



Catch Fish to Survive Starting/Scoring Positions

The intent of this document is to show a close-up view of the mission object's "Starting" and "Scoring" positions in support of the Ua Hala Ka Hala Island Adventure Challenge's videos and documents, and the General Rules.

Starting Position



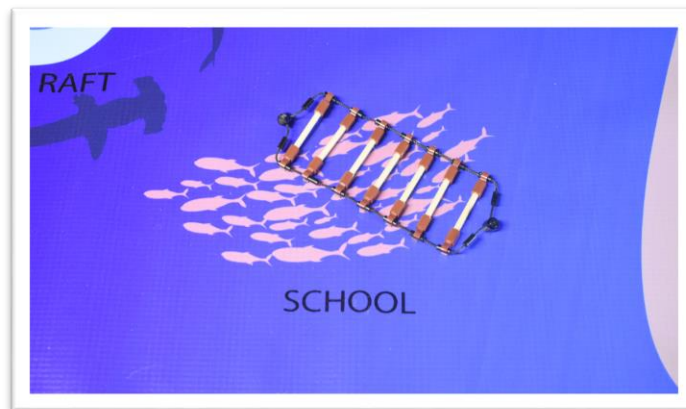
The Fishing Net will be found in the Safe Zone. You may move any object in the Safe Zone as necessary.

Scoring

There are 4 ways to score. Smaller the fish, higher the score. Program your robot to reposition the Fishing Net to the fish of your choice. Place the Fishing Net over the outline of the fish on the mat. (Wording is not part of the fish).

Fishing Net may be partially or completely over the outline.

1. The School of fish



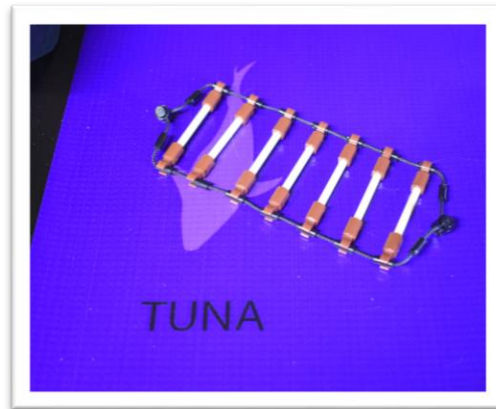
10 Points

2. The Dolphins



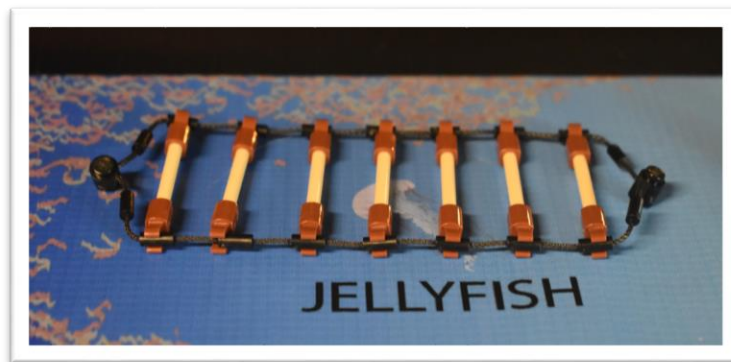
20 Points

3. The Tuna



30 Points

4. The Jellyfish



40 Points