table: \_\_\_\_\_



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

1	<b>M01 – PIPE REMOVAL</b> Broken Pipe is completely in Base	Yes	No	
2	<b>M02 – FLOW</b> Big Water is on other team's Field <i>(only by turning Pump System's valves(s))</i>	Yes	No	
3	<b>M03 – PUMP ADDITION</b> Pump Addition has contact with the mat, completely inside the target area	Yes	No	
4	<b>M04 – RAIN</b> At least one Rain is out of the Rain Cloud	Yes	No	
5	<b>M05 – FILTER</b> Lock latch is in dropped position	Yes	No	
6	<b>M06 – WATER TREATMENT</b> Big Water is ejected from Water Treatment model <i>(only by Toilet's lever)</i>	Yes	No	
7	<b>M07 – FOUNTAIN</b> Middle layer is raised <i>(due only to a Big Water in gray tub)</i>	Yes	No	
8	<b>M08 – MANHOLE COVERS</b> Manhole Cover(s) are flipped over past vertical <i>(and never reached Base)</i> Both Manhole Covers are flipped over, and completely in separate Tripod target	0	1	2
9	<b>M09 – TRIPOD</b> All the Tripod's feet are touching the mat	Yes	No	
	<b>OR</b> Tripod is <i>partially</i> in a Tripod target	Yes	No	
	Tripod is <i>completely</i> in a Tripod target	Yes	No	

10	<b>M10 – PIPE REPLACEMENT</b> New Pipe is installed where Broken Pipe was This New Pipe has full/flat contact with the mat	Yes	No					
11	<b>M11 – PIPE CONSTRUCTION</b> New Pipe has full/flat contact with the mat <b>OR</b> This New Pipe is <i>partially</i> in its target This New Pipe is <i>completely</i> in its target	Yes	No					
12	<b>M12 – SLUDGE</b> Sludge touching visible wood of a drawn garden box	Yes	No					
13	<b>M13 – FLOWER</b> Flower is raised <i>(due only to a Big Water in brown pot)</i> At least one Rain is in the purple part, touching nothing but Flower model	Yes	No					
14	<b>M14 – WATER WELL</b> <b>OR</b> Water Well contacting mat <i>partially</i> inside target area Water Well contacting mat <i>completely</i> inside target area	Yes	No					
15	<b>M15 – FIRE</b> Fire is dropped <i>(due only to Firetruck applying direct force to House's lever)</i>	Yes	No					
16	<b>M16 – WATER COLLECTION</b> <i>(Water may be touching target and/or other clean water)</i> <i>(Water may not be touching or guided by anything else)</i> Water Target is East of Off-Limits line <i>(and never reached Off-Limit line)</i> At least one Rain is touching mat in the Water Target 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					
17	<b>M17 – SLINGSHOT</b> Slingshot is completely in the Slingshot target Rain AND Dirty Water completely in the Slingshot target	Yes	No					
18	<b>M18 – FAUCET</b> Water level is more blue than white <i>(only by turning Faucet handle)</i>	Yes	No					
<b>PENALTIES</b> Penalty discs in the white triangle area		0	1	2	3	4	5	6
<b>RETURN LOOSE ITEMS</b> 1xFiretruck, 6xPenalties, 1xSlingshot, 9xRain, 5xBigWater, 1xOptionalLoop, 2xManholeCover, 1xSludge, 1xBrokenPipe, 2xNewPipe, 1xPumpAddition, 1xWaterTarget, 1xWaterWell, 1xTripod, 1xDirtyWater								

Team Initials: \_\_\_\_\_