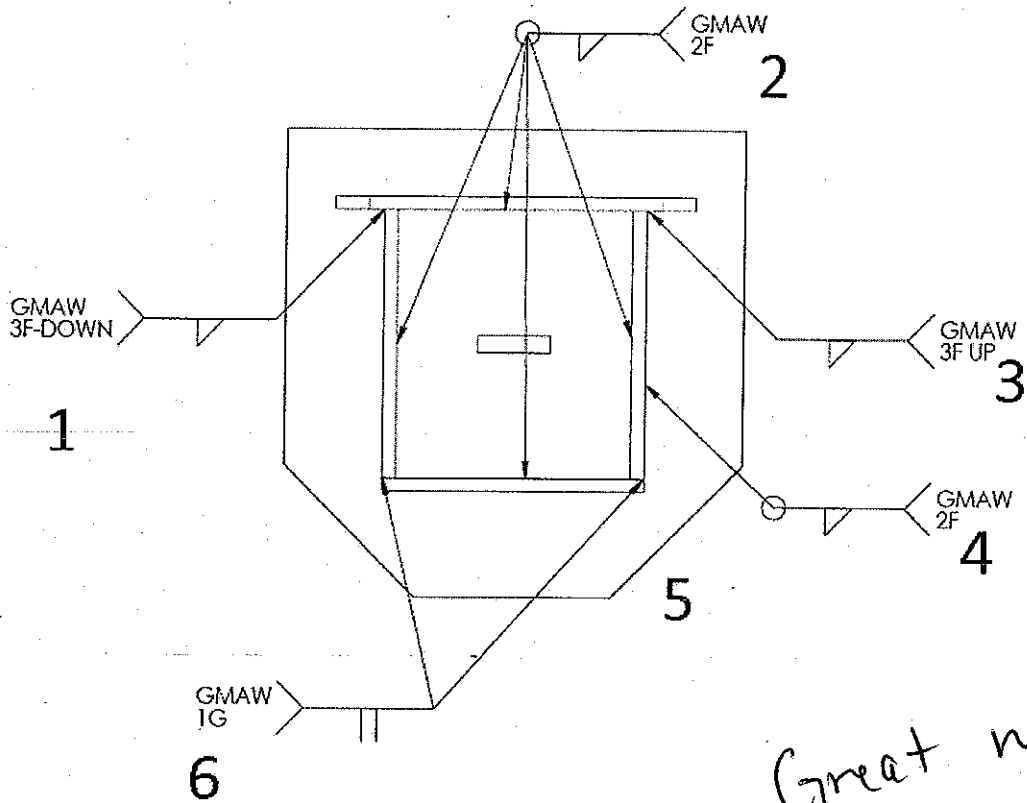


CONTESTANT NUMBER 1022

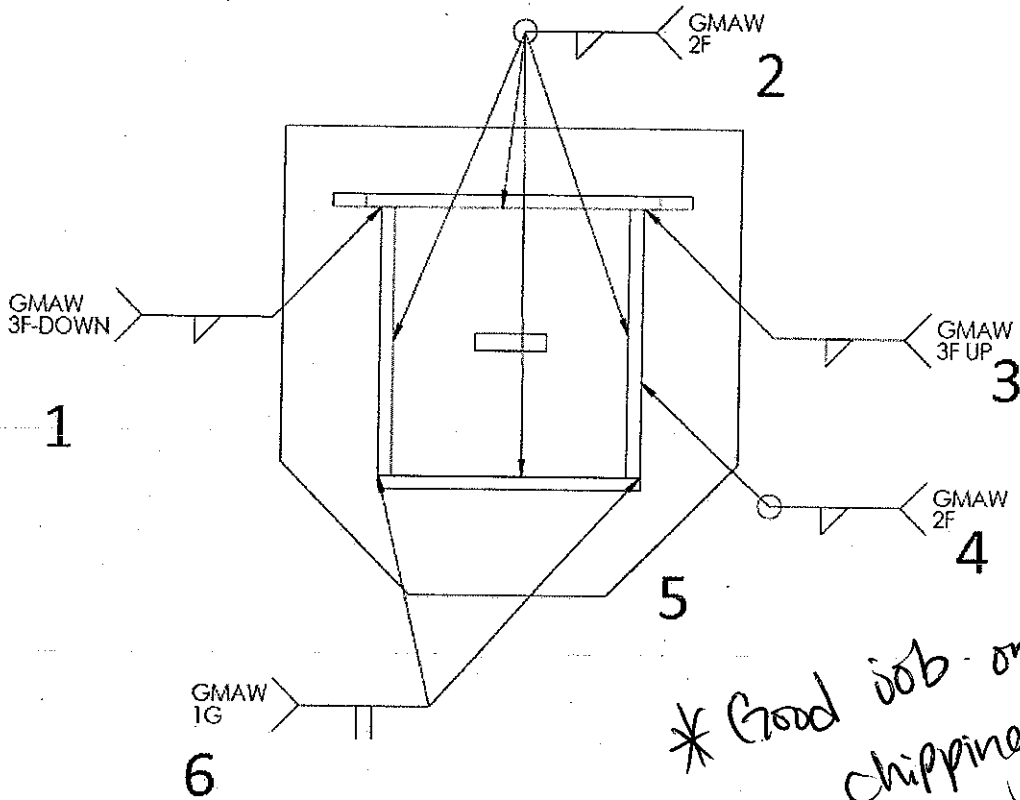


Great work,
but missing

top

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 /10
2	LID ALL AROUND 2F	0 /10
3	VERTICAL UP	9 /10
4	ALL AROUND BASE 2F	8 /10
5	PAC CORNERS	3 /5
6	OUTSIDE CORNERS	5 /5
	LAYOUT PENALTY	-0
TOTAL		33/50 PTS

