

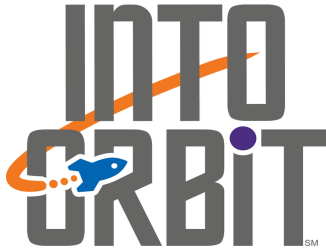
Team #

Referee

Round

Table

0

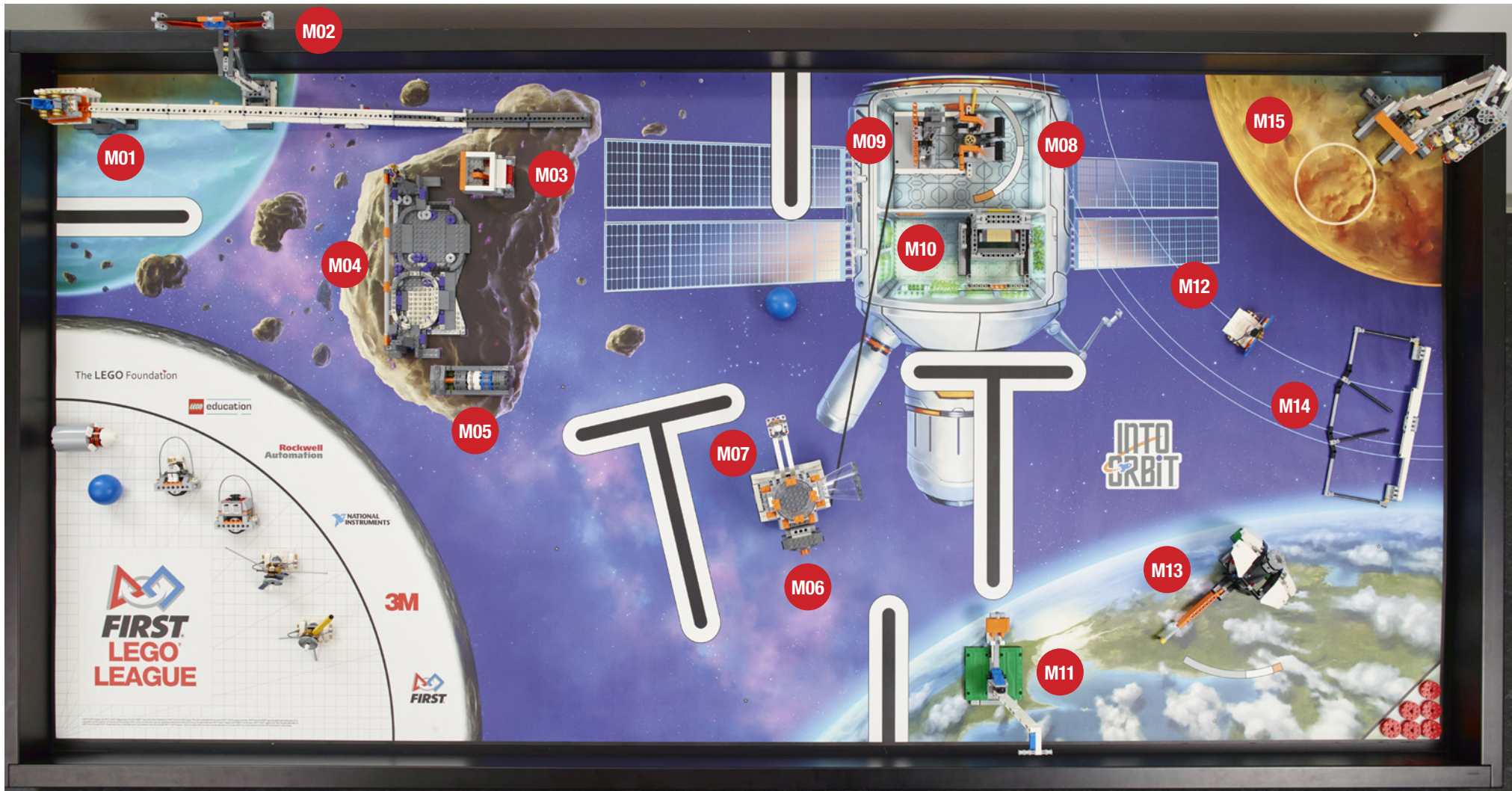


1	M01 - Space Travel	Vehicle Payload rolled down ramp	Yes	No
		Supply Payload rolled down ramp	Yes	No
		Crew Payload rolled down ramp	Yes	No
2	M02 - Solar Panel Array	Both Solar Pannels are angled toward the same field	Yes	No
		Your Solar panel is angled toward other team field	Yes	No
3	M03 - 3D Printing	2x4 Brick ejected and completely in NE Planet Area	Yes	No
	or	2x4 Brick ejected and not completely in NE Planet Area	Yes	No
4	M04 - Creater Crossing	All weight bearing features cross east to west past gate	Yes	No
5	M05 - Extraction	All 4 core samples no longer touching axle	Yes	No
	or	Gas Core Sample is touching mat in Lander's target circle	Yes	No
		Gas Core Sample completely in base	Yes	No
		Water Core Sample supported only by the Food Growth Chamber	Yes	No
6	M06 - Space Station Modules	Move the Cone Module completely into Base	Yes	No
		Insert the Tube Module into Habitation Hub, west side	Yes	No
		Transfer/Insert Dock Module into Habitation Hub, east side	Yes	No
7	M07 - Space Walk Emergency	Gerhard is completely in the Habitation Hub Airlock	Yes	No
	or	Gerhard is partially in the Habitation Hub Airlock	Yes	No
8	M08 - Aerobic Exercise	Pointer completely in or covering the borders of ORANGE	Yes	No
	or	Pointer completely in WHITE	Yes	No
		Pointer completely in or covering the borders of GRAY	Yes	No
9	M09 - Strenth Exercise	Lift Strength bar so 4th hole partly into view	Yes	No
10	M10 - Food Production	Spin so gray weight is DROPPED after green but before tan	Yes	No
11	M11 - Escape Velocity	Spacecraft stays a top structure by hitting the strike pad	Yes	No
12	M12 - Satellite Orbits	Any part of the Satellite on or above the area between the outer lines	0	1 2 3
13	M13 - Observatory	Pointer Completely in ORANGE	Yes	No
	or	Pointer Completely in WHITE	Yes	No
		Pointe Completely in GRAY	Yes	No
14	M14 - Meteroid Deflection	Meteroids in the Center Section	0	1 2
		Meteroids in Either Side Section	0	1 2
15	M15 - Lander Touch-Down	Lander intact touching the Mat and Completely in Target circle	Yes	No
	or	Lander intact touching the Mat and Completely in NE Planet area	Yes	No
		Both parts of the Lander in Base	Yes	No
16	Interruption Penalties	Penalty discs in the white triangle area	0	1 2 3 4 5 6

Team Signature

2018/2019

INTO ORBITSM Table Overview



FIRST® LEGO® League is the result of an exciting alliance between FIRST® and the LEGO® Group.