

# AAAI RESCUE ROBOT LEAGUE COMPETITION -- San Jose, CA (2004)

<b>RESCUE ROBOT LEAGUE</b>	<b>RESCUE ROBOT LEAGUE</b>	<b>RESCUE ROBOT LEAGUE</b>
Preliminary Round	Final Round	League Champions

ALL TEAMS BEGIN ROUND WITH ZERO SCORE  
 ALL TEAMS COMPETE IN THE SAME EARTHQUAKES  
 BEST (2) OF (3) MISSION SCORES COUNT THIS ROUND ONLY

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 ALL TEAMS COMPETE IN THE SAME EARTHQUAKES  
 ALL MISSION SCORES COUNT THIS ROUND

START	MISSIONS	MISSIONS			SCORE
		MON. 26-Jul EXT-YELLOW	TUES. 27-Jul EXT-ORANGE	TUES. 27-Jul CHOOSE	
9:00	TEAM LEADER MEETING				
	EARTHQUAKE				
1:00	KEYSTONE	0.00	0.56	2.25	2.81
6:00	MITRE	2.00	0.00	2.00	4.00
12:30	UTAH	0.00	0.00	0.00	0.00
5:30	UNO	2.16	1.58	2.90	5.06
12:00	SWARTHMORE	5.25	8.44	4.88	13.69
5:00	SCARABS	0.00	0.00	0.00	0.00
11:30	PARC	0.00	10.13	1.83	11.96
4:30					
11:00					
4:00					
10:30					
3:30					
10:00					
3:00					

LOWEST ADVANCING SCORE =

START	MISSIONS	MISSIONS			SCORE
		WED. 28-Jul CHOOSE	WED. 28-Jul CHOOSE	WED. 28-Jul CHOOSE	
9:00	TEAM LEADER MEETING				
	EARTHQUAKE				
12:30	KEYSTONE	1.50	0.00	3.68	5.18
9:30	MITRE	4.38	7.50	0.00	11.88
1:00	UNO	0.00	0.75	1.77	2.52
10:00	PARC	2.75	0.25	2.67	5.67
1:30	SWARTHMORE	2.88	11.25	7.50	21.63
10:30					
2:00					
11:00					
2:30					

SWARTHMORE
MITRE
PARC

1ST PLACE
2ND PLACE
3RD PLACE

TEAMS CHOOSE INTERNAL START POINTS; YELLOW, ORANGE OR RED.

TEAMS MAY NEVER USE THE SAME START POINT TWICE

EACH ARENA CONTAINS ONLY TWO INTERNAL START POINTS