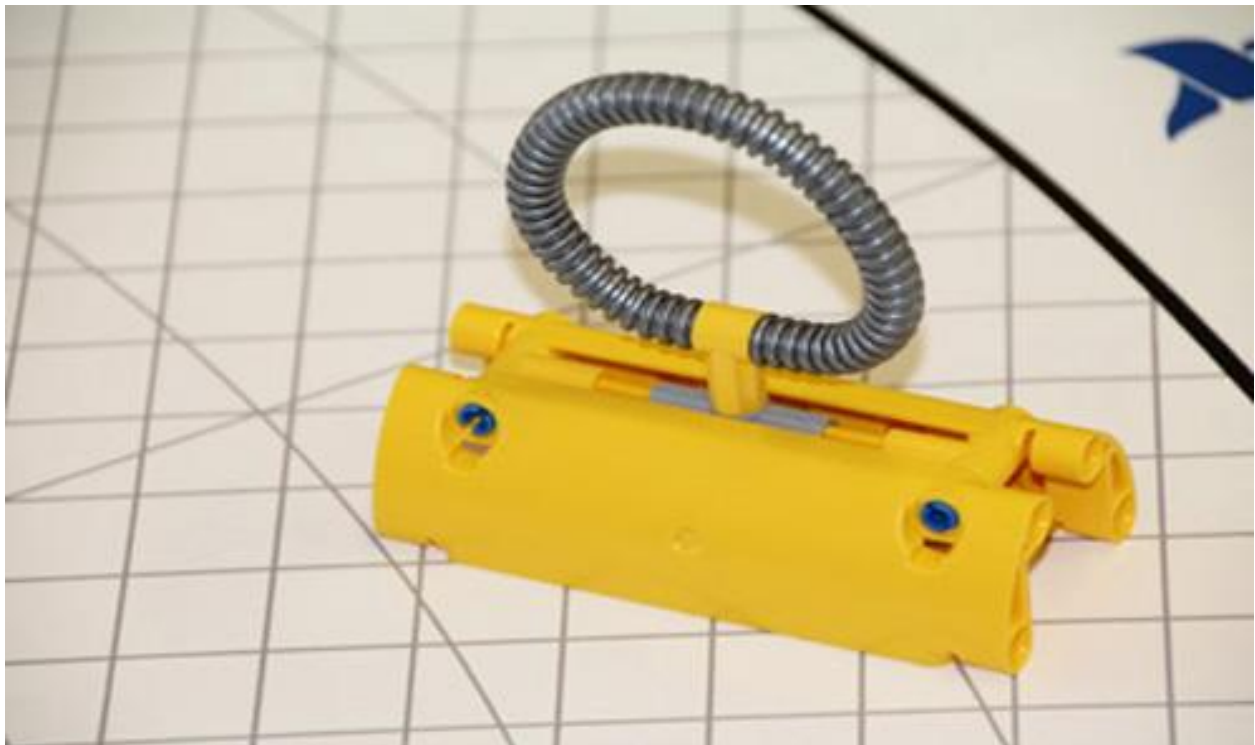


Per-Mission Worksheets

<p>Mission</p> <p>Move the Broken Pipe so it is completely in Base.</p>	<p>20</p> <p>points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

