

MATCH NUMBER	REFEREE INITIALS	



CONNECTED PINS	CONNECTED BEAMS	2-COLOR STACKS	3-COLOR STACKS
CTACKS DI ACED IN MATCHING	CTACKS COMMESTED TO		DODOTE CONTACTING AL CCODING
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 CTOD TIME (ONLY	TOD FINAL C TIEDDE AVEDI.		
MAICH STOP TIME (UNLY	FOR FINALS TIEBREAKER):		
TEAM 1	NO SHOW DQ	TEAM 2	No show DQ
DQ REASON		DQ REASON	
	SCOREKEEPER		
MATO	REFEREE INITIALS	<u> </u>	-23
COMPETITION			FOUNDATION
(MIX & MATCH)			- # 5 -
CONNECTED PINS			
	CONNECTED BEAMS	2-COLOR STACKS	3-COLOR STACKS
CONNECTED INC	CONNECTED BEAMS	2-COLOR STACKS	3-COLOR STACKS
SOUNDED I INC	CONNECTED BEAMS	2-COLOR STACKS	3-COLOR STACKS
	CONNECTED BEAMS	2-COLOR STACKS	3-COLOR STACKS
		2-COLOR STACKS	3-COLOR STACKS
STACKS PLACED IN MATCHING GOAL OR CONNECTED TO BEAM	STACKS CONNECTED TO STANDOFF GOAL	2-COLOR STACKS CLEARED STARTING PINS	3-COLOR STACKS ROBOTS CONTACTING 2+ SCORING OBJECTS AT END OF MATCH
STACKS PLACED IN MATCHING	STACKS CONNECTED TO		ROBOTS CONTACTING 2+ SCORING
STACKS PLACED IN MATCHING	STACKS CONNECTED TO		ROBOTS CONTACTING 2+ SCORING
STACKS PLACED IN MATCHING	STACKS CONNECTED TO		ROBOTS CONTACTING 2+ SCORING
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STACKS PLACED IN MATCHING GOAL OR CONNECTED TO BEAM	STACKS CONNECTED TO		ROBOTS CONTACTING 2+ SCORING
STACKS PLACED IN MATCHING GOAL OR CONNECTED TO BEAM MATCH STOP TIME (ONLY	STACKS CONNECTED TO STANDOFF GOAL		ROBOTS CONTACTING 2+ SCORING
STACKS PLACED IN MATCHING GOAL OR CONNECTED TO BEAM MATCH STOP TIME (ONLY	STACKS CONNECTED TO STANDOFF GOAL FOR FINALS TIEBREAKER):	CLEARED STARTING PINS	ROBOTS CONTACTING 2+ SCORING OBJECTS AT END OF MATCH