

## PROBLEM 1: THE PIRATES AND THE TREASURE

Required elements of section B of ANY long-term problem are subject to Spirit of the Problem penalties even if NOT listed in scoring section D.

- Contacts floor inside of monster area B.9.c or the treasure area.

Assess a penalty of -2 points for each occurrence (C2)

- Ship is sailed for score without two team members, two pirates, captain B.6.d, B.9.e

SOP penalty in the range of -2 to -6 points depending on the number of infractions.

- Did not cause the direction of the ship to change by moving part side to side B.9.c(2)

Assess a -2 penalty (the test shows -5)

- Pirate character that is not a team member fails to meet "character" requirements B.6.c

Assess a penalty of - 2 points.

Anything not followed in B6a-d should be a 2-point SOP penalty for each of the requirements not met.

- Captain is not sailing the ship while travelling for score B.6.d at some time during the performance.

Score 0 for D4c

- Ship does not follow path of Fig A (e.g., drives up the center) B.9.c

Reference C2 - 3 to - 5 depending on the route taken.

- Treasure is not within the taped area when recovered B.8.d

Penalty of - 2 points to - 5 points. An example of -2 is that the treasure is knocked out of the area while being retrieved. An example of - 5 is there was never an intent to remove it while in the area.

- Ship does not fit within the queen's kingdom at start of time B.9.a

Depends on the advantage gained. Assess a -1 to -10 point penalty. Consider if it was damaged in transit to the competition, how much of the ship is beyond the kingdom, if it gave the team a large or little advantage, etc.

- Ship does not follow the path.

Not following the path would not merit a penalty if it failed or was reset and correctly followed on a different correct path in a successful attempt.

- Treasure not in the correct area when it is retrieved.  
It would not merit a penalty if it were knocked out of the area during the battle with the Sea Monster or during retrieval.
- Ship does not fit within the area when time begins.  
If it fits the judges should instruct the team to reposition it so it complies with the requirement there is no penalty.  
If the ship cannot fit within the area, it merits a SOP penalty of -2 to – 5 points (depending on the severity of how much it exceeds the area).
- If the Sea Monster does not physically interact with the ship (e.g., captain administers the damages) B.10.c, B.9.c36

Zero for D6c. (D6c is worth 0 or 5 points and it failed.)

If team members not traveling on the ship manipulate components for propulsion or steering should receive a penalty of - 2 to – 5 points.

- Illegal propulsion:

If the Ship is not designed in a way that makes the propulsion legal and it never travels under required propulsion score zero for D3a.

If the Ship is designed to travel using propulsion within limitations, the SOP penalty should be in the range of -3 to – 5 points per leg. (Queen to Sea Monster, Sea Monster to Treasure, Treasure to Queen.)

Consider how much of the leg was completed using illegal propulsion.

If a team member pushes off the floor to start the ship the team should receive a -penalty of -1 to - 2 points per occurrence.