

Rescue_LINE [Round 1]

Points	Gap	Speed bump		Intersection/Dead End		Ramp		Obstacle	Seesaw	Checkpoint 1			Checkpoint 2			Checkpoint 3			LOP	LOP in EZ	LOP TOTAL	EXIT BONUS	Total	Normalized SCORE
										Tiles count	Attem pt	Points	Tiles count	Attem pt	Points	Tiles count	Attem pt	Points						190
TUBIFEX		0		0	2	20		0	0	0		0			0			0	4		4	0	20	0.11
SP-ba964	1	10		0	5	50	2	20	0	0	15	5	75		0	7	5	35	5		5	0	190	1
PorCukorčka		0		0	1	10		0	0	0		0			0			0	9		9	0	10	0.05
U-Madu		0		0	1	10		0	0	0		0			0			0	9		9	0	10	0.05
GD-ba964	1	10		0	2	20	2	20	0	0	7	5	35		0			0	10		10	0	85	0.45
AURA**3		0		0	3	30		0	0	0		0	8	5	40			0			0	0	70	0.37
CukrMoučka		0		0	2	20	2	20	0	0	3	5	15		0			0	8		8	20	75	0.39
XLC - Programing	1	10		0	2	20		0	0	0		0			0			0	9		9	0	30	0.16
Cukr	1	10		0	3	30	2	20	0	0	7	5	35		0			0	7		7	25	120	0.63
Pop964	1	10		0	4	40		0	0	0		0			0	7	5	35	6		6	30	115	0.61
XLC-Retro	1	10		0	8	80		0	0	0		0	10	5	50			0	10		10	0	140	0.74
Sladkor	1	10		0	5	50	2	20	0	0		0			0	7	5	35	8	1	9	15	130	0.68
Inžinieri	1	10		0	4	40		0	0	0		0			0	7	5	35	12		12	0	85	0.45
MPR	1	10		0		0	2	20	0	0		0			0			0	13		13	0	30	0.16
VK-bern		0		0	7	70	2	20	0	0	5	5	25		0			0	5		5	35	150	0.79

Rescue_LINE [Round 2]

Points	Gap		Speed bump		Intersection/Dead End		Ramp		Obstacle		Seesaw		Checkpoint 1			Checkpoint 2			Checkpoint 3			LOP	LOP in EZ	LOP TOTAL	EXIT BONUS	Total	Normalized SCORE
											Tiles count	Attem pt	Points	Tiles count	Attem pt	Points	Tiles count	Attem pt	Points								
		10		10		10		10		20		20															260
TUBIFEX	1	10		0	1	10		0		0		0	7	5	35				0	7		7		0	55	0.21	
SP-ba964	3	30		0	5	50	4	40		0		0	7	5	35	21	5	105		0	5		5		0	260	1
PorCukorčka	2	20		0		0		0		0		0	7	3	21				0	8		8		0	41	0.16	
U-Madu	2	20		0	6	60		0		0	7	5	35					0	0	6		6		0	115	0.44	
GD-ba964		0		0	2	20	4	40		0		0		5	5	25			0	10		10		0	85	0.33	
AURA**3	1	10		0	3	30		0		0		0		3	1	3			0			0		0	43	0.17	
CukrMoučka	2	20		0	2	20		0		0		0						0	8		8		0	40	0.15		
XLC - Programing		0		0	4	40		0		0		0						0	11		11		0	40	0.15		
Cukr	2	20		0	3	30		0		0		0						0	8		8		0	50	0.19		
Pop964		0		0	1	10	1	10		0		0						0	9		9		0	20	0.08		
XLC-Retro	2	20		0	2	20	2	20		0		0						0	10		10		10	70	0.27		
Sladkor	2	20		0	3	30		0		0		0						0	8		8		0	50	0.19		
Inžinieri	2	20		0	2	20	3	30		0		0						0	12		12		0	70	0.27		
MPR	2	20		0	2	20		0		0		0						0	7		7		0	40	0.15		
VK-bern	2	20		0		0	4	40		0		0						0			0		0	60	0.23		

Rescue_LINE [Round 3]

	Gap		Speed bump		Intersection/Dead End		Ramp		Obstacle		Seesaw		Checkpoint 1			Checkpoint 2			Checkpoint 3			LOP	LOP in EZ	LOP TOTAL	EXIT BONUS	Total	Normalized SCORE
	Points										Tiles count	Attem pt	Points	Tiles count	Attem pt	Points	Tiles count	Attem pt	Points								
	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	210
TUBIFEX		0		0	2	20		0		0		0		0		0		0		0	12		12	0	20	0.1	
SP-ba964	2	20		0	1	10	2	20		0		0		0	5	5	25		0	10		10	0	75	0.36		
PorCukorčka	2	20	1	10	4	40	2	20		0		0		0		0		0	0	9		9	0	90	0.43		
U-Madu	1	10		0	2	20		0		0		0		0		0		0	0	9		9	0	30	0.14		
GD-ba964	1	10		0	5	50		0		0		0		0		0		0	0	9		9	0	60	0.29		
AURA**3	1	10		0	4	40	2	20		0		0		0	4	5	20		0	6		6	0	90	0.43		
CukrMoučka	2	20	2	20	3	30	1	10		0		0		0		0		0	0	9		9	15	95	0.45		
XLC - Programing	1	10		0	1	10		0		0		0		0		0		0	0	11		11	0	20	0.1		
Cukr	1	10		0	2	20	2	20		0		0		0		0		0	0	11		11	0	50	0.24		
Pop964	2	20	2	20	6	60	2	20		0		0	11	5	55	7	5	35		0	5		5	0	210	1	
XLC-Retro	1	10		0	4	40		0		0		0		0		0		0	0	13		13	0	50	0.24		
Sladkor	1	10		0	1	10		0		0		0		0		0		0	0	12		12	0	20	0.1		
Inžinieri	1	10	2	20	8	80	1	10		0		0	3	5	15		0		0	8		8	0	135	0.64		
MPR	2	20	2	20	2	20	2	20		0		0		0		0		0	0	10		10	0	80	0.38		
VK-bern	1	10	2	20	6	60		0		0		0		0		0		0	0	9		9	0	90	0.43		