CONTESTANT NUMBER 1029

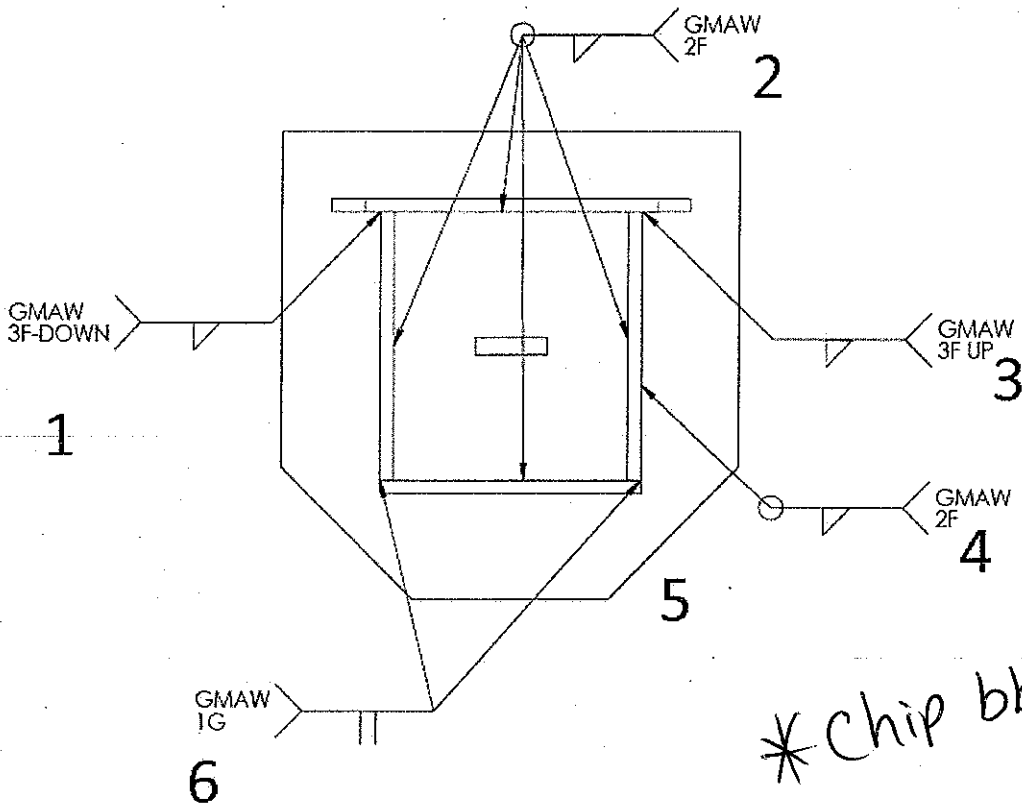


** Good job on chipping bbs!*

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	5 / 10
2	LID ALL AROUND 2F	8 / 10
3	VERTICAL UP	4 / 10
4	ALL AROUND BASE 2F	2 / 10
5	PAC CORNERS	3 / 15
6	OUTSIDE CORNERS	2 / 15
	LAYOUT PENALTY	- 2
TOTAL		22 / 50 PTS

cold + inconsistent
- somewhat consistent, but cold + not connecting welds
