

M02 – SERVICE DOG ACTION

- Visible at the end of the match:
 - The Warning Fence is down: 15 Points
- More: The Fence must be down because the Robot completely crossed it from the west, after traveling between the Barriers: Y/N



M04 – FEEDING

- Visible at the end of the match:
 - A piece of Food is completely in a Target Area: 10 Points (Each Piece)
- More: If multiple pieces of Food are in one area, all must match each other: Y/N



M01 - SHARK SHIPMENT

- Visible at the end of the match:
 - Tank and Shark are completely in Target 1: 7 Points, OR Target 2: 10 Points
- Bonus (Added only if a Target score is earned): Shark is touching only the tank floor and no wall: 20 Points
- More: After Launch for this Mission, nothing is ever allowed to touch the Shark except the Tank.



M03 – ANIMAL CONSERVATION

- Before the match starts: Hand-place your choice of one animal in your tray of the Animal Conservation Mission Model. The placement must match one of these options*:
 - Reindeer facing west
 - Gorilla facing south
 - Bat facing south
 - Flamingo facing east
 - Frogs facing south & west
- If placing another animal other than Reindeer, put Reindeer on that animal's mark facing west
- During the Match: Participating Robots make the trays switch places. A switch is officially successful when the red axle causes the system to stop. Robots then have the option of removing the received animal and replacing it with a different animal for switching. The Referee resets the red axle.
- Visible at the end of the match:
 - Two identical animals are completely on the same**Side: 20 Points per pair
 - Both teams get points for all pairs
- More: Each pair must be created through rotation of the Animal Conservation Mission Model: Y/N



* The five optional animals listed in this mission are the only ones allowed for exchange.
** For M03, a "Side" is anywhere completely south of the symmetric line between Fields, including that Field's Storage areas.

M05 - BIOMIMICRY

- Visible at the end of the match:
 - The Biomimicry Wall completely supports:
 - All the weight of the White Gecko: 15 Points
 - All the weight of the Robot: 32 Points
- More: For an object to score, no part of it may be in contact with anything but the Biomimicry Wall and/or Green Gecko, except two scoring objects may be in contact with each other: Y/N



M06 – MILKING AUTOMATION

- Visible at the end of the match:
 - Milk and Manure have all rolled out: 15 Points
- OR
- Milk has all rolled out but not Manure: 20 Points
- More: The Robot's only movement of the Milk and/or Manure came by moving the red lever: Y/N



M13 – MILK IN BASE

- Visible at the end of the match:
 - All three Milk are completely in Base: 1 Point



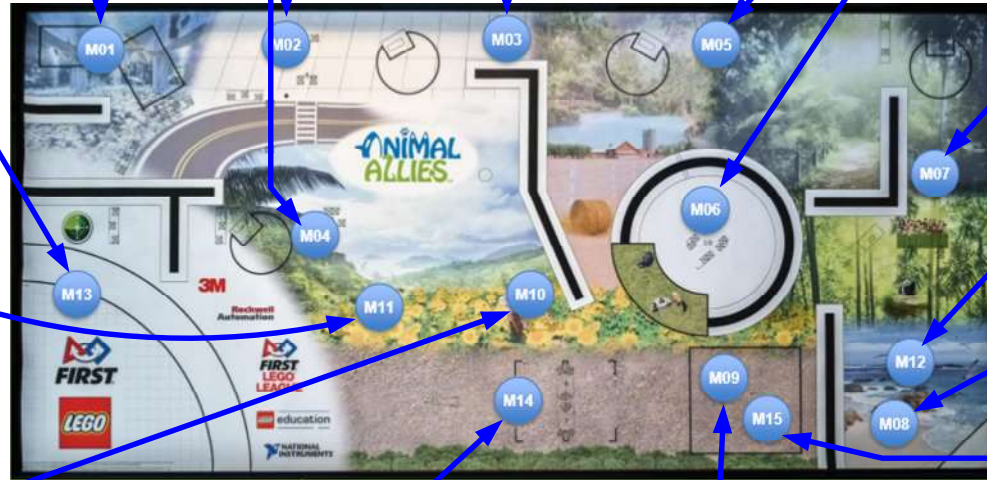
M11 – PROSTHESIS

- Visible at the end of the match:
 - The Prosthesis is fitted to the Pet AND not held by the Referee: 9 Points
- OR
- The Prosthesis is fitted to the Pet AND the Pet is completely in its Farm Target: 15 Points



M10 – BEEKEEPING

- Visible at the end of the match:
 - The Bee is on the Beehive and there is no Honey in the Beehive: 12 Points
- OR
- The Bee is on the Beehive and the Honey is completely in Base: 15 Points



M07 – PANDA RELEASE

- Visible at the end of the match:
 - The slider looks fully open clockwise: 10 Points



M12 – SEAL IN BASE

- Visible at the end of the match:
 - The Seal is completely in Base and not broken: 1 Point



M08 – CAMERA RECOVERY

- Visible at the end of the match:
 - The Camera is completely in Base: 15 Points



M15 – ALL SAMPLES

- Visible at the end of the match:
 - All twelve Manure Samples are completely in the Training And Research Area: 5 Points Added to M09 penalties, worth Minus 6 Points Each.



M14 – MILK ON RAMP

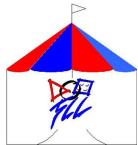
- Visible at the end of the match:
 - Option 1: 2 Points
 - All three Milk are completely supported by the Ramp
 - Option 2: 3 Points
 - All of Option 1 (above),
 - AND they're the only things supported by the Ramp,
 - AND they're the only things touching the Ramp
 - Option 3: 4 Points
 - All of Options 1 & 2 (above),
 - AND they're all standing



M09 – TRAINING AND RESEARCH

- Visible at the end of the match:
 - The Dog & Trainer are completely in the Training & Research Area: 12 Points
 - The Zoologist is completely in the Training & Research Area: 15 Points
 - Manure *Samples are completely in the Training & Research Area: 5 Points Each
- More: Only one Manure Sample may be Transported at a time: Y/N

* Only disc-shaped Manure counts as Samples.



PENALTIES: Before the match starts, the Referee removes five Manure Samples from Base, and holds onto them, leaving five still there. If you interrupt the Robot, the Referee places one of the removed Samples in the white triangle, in the southeast, as a permanent/untouchable Interruption Penalty. You can get up to five such penalties, worth Minus 6 Points Each.