



Escape Raft

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.

Your team must design and construct their own vision of an Escape Raft from your stash of LEGOs. The raft must be constructed of multiple LEGOs.

Escape Raft Review Bring your team's Escape Raft to the Match. Present your Escape Raft to the Referee for review.

Review Criteria

The Escape Raft must be constructed of multiple LEGOs.

A minifig must be completely within the borders of the Escape Raft.

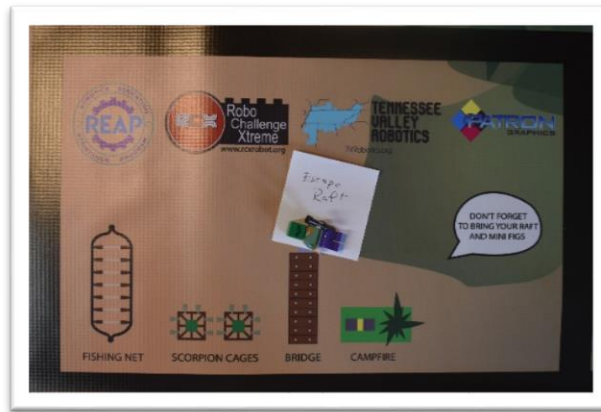
The minifig must be unattached.

**If your team decides to have more than 1 minifig on the raft, additional minifigs may be attached. Additional minifigs will be considered "LEGO pieces".

25 Points



Mission 2: Start Your Escape Raft will start in the Safe Zone. It is treated as any other “Deliverable Mission Object” as defined in the General Rules.



Good, Escape Raft within the Safe Zone.



Bad, if the Escape Raft is touching the Mat outside of the Safe Zone, you will have to restart within the Safe Zone. You will receive a Touch Penalty.

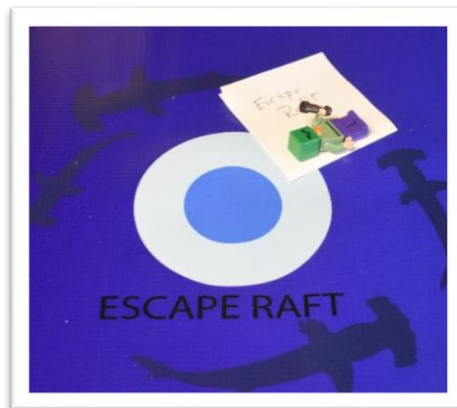
Good, if the Escape Raft is Not touching the Mat and outside of the Safe Zone. You may proceed. No Touch Penalty.

Scoring Your robot must reposition the Escape Raft to the Target Area.

There are 2 scoring locations within the Target Area in the water. The Escape Raft need to only be “on” or “above” the blue area to score. If the Escape Raft is “on” or “above” both areas, you will receive the highest score of the 2 areas.

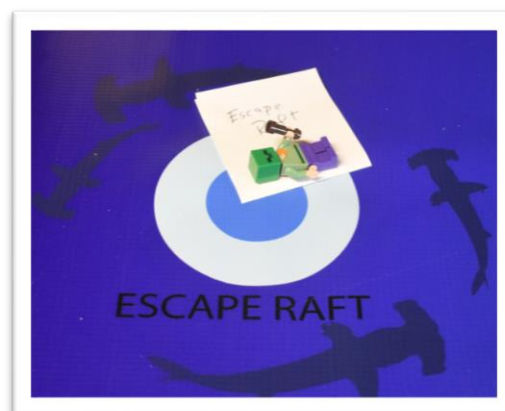
The Escape Raft may be partially, or completely in the Target Area. The minifig must be completely within the borders of the raft. Scores are Not added together.

Light Blue Ring



15Points

Dark Blue Center



30 Points

No Score



Minifig on Escape Raft, Escape Raft Not in Target Area.



Minifig partially on Escape Raft, Escape Raft in Target Area.



Minifig Not on Escape Raft, Escape Raft in Target Area.