

**World Educational Robot Contest(WER)
Innovation Contest
Arena Task-Score Sheet(2016)**

Serial Number	Primary Division <input type="checkbox"/> Junior High Division <input type="checkbox"/> Senior High Division <input type="checkbox"/>		
Team Name/Organization Name			
Energy Ball	30* ___ (1-2)	The vertical projection of the ball projects to ground floor.	
Ancient Handcart	30 <input type="checkbox"/>	The grain touches the barn (base slab and fence included), with arena not touched by any part of the grain, while part vertical projection falls on the arena.	
	50 <input type="checkbox"/>	The grain touches the barn, and all its vertical projection entirely falls on the warehouse (base slab and fence included).	
Scissors	10* ___ (1-3)	The color bottles are completely detached from the magnet.	
Grand Duke Jiang Fishes	40 <input type="checkbox"/>	Part vertical projection of the fish falls inside the basket (Area inside the outer contour is seen as part of the basket; the base slab for fixing fishing rod doesn't belong to the basket), while any part of the fish hasn't touched the arena.	
	60 <input type="checkbox"/>	All the vertical projection of the fish casts inside the basket (Area inside the outer contour is seen as part of the basket; the base slab for fixing fishing rod doesn't belong to the basket).	
Weight Control	30 <input type="checkbox"/>	The pointer points to the middle scale.	
	60 <input type="checkbox"/>	The pointer points to the left or left middle.	
Game of Balance	20* ___ (1-2)	Color bottle is completely separated from the magnet.	
Millstone	10* ___ (1-4)	Color bottle is completely separated from the magnet.	
Moving Rock	50 <input type="checkbox"/>	The vertical projection of rock touches ground floor.	
Catapult	40 <input type="checkbox"/>	The rubber ring falls inside the basket.	
	60 <input type="checkbox"/>	The rubber ring hitches the pillar (hanging on the top is also included).	
Door Kicker	30* ___ (1-2)	The door is opened large enough and kept opened.	
Gear Transmission	30 <input type="checkbox"/>	The pointer points to critical point or between critical point and 30 points.	
	40 <input type="checkbox"/>	The pointer points to 30 points or between 30 and 40 points.	
	50 <input type="checkbox"/>	The pointer points to 40 points or between 40 and 50 points.	
A Labor-saving Crowbar	30 <input type="checkbox"/>	The slab is completely divorced from the wall (base slab not included).	
Mountain Climbing	40 <input type="checkbox"/>	Four wheels hit the bottom of the pit at the same time.	
Emergence	50 <input type="checkbox"/>	The arrow is overtly exposed.	
Move the Earth	50 <input type="checkbox"/>	The end of the lever where the earth is located is separated from the support.	
Treasure Hunt	10* ___ (1-9)	Robot collects the color bottles (random colors) to the ground floor.	
	20* ___ (1-9)	Robot collects the color bottles (random colors) to the second floor.	
	30* ___ (1-9)	Robot collects the color bottles (random colors) to the barrel.	
Extra Tasks	_____	See Arena Notice for more	
Marked with the strokes of character “正”		-20 points/each	Robot returns to base and sets off again.
Time used for completing tasks (Extra task included)		Single round score	
Sign by the referee		Sign by the contestant	