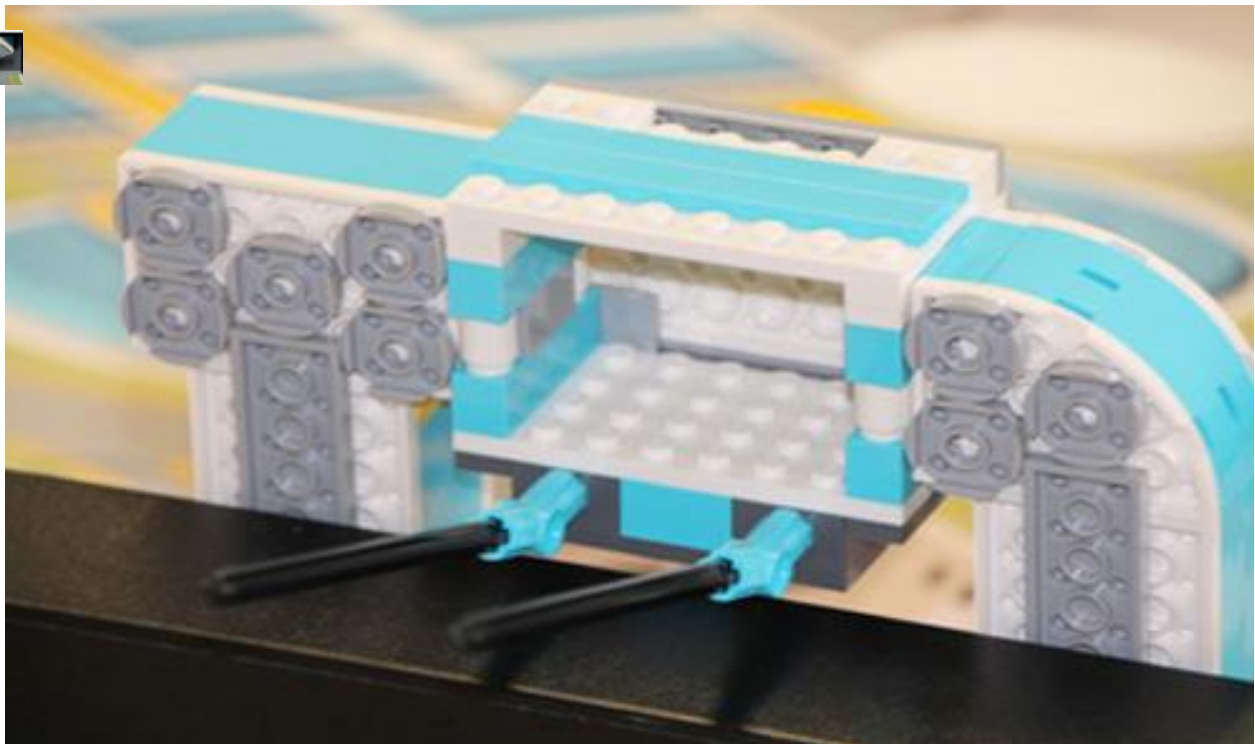
Mission 1: Pipe Removal



Per-Mission Worksheets

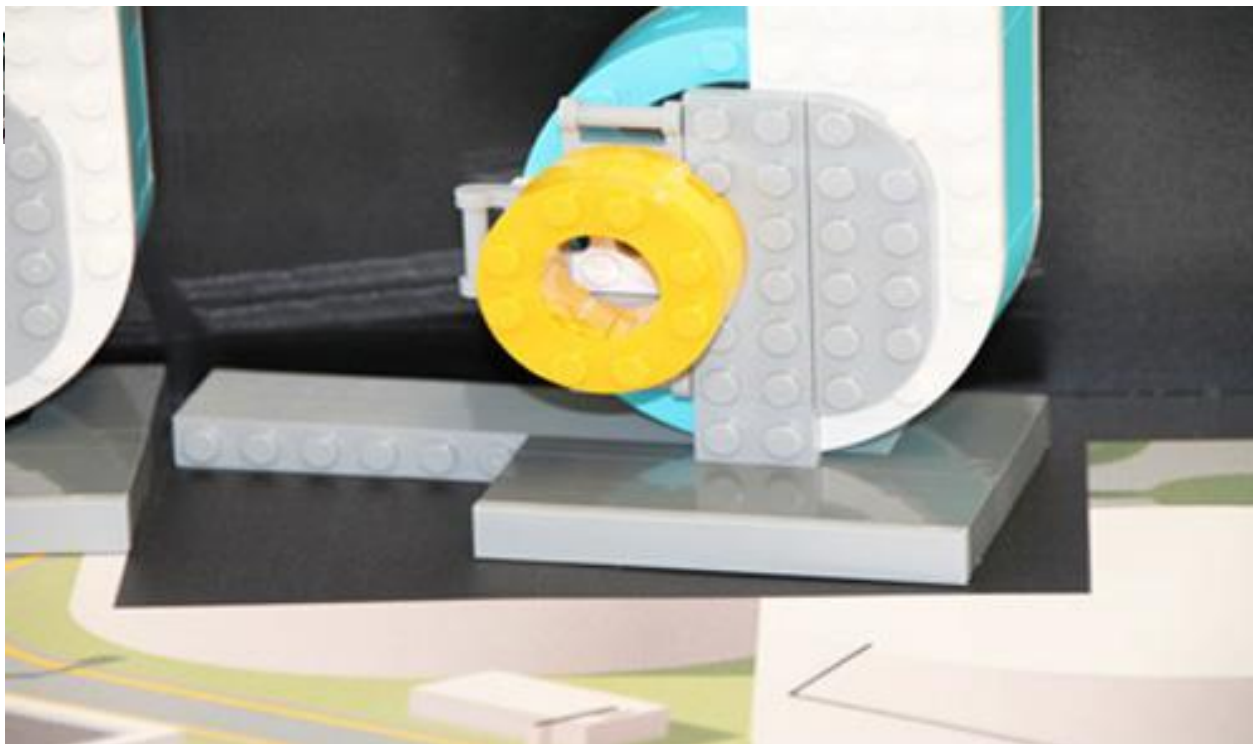
<p>Mission</p> <p>Move a Big Water (one time maximum) to the other team's field only by turning the Pump System's valve(s).</p>	<p>25 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 2: Flow