- Not complete
- So much slag, but consistent
- Cold, but consistent
- Crooked / off center

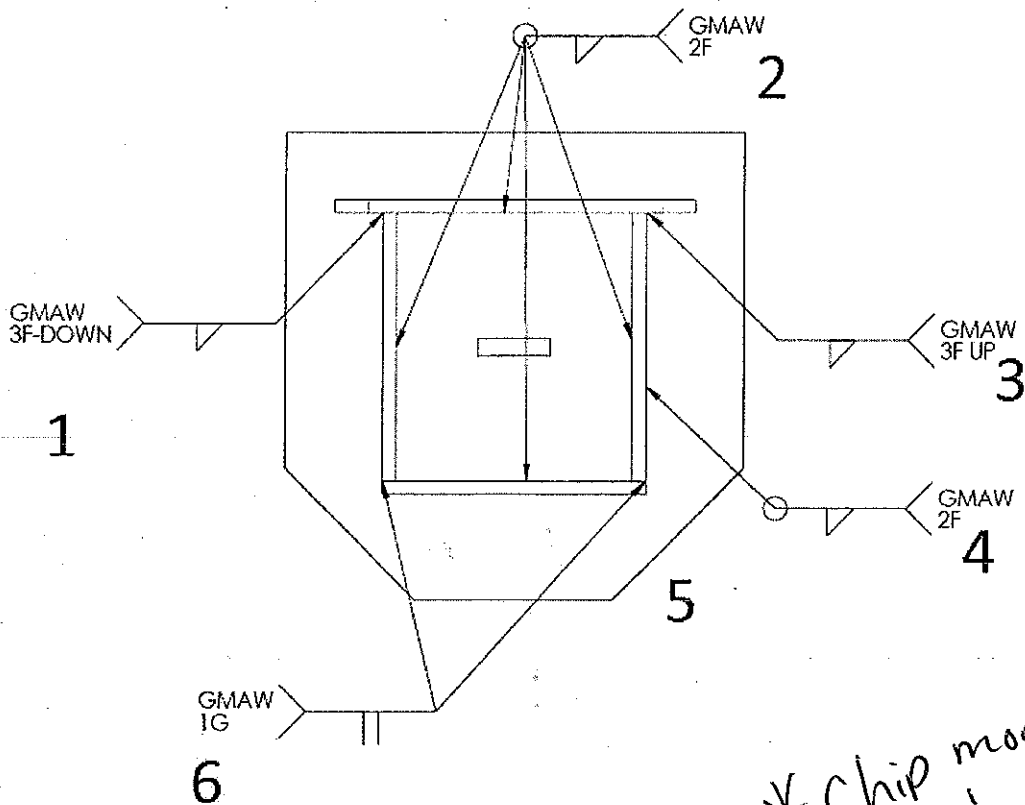
CONTESTANT NUMBER 1033



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 / 10
2	LID ALL AROUND 2F	4 / 10
3	VERTICAL UP	7 / 10
4	ALL AROUND BASE 2F	7 / 10
5	PAC CORNERS	5 / 5
6	OUTSIDE CORNERS	0 / 5
	LAYOUT PENALTY	- 0
TOTAL		31 / 50 PTS

