## Rescue A - Score sheet (by 2013 rules)

<table>
<thead>
<tr>
<th>Captain Signature</th>
<th>Time Signed</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Total Score for Round ______</strong> :</td>
<td></td>
</tr>
<tr>
<td><strong>Time used</strong>:</td>
<td>(mm:ss)</td>
</tr>
</tbody>
</table>

### Counts | Points
---|---

#### Successfully negotiating Room 1
- 1st Attempt | (60pts)
- 2nd Attempt | (40pts)
- 3rd Attempt | (20pts)

#### Successfully negotiating Room 2
- 1st Attempt | (60pts)
- 2nd Attempt | (40pts)
- 3rd Attempt | (20pts)

#### Successfully negotiating Evacuation/Last Room
- 1st Attempt | (60pts)
- 2nd Attempt | (40pts)
- 3rd Attempt | (20pts)

#### Successfully negotiating Ramp
- 1st Attempt | (30pts)
- 2nd Attempt | (20pts)
- 3rd Attempt | (10pts)

#### Successfully negotiating Hallway
- 1st Attempt | (30pts)
- 2nd Attempt | (20pts)
- 3rd Attempt | (10pts)

#### Successfully negotiating each gap
- gap 1 | (x10pt)
- gap 2 | (x10pt)
- gap 3 | (x10pt)
- gap 4 | (x10pt)
- gap 5 | (x10pt)
- gap 6 | (x10pt)

#### Successfully negotiating each obstacle
- (x10pt)

#### Successfully completing a tile with speed bump
- (x5pt)

#### Successfully completing a tile with an intersection
- (x10pt)

#### Successfully rescuing victim
- 1st Attempt | (60pts)
- 2nd Attempt | (40pts)
- 3rd Attempt | (20pts)