<p>Mission</p> <p>Move the Pump Addition so it has contact with the mat and that contact is completely in the Pump Addition target.</p>	<p>20 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 3: Pump Addition



<p>Mission</p> <p>Make at least one Rain come out of the Rain Cloud.</p>	<p>20 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 4: Rain



<p>Mission</p> <p>Move the Filter north until the lock latch drops.</p>	<p>30</p> <p>points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 5: Filter



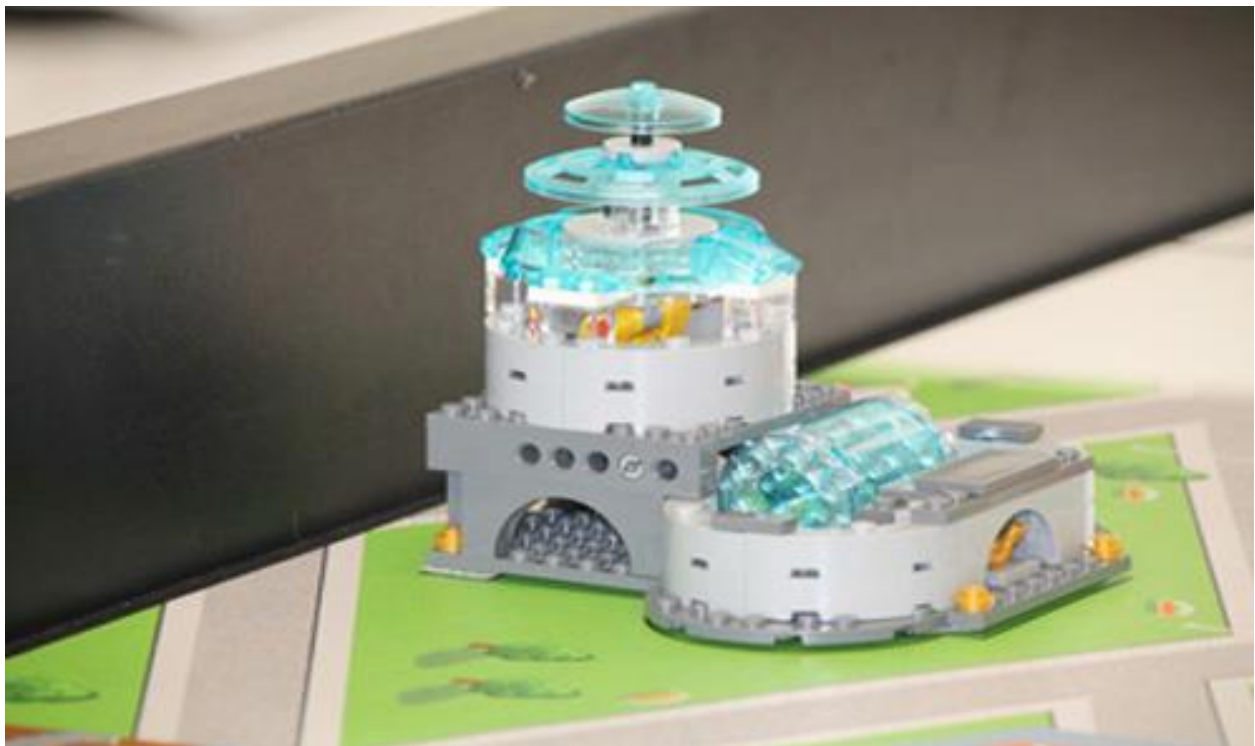
<p>Mission</p> <p>Make the Water Treatment model eject its Big Water, only by moving the Toilet's lever.</p>	<p>20 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 6: Water Treatment



