

Score Sheet For Track 2 - Codeavour 6.0 International

Scoring Sheet Track 2							
Table Number:			Referee Name:				
Team Unique ID:			Team Name:				
Contact:			Mentor Name:				
Age Group: Elementary <input type="checkbox"/> Junior <input type="checkbox"/> Senior <input type="checkbox"/>					Teleport Card <input type="checkbox"/>		
Robot Inspection: Weight <input type="checkbox"/> Dimension <input type="checkbox"/> Power <input type="checkbox"/>					Switch Card <input type="checkbox"/> <input type="checkbox"/>		
					Foul Shield Card <input type="checkbox"/> <input type="checkbox"/>		
					Restore Card <input type="checkbox"/> <input type="checkbox"/>		
Sr. No.	Challenges	Activity Points				Secured Points (To be filled at the Verification Desk)	
		Manual		Autonomous			
		Full Score	Half Score	Full Score	Half Score		
1	Protecting the Forest	10	5	20	10		
2	Making Roof Gardens	20	10	40	20		
3	Repurposing Tyres	10	5	20	10		
4	Reusing Battery	30	15	60	30		
5	Recycling Battery (using AI and ML)	50	25	100	50		
6	Enhancing Solar Cell Efficiency	20	10	40	20		
7	Constructing Coastal Barriers	20	10	40	20		
8	Safeguarding Aquatic Life	Cube 1	20	10	40	20	
		Cube 2	20	10	40	20	
<b>Total Challenge Score:</b>							
Unused Cards Bonus (+5 points per card): Foul Shield Card <input type="checkbox"/> <input type="checkbox"/>						(+)	
Restore Card <input type="checkbox"/> <input type="checkbox"/>							
Fouls (-5 each): ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○					<b>Total Fouls:</b>	(-)	
<b>Final Score:</b>							