- Cold welds or too hot - inconsistent

CONTESTANT NUMBER 1035



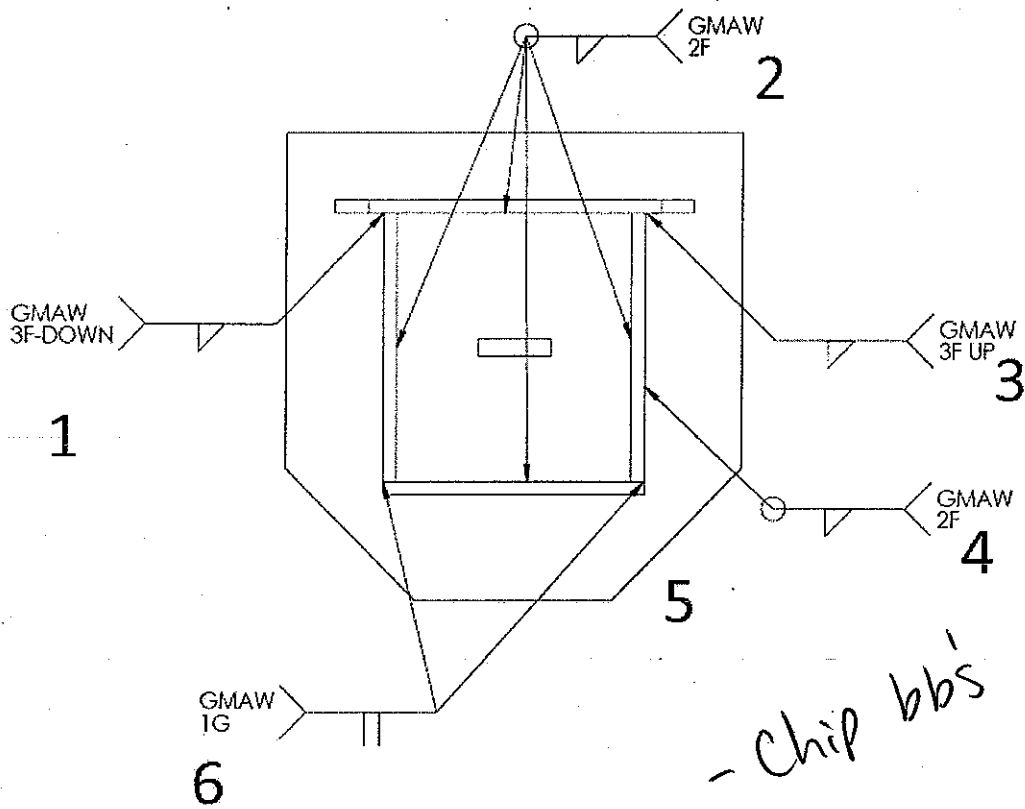
* Chip more
bbs

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	10 / 10
2	LID ALL AROUND 2F	9 / 10
3	VERTICAL UP	5 / 10
4	ALL AROUND BASE 2F	8 / 10
5	PAC CORNERS	5 / 5
6	OUTSIDE CORNERS	4 / 5
	LAYOUT PENALTY	- 0
TOTAL		41 / 50 PTS

- Very cold, but gets the idea
 - A little cold, but very consistant
 - Little cold
 - Looks great! -



