

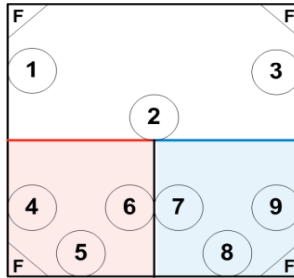
*If a robot touches a doubler, only their **opponent** gets the checkmark. If a robot touches a negation, only **they** get the check mark.

If both robots touch a doubler, **neither gets the checkmark. If both robots touch a negation, **both** get the checkmark.

Red Teams:				
	Scoring Objects	BP	x2	x0
Goal 1				
Goal 2				
Goal 3				
Goal 4				
Goal 5				
Goal 6				
Goal 7				
Goal 8				
Goal 9				
F Goals				

Match #:

Referee Initials:



Blue Teams:				
	Scoring Objects	BP	x2	x0
Goal 1				
Goal 2				
Goal 3				
Goal 4				
Goal 5				
Goal 6				
Goal 7				
Goal 8				
Goal 9				
F Goals				

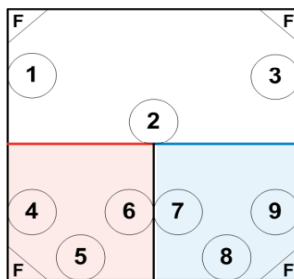
*If a robot touches a doubler, only their **opponent** gets the checkmark. If a robot touches a negation, only **they** get the check mark.

If both robots touch a doubler, **neither gets the checkmark. If both robots touch a negation, **both** get the checkmark.

Red Teams:				
	Scoring Objects	BP	x2	x0
Goal 1				
Goal 2				
Goal 3				
Goal 4				
Goal 5				
Goal 6				
Goal 7				
Goal 8				
Goal 9				
F Goals				

Match #:

Referee Initials:



Blue Teams:				
	Scoring Objects	BP	x2	x0
Goal 1				
Goal 2				
Goal 3				
Goal 4				
Goal 5				
Goal 6				
Goal 7				
Goal 8				
Goal 9				
F Goals				