<p style="text-align: center;">Mission</p> <p>Make the Fountain's middle layer rise some obvious height and stay there, due only to a Big Water in the gray tub.</p>	<p style="text-align: center;">20 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 7: Fountain



<p style="text-align: center;">Mission</p> <p style="text-align: center;">Flip Manhole Cover(s) over, obviously past vertical without it/them ever reaching base.</p> <p style="text-align: center;">BONUS: Score Manhole Cover points as described above with both covers completely in separate Tripod targets.</p>	<p style="text-align: center;">15 /each +3</p> <p style="text-align: center;">0 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 8: Manhole Covers



<p style="text-align: center;">Mission</p> <p>Move the inspection camera Tripod FOR PARTIAL SCORE: partly in either Tripod target, with all of its feet touching the mat. FOR FULL SCORE: completely in either Tripod target, with all of its feet touching the mat.</p>	<p style="text-align: center;">15 or 20 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 9: Tripod



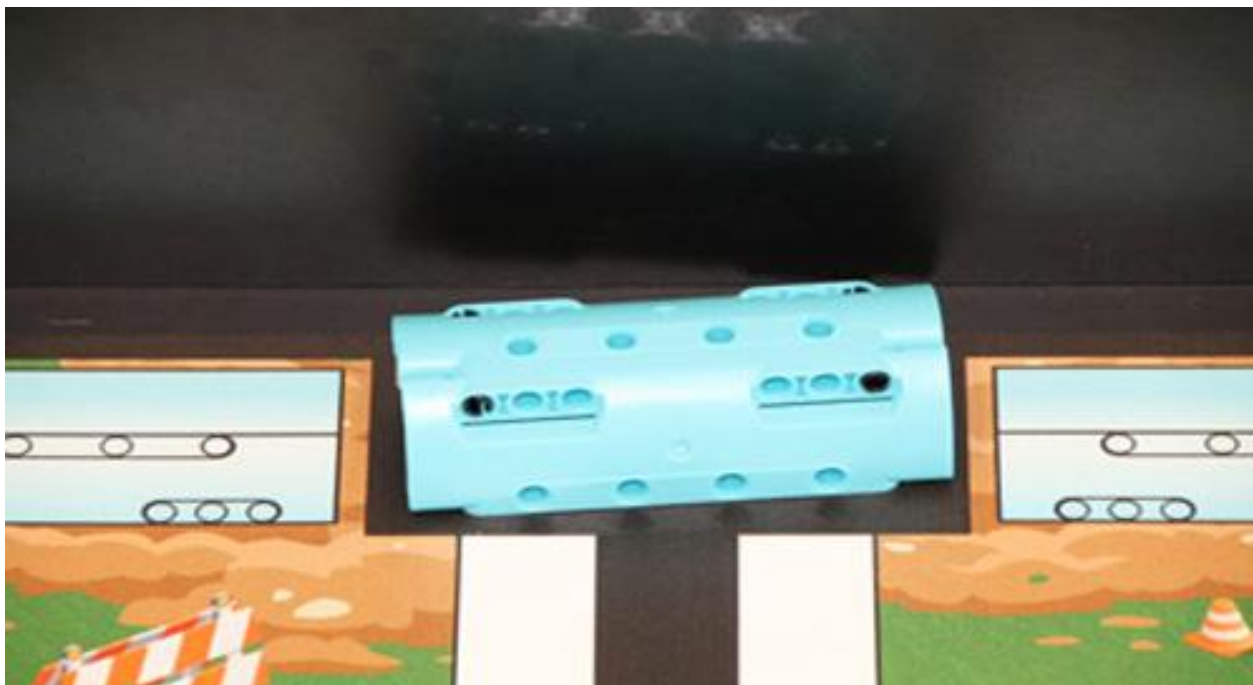
<p>Mission</p> <p><i>(Install the Optional Loop first, in Base, if you wish.)</i> Move a New Pipe so it is where the broken one started, in full/flat contact with the mat.</p>	<p>20 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 10: Pipe Replacement