CONTESTANT NUMBER 1046

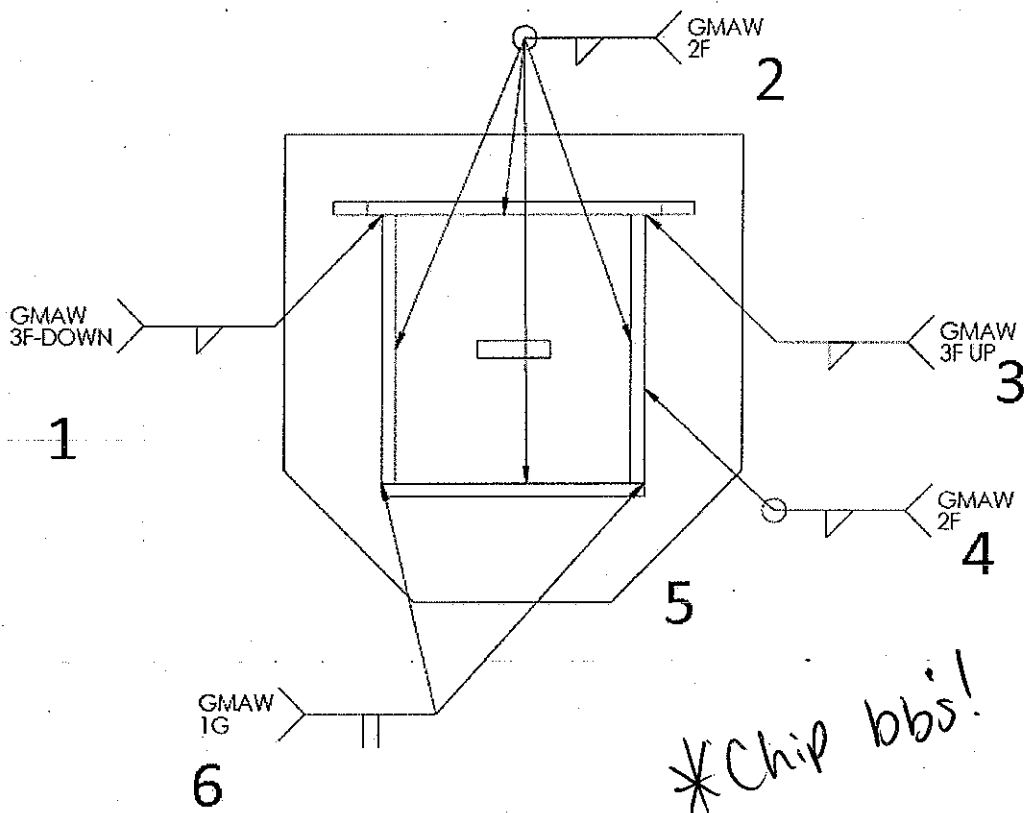


	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 / 10
2	LID ALL AROUND 2F	2 / 10
3	VERTICAL UP	3 / 10
4	ALL AROUND BASE 2F	6 / 10
5	PAC CORNERS	4 / 15
6	OUTSIDE CORNERS	0 / 15
	LAYOUT PENALTY	0 -4
TOTAL		19 / 50 PTS

- Good - consistent
 - welded way too hot

- Missing
 - Not square or proper fitting

CONTESTANT NUMBER 1048

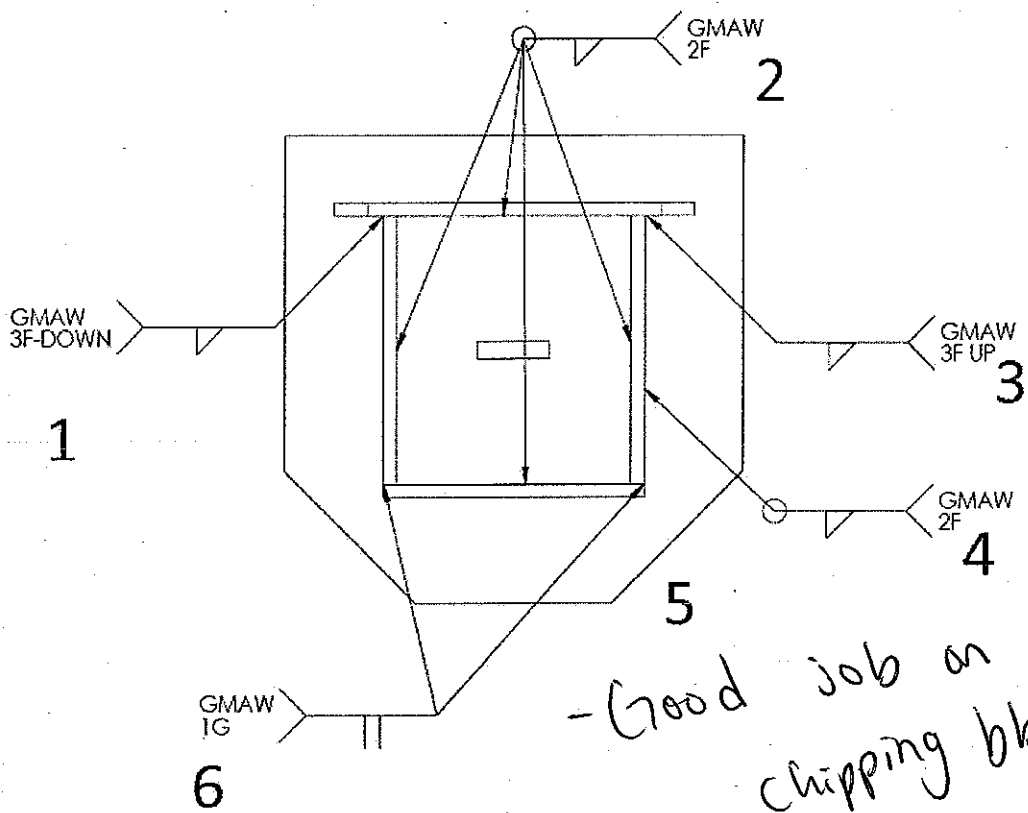


*Chip bbs!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	4 / 10
2	LID ALL AROUND 2F	7 / 10
3	VERTICAL UP	3 / 10
4	ALL AROUND BASE 2F	5 / 10
5	PAC CORNERS	2 / 5
6	OUTSIDE CORNERS	3 / 5
	LAYOUT PENALTY	- 0
TOTAL		24 / 50 PTS

- very cold / inconsistent, but did vertical down
 - vertical up very cold
 - wrapped corners, but cold / little inconsistent
 - Lots of slag / diff sizes

