

Judge: _____ Date: _____ Course: A D

Team: _____ Vehicles: 1 2 Vehicle: _____

Run #:	IVC: Y / N	Current Time:
Random Pinger? Deploy: 1 / 2 Restore: 1 / 2		Time Remaining:
Heading Out (Coin Flip)	Heads (parallel) / Tails (backward)	
Begin Assessment (Gate)	Random Role: Heads (Search&Rescue) / Tails (Survey&Repair)	
	Gate Side? Left / Right	Role: Search&Rescue / Survey&Repair
	Maintain Control? Y / N	Style (by 90°, 8max) # Turn: # Pitch/Roll:
Avoid Debris (Slalom)	☒ Correct _____ ☐ _____ ☐ _____ Depth? _____ ☐ _____ ☐ _____ _____ ☐ _____ ☐ _____	
Recon (Bins)	Markers #🔥: #🩸:	Change light? Lower / Upper
Deploy (Torpedoes) _____ 1 _____ 2	# Fired:	# Far: # Farther:
Restore (Octagon) _____ 1 _____ 2	Surface Location: 	# Object Surfaced:
	Face Image?    	# Object Dropped:
	Mark Object in Basket(s): ⚠️ = ! 🚑 = +	# Object Delivered:
Return Home (Gate)	Return Home? Y / N	

Run #:	IVC: Y / N	Current Time:
Random Pinger? Deploy: 1 / 2 Restore: 1 / 2		Time Remaining:
Heading Out (Coin Flip)	Heads (parallel) / Tails (backward)	
Begin Assessment (Gate)	Random Role: Heads (Search&Rescue) / Tails (Survey&Repair)	
	Gate Side? Left / Right	Role: Search&Rescue / Survey&Repair
	Maintain Control? Y / N	Style (by 90°, 8max) # Turn: # Pitch/Roll:
Avoid Debris (Slalom)	☒ Correct _____ ☐ _____ ☐ _____ Depth? _____ ☐ _____ ☐ _____ _____ ☐ _____ ☐ _____	
Recon (Bins)	Markers #🔥: #🩸:	Change light? Lower / Upper
Deploy (Torpedoes) _____ 1 _____ 2	# Fired:	# Far: # Farther:
Restore (Octagon) _____ 1 _____ 2	Surface Location: 	# Object Surfaced:
	Face Image?    	# Object Dropped:
	Mark Object in Basket(s): ⚠️ = ! 🚑 = +	# Object Delivered:
Return Home (Gate)	Return Home? Y / N	

Judge: _____ Date: _____ Course: A D

Team: _____ Vehicles: 1 2 Vehicle: _____

Run #:	IVC: Y / N	Current Time:
Random Pinger? Deploy: 1 / 2 Restore: 1 / 2		Time Remaining:
Heading Out (Coin Flip)	Heads (parallel) / Tails (backward)	
Begin Assessment (Gate)	Random Role: Heads (Search&Rescue) / Tails (Survey&Repair)	
	Gate Side? Left / Right	Role: Search&Rescue / Survey&Repair
	Maintain Control? Y / N	Style (by 90°, 8max) # Turn: # Pitch/Roll:
Avoid Debris (Slalom)	☒ Correct _____ ☐ _____ ☐ _____ Depth? _____ ☐ _____ ☐ _____ _____ ☐ _____ ☐ _____	
Recon (Bins)	Markers #🔥: #🩸:	Change light? Lower / Upper
Deploy (Torpedoes) _____ 1 _____ 2	# Fired:	# Far: # Farther:
Restore (Octagon) _____ 1 _____ 2	Surface Location: 	# Object Surfaced:
	Face Image?    	# Object Dropped:
	Mark Object in Basket(s): ⚠️ = ! 🚑 = +	# Object Delivered:
Return Home (Gate)	Return Home? Y / N	

Run #:	IVC: Y / N	Current Time:
Random Pinger? Deploy: 1 / 2 Restore: 1 / 2		Time Remaining:
Heading Out (Coin Flip)	Heads (parallel) / Tails (backward)	
Begin Assessment (Gate)	Random Role: Heads (Search&Rescue) / Tails (Survey&Repair)	
	Gate Side? Left / Right	Role: Search&Rescue / Survey&Repair
	Maintain Control? Y / N	Style (by 90°, 8max) # Turn: # Pitch/Roll:
Avoid Debris (Slalom)	☒ Correct _____ ☐ _____ ☐ _____ Depth? _____ ☐ _____ ☐ _____ _____ ☐ _____ ☐ _____	
Recon (Bins)	Markers #🔥: #🩸:	Change light? Lower / Upper
Deploy (Torpedoes) _____ 1 _____ 2	# Fired:	# Far: # Farther:
Restore (Octagon) _____ 1 _____ 2	Surface Location: 	# Object Surfaced:
	Face Image?    	# Object Dropped:
	Mark Object in Basket(s): ⚠️ = ! 🚑 = +	# Object Delivered:
Return Home (Gate)	Return Home? Y / N	