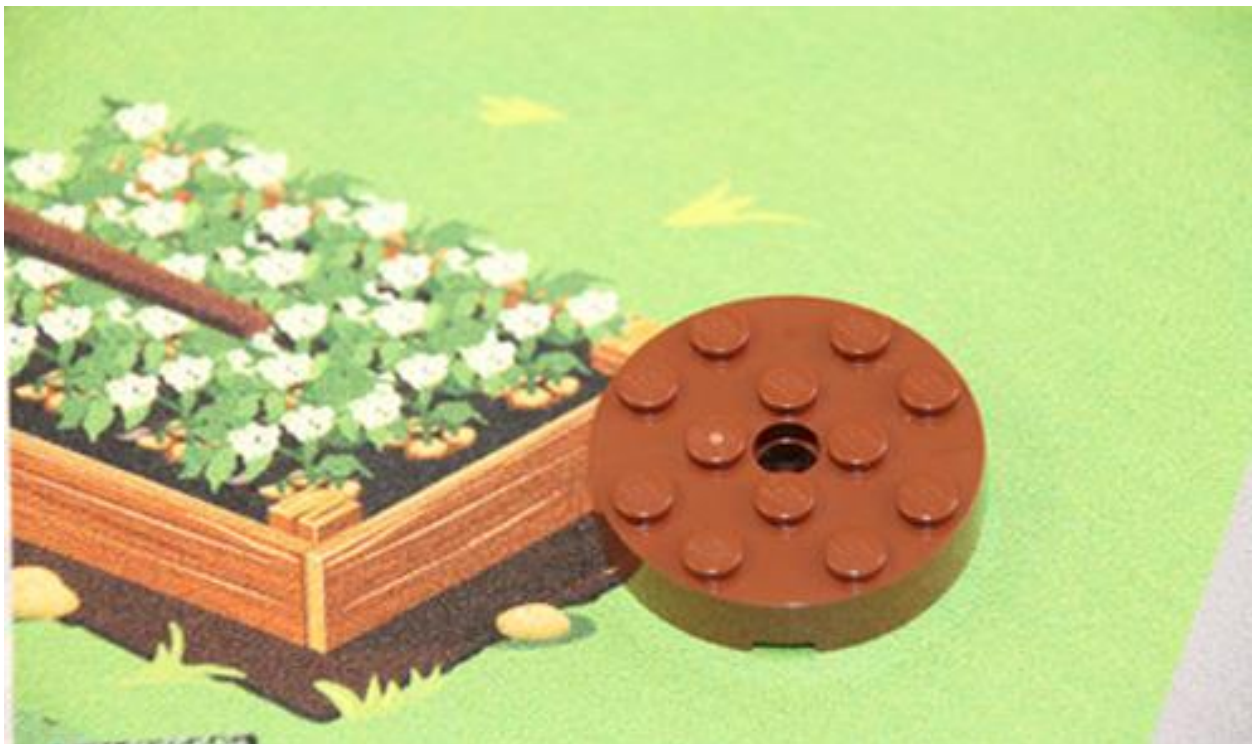
<p style="text-align: center;">Mission</p> <p style="text-align: center;"><i>(Install the Optional Loop rst, in Base, if you wish.)</i> Move a New Pipe so it is</p> <p>FOR PARTIAL SCORE: partly in its target, in full/flat contact with the mat.</p> <p>FOR FULL SCORE: completely in its target, in full/flat contact with the mat.</p>	<h1 style="font-size: 48px;">15 or 20</h1> <p style="font-size: 24px;">points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 11: Pipe Construction



<p style="text-align: center;">Mission</p> <p>Move the Sludge so it is touching the visible wood of any of the six drawn garden boxes.</p>	<p style="text-align: center;">30 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 12: Sludge



<p style="text-align: center;">Mission</p> <p>Make the Flower rise some obvious height and stay there, due only to a Big Water in the brown pot. FOR BONUS: Score Flower Points as described above WITH at least one Rain in the purple part, touching nothing but the Flower model.</p>	<p style="text-align: center;">30 + 30 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 13: Flower



<p style="text-align: center;">Mission</p> <p>Move the Water Well so it has contact with the mat and that contact is FOR PARTIAL SCORE: partly in the Water Well target. FOR FULL SCORE: completely in the Water Well target.</p>	<p style="text-align: center;">15 or 25 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 14: Water Well



<p style="text-align: center;">Mission</p> <p>Make the fire drop only by making the Firetruck apply direct force to the House's lever.</p>	<p style="text-align: center;">25 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 15: Fire



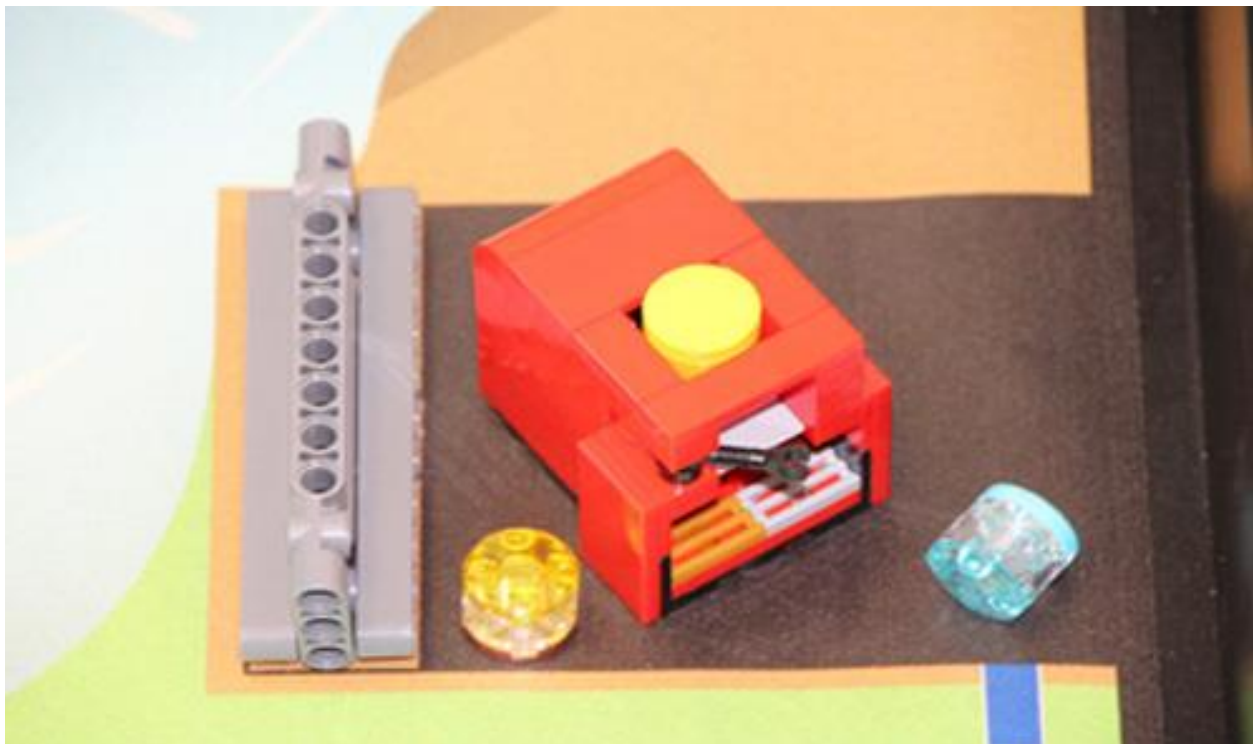
<p style="text-align: center;">Mission</p> <p>Move or catch Big Water and/or Rain water (one Rain maximum; no Dirty Water) so it is touching the mat in the Water Target, without the target ever reaching the white Off-Limits Line. Water may be touching the target, and/or other water, but not be touching nor guided by anything else.</p> <p>FOR BONUS: Score at least one Large Water in its target as described above WITH one on top, which is touching nothing but other water.</p>	<p style="text-align: center;">10 /one Rain +10 /each Big</p> <p style="text-align: center;">30 /Bonus points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 16: Water Collection



<p style="text-align: center;">Mission</p> <p>Move the Slingshot so it is completely in its target. FOR BONUS: Score Slingshot points as described above WITH the Dirty Water and a Rain completely in the Slingshot target.</p>	<p style="text-align: center;">20 + 15 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 17: Slingshot



<p>Mission</p> <p>Make the water level obviously more blue than white as seen from above the cup, only by turning the Faucet handle.</p>	<p>25 points</p>
<p>Attachment(s):</p> <p>Setup Notes:</p>	<p>Programming: (details on back)</p> <p>Run:</p> <p>Name:</p>

Mission 18: Faucet

