

MATCH NUMBER

SCOREKEEPER
REFEREE INITIALS



CONNECTED PINS

CONNECTED BEAMS

2-COLOR STACKS

3-COLOR STACKS

STACKS PLACED IN MATCHING
GOAL OR CONNECTED TO BEAM

STACKS CONNECTED TO
STANDOFF GOAL

CLEARED STARTING PINS

ROBOTS CONTACTING 2+ SCORING
OBJECTS AT END OF MATCH

MATCH STOP TIME (ONLY FOR FINALS TIEBREAKER):

TEAM 1 _____ NO SHOW DQ

DQ REASON

TEAM 2 _____ NO SHOW DQ

DQ REASON

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