





















Hydro Dynamics Scorer

| | |
|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | M01 - Pipe Removal: Is the broken pipe completely in base? <input type="radio"/> Yes <input type="radio"/> No |
|  | M02 - Flow: Was one Big Water in the other team's field as a result of turning the Pump System's valve(s)? <input type="radio"/> Yes <input type="radio"/> No |
|  | M03 - Pump Addition: Is the Pump Addition in contact with the mat and completely inside the Pump Addition target? <input type="radio"/> Yes <input type="radio"/> No |
|  | M04 - Rain: Did at least one Rain come out of the Rain Cloud? <input type="radio"/> Yes <input type="radio"/> No |
|  | M05 - Filter: Has the Filter been moved north until the lock latch drops? <input type="radio"/> Yes <input type="radio"/> No |
|  | M06 - Water Treatment: Has the Big Water been ejected, due only to moving the Toilet lever? <input type="radio"/> Yes <input type="radio"/> No |
|  | M07 - Fountain: Has the Fountain's middle layer risen some obvious height, due only to a Big Water in the gray tub? <input type="radio"/> Yes <input type="radio"/> No |
|  | M08 - Manhole Covers: How many Manhole covers are flipped over past vertical without ever reaching Base? <input type="text" value="0"/> <input type="text" value="0"/> |
| | Are both Manhole covers completely in separate Tripod targets? <input type="radio"/> Yes <input type="radio"/> No |

| | |
|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | M09 - Tripod: Is the inspection camera Tripod completely or partly in either Tripod target, with all of its feet touching the mat? <input type="radio"/> Completely <input type="radio"/> Partly <input type="radio"/> No |
|  | M10 - Pipe Replacement: Is the New Pipe in the location the Broken Pipe was, in full/flat contact with the mat? <input type="radio"/> Yes <input type="radio"/> No |
|  | M11 - Pipe Construction: Is the New Pipe partly or completely in its target, in full/flat contact with the mat? <input type="radio"/> Completely <input type="radio"/> Partly <input type="radio"/> No |
|  | M12 - Sludge: Is the Sludge touching the visible wood of any of the six drawn garden boxes? <input type="radio"/> Yes <input type="radio"/> No |
|  | M13 - Flower: Has the Flower risen some obvious height and stays there, due only to a Big Water in the brown pot? <input type="radio"/> Yes <input type="radio"/> No |
| | Does the Flower have at least one Rain in the purple part, touching nothing but the Flower model. <input type="radio"/> Yes <input type="radio"/> No |
|  | M14 - Water Well: Is the Water Well in contact with the mat and that contact is partly or completely in the Water Well target? <input type="radio"/> Completely <input type="radio"/> Partly <input type="radio"/> No |
|  | M15 - Fire: Did the fire drop only by making the Firetruck apply direct force to the House's lever? <input type="radio"/> Yes <input type="radio"/> No |

| | |
|---------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | M16 - Water Collection: Is there at least one Rain touching the mat in the Water Target and touching nothing else other than the target and/or other water? <input type="radio"/> Yes <input type="radio"/> No |
| | How many Big Water are there that are touching the mat in the Water Target and touching nothing else other than the target and/or other water? <input type="text" value="0"/> <input type="text" value="0"/> |
|  | Is there at least one Big Water on top of the above Big Water with nothing touching it but other water? <input type="radio"/> Yes <input type="radio"/> No |
| | Note: Target must never touch the Off-Limits Line. Water may be touching the target, and/or other water, but not be touching nor guided by anything else. |
|  | M17 - Slingshot: Is the Slingshot completely in its target? <input type="radio"/> Yes <input type="radio"/> No |
| | Is the Dirty Water and a Rain completely in the Slingshot target? <input type="radio"/> Yes <input type="radio"/> No |
|  | M18 - Faucet: Is the water level obviously more blue than white as seen from above the cup, only by turning the Faucet handle? <input type="radio"/> Yes <input type="radio"/> No |
|  | P - Penalties: How many penalties are in the white triangle area? <input type="text" value="0"/> <input type="text" value="0"/> |

Points: