













Judge: \_\_\_\_\_






Date: \_\_\_\_\_






Team/Vehicle: \_\_\_\_\_

Course: \_\_\_\_\_

<b>Run #:</b>		<b>Current Time:</b>	
<b>Random Pinger?</b>		<b>Time Remaining:</b>	
<b>Heading Out</b> (Coin Flip)	<b>Heads</b> (parallel) / <b>Tails</b> (backward)		
<b>Collecting Data</b> (Gate)	<b>Maintain Control?</b> Y / N	<b>Selection:</b> Sawfish / Reef Shark	
	<b>Style (by 90°, 8max)</b> # Turn:		# Pitch, Roll:
<b>Navigate the Channel</b> (Slalom)	<b># Sets Navigated</b> (1-3): <b>Location</b> (1-3): L / R		<b>Correct Depth</b> (1-3)? Y / N
<b>Drop a BRUVS</b> (Bins)	<b>Markers</b> # Sawfish:      # Reef Shark:      # Border:		
<b>Tagging</b> (Torpedoes)	<b># Fired:</b>	<b>#1 Location:</b> SF / RS	
	<b># Far:</b>	<b>#2 Location:</b> SF / RS	
<b>Ocean Cleanup</b> (Octagon)  Bottles (Yellow), Ladle (Pink)  	<b>Surface Location:</b> 		<b># Trash Surfaced:</b>
	<b>Face Fish?</b> Sawfish / Reef Shark		<b># Trash Dropped:</b>
	<b># Trash Delivered to Basket(s):</b>		
	<b>Mark Trash in Corresponding Basket(s):</b>		
	<b># Spin:</b>	  	<b>Y</b> <b>P</b>
<b>Return Home</b> (Gate)	<b>Return Home?</b> Y / N		

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<b>Collecting Data</b> (Gate)	<b>Maintain Control?</b> Y / N	<b>Selection:</b> Sawfish / Reef Shark	
	<b>Style (by 90°, 8max)</b> # Turn:		# Pitch, Roll:
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<b>Drop a BRUVS</b> (Bins)	<b>Markers</b> # Sawfish:      # Reef Shark:      # Border:		
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