CONTESTANT NUMBER 1068

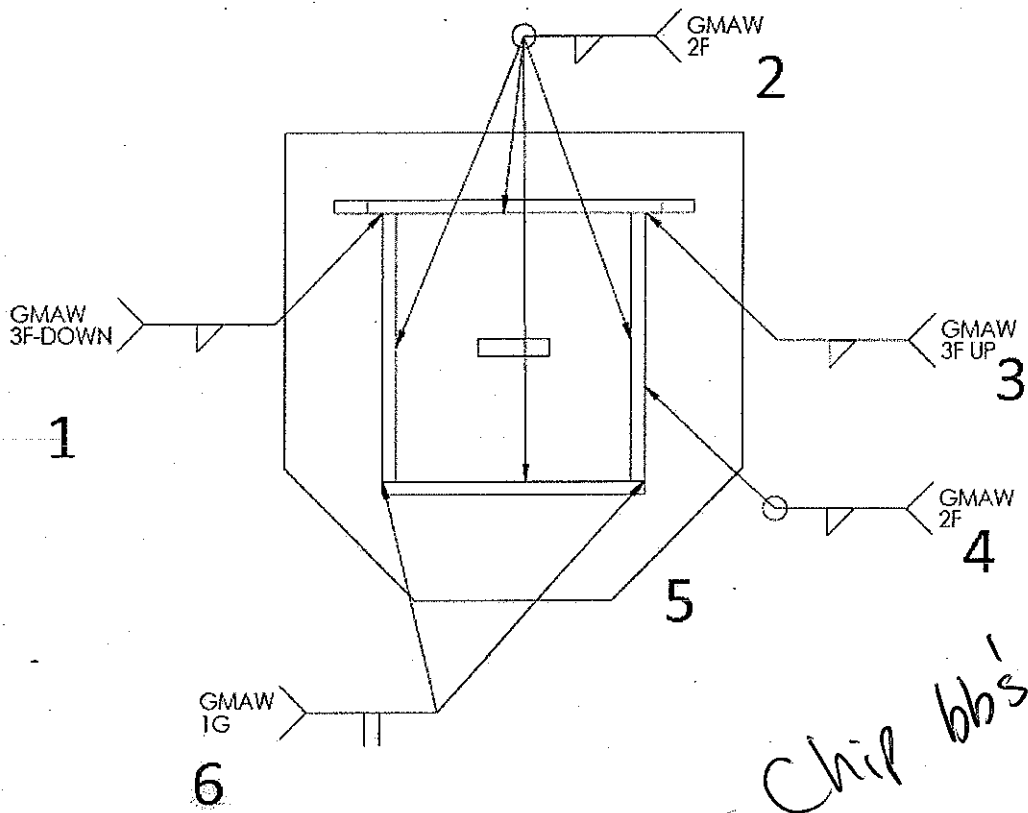


- Good job on chipping blobs!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 / 10
2	LID ALL AROUND 2F	3 / 10
3	VERTICAL UP	3 / 10
4	ALL AROUND BASE 2F	6 / 10
5	PAC CORNERS	2 / 5
6	OUTSIDE CORNERS	2 / 5
	LAYOUT PENALTY	- 1
TOTAL		23 / 50 PTS

- Little cold, but consistent
 - Not complete -
 - Cold, but get the idea -
 - Little cold
 - choppy / slag / too long
 - crooked -

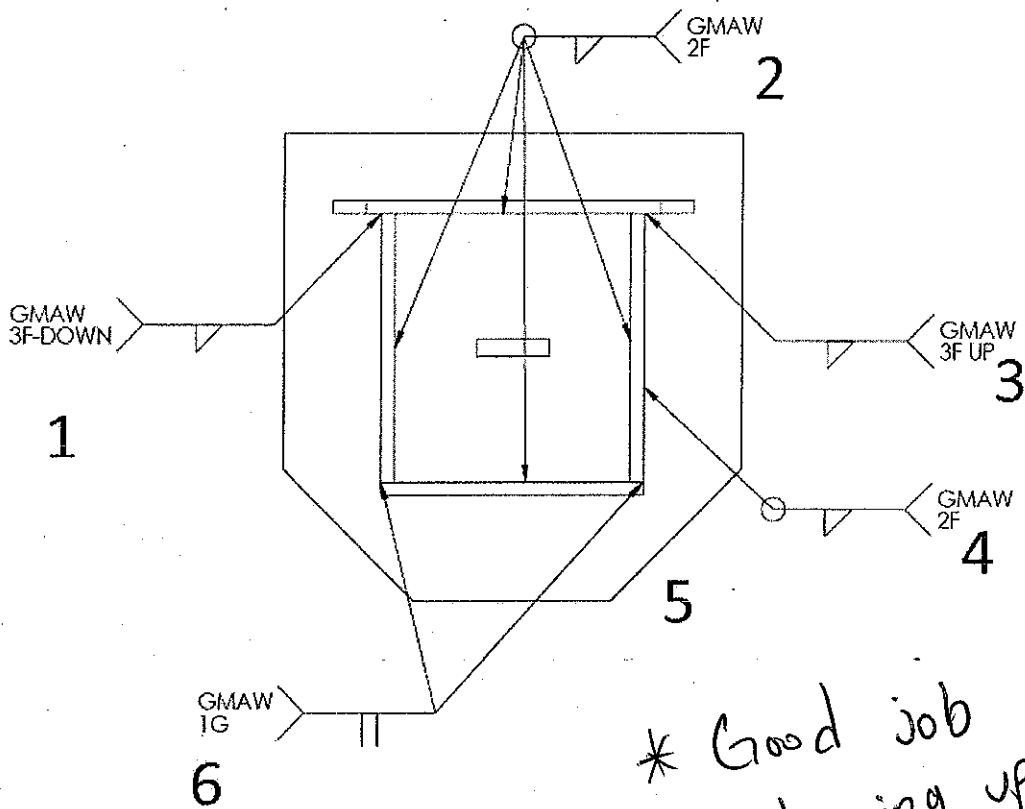
CONTESTANT NUMBER 1076



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	2 /10
2	LID ALL AROUND 2F	5 /10
3	VERTICAL UP	6 /10
4	ALL AROUND BASE 2F	3 