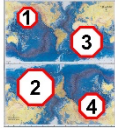




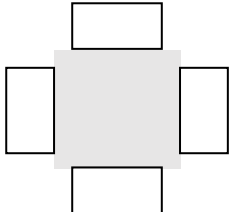


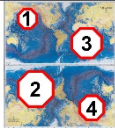




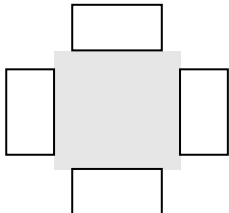
Judge: _____

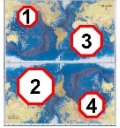




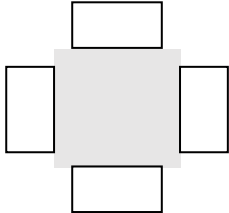
Day/Date: _____

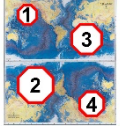




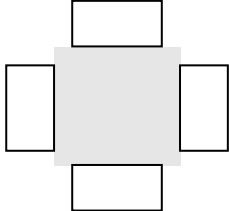
Team/Vehicle: _____

Weight: _____

Run #:		Current Time:	
Random Pinger?		Time Remaining:	
Rough Seas (Coin Flip)	Heads (parallel) / Tails (backward)	Submerge First? Y / N	
Enter the Pacific (Gate) Blue: CCW / Red: CW	Maintain Control ? Y / N	Selection: Blue / Red	
	Style (by 90°) # Turn (+1):		# Pitch, Roll (+2):
Hydrothermal Vent (Buoy)	Touch: Brush / Full Touch (10° tilt)	Torpedoes	
	Circumnavigate: CCW / CW	# Fired:	# Strike Buoy:
Ocean Temperature (Bins)	Markers # in Blue:		# in Red:
Mapping (Torpedoes)	# Torps Fired:	Correct Sequence? Y / N <i>Smallest (3") → Next to Smallest (4")</i>	
	# Far Torps:	Torp #1 Location: Torp #2 Location:	
Collect Samples (Octagon) Tube Worm, Coral, Nautilus   	Surface Location:		# Samples Surface w/:
	# Samples Delivered to Basket(s):		
	Mark Samples in Corresponding Basket(s): T—Tube Worm, C—Coral, N—Nautilus		

Run #:		Current Time:	
Random Pinger?		Time Remaining:	
Rough Seas (Coin Flip)	Heads (parallel) / Tails (backward)	Submerge First? Y / N	
Enter the Pacific (Gate) Blue: CCW / Red: CW	Maintain Control ? Y / N	Selection: Blue / Red	
	Style (by 90°) # Turn (+1):		# Pitch, Roll (+2):
Hydrothermal Vent (Buoy)	Touch: Brush / Full Touch (10° tilt)	Torpedoes	
	Circumnavigate: CCW / CW	# Fired:	# Strike Buoy:
Ocean Temperature (Bins)	Markers # in Blue:		# in Red:
Mapping (Torpedoes)	# Torps Fired:	Correct Sequence? Y / N <i>Smallest (3") → Next to Smallest (4")</i>	
	# Far Torps:	Torp #1 Location: Torp #2 Location:	
Collect Samples (Octagon) Tube Worm, Coral, Nautilus   	Surface Location:		# Samples Surface w/:
	# Samples Delivered to Basket(s):		
	Mark Samples in Corresponding Basket(s): T—Tube Worm, C—Coral, N—Nautilus		

Run #:		Current Time:	
Random Pinger?		Time Remaining:	
Rough Seas (Coin Flip)	Heads (parallel) / Tails (backward)	Submerge First? Y / N	
Enter the Pacific (Gate) Blue: CCW / Red: CW	Maintain Control ? Y / N	Selection: Blue / Red	
	Style (by 90°) # Turn (+1):		# Pitch, Roll (+2):
Hydrothermal Vent (Buoy)	Touch: Brush / Full Touch (10° tilt)	Torpedoes	
	Circumnavigate: CCW / CW	# Fired:	# Strike Buoy:
Ocean Temperature (Bins)	Markers # in Blue:		# in Red:
Mapping (Torpedoes)	# Torps Fired:	Correct Sequence? Y / N <i>Smallest (3") → Next to Smallest (4")</i>	
	# Far Torps:	Torp #1 Location: Torp #2 Location:	
Collect Samples (Octagon) Tube Worm, Coral, Nautilus   	Surface Location:		# Samples Surface w/:
			# Samples Dropped:
	# Samples Delivered to Basket(s):		
Mark Samples in Corresponding Basket(s):			
T—Tube Worm, C—Coral, N—Nautilus			

Run #:		Current Time:	
Random Pinger?		Time Remaining:	
Rough Seas (Coin Flip)	Heads (parallel) / Tails (backward)	Submerge First? Y / N	
Enter the Pacific (Gate) Blue: CCW / Red: CW	Maintain Control ? Y / N	Selection: Blue / Red	
	Style (by 90°) # Turn (+1):		# Pitch, Roll (+2):
Hydrothermal Vent (Buoy)	Touch: Brush / Full Touch (10° tilt)	Torpedoes	
	Circumnavigate: CCW / CW	# Fired:	# Strike Buoy:
Ocean Temperature (Bins)	Markers # in Blue:		# in Red:
Mapping (Torpedoes)	# Torps Fired:	Correct Sequence? Y / N <i>Smallest (3") → Next to Smallest (4")</i>	
	# Far Torps:	Torp #1 Location: Torp #2 Location:	
Collect Samples (Octagon) Tube Worm, Coral, Nautilus   	Surface Location:		# Samples Surface w/:
			# Samples Dropped:
	# Samples Delivered to Basket(s):		
Mark Samples in Corresponding Basket(s):			
T—Tube Worm, C—Coral, N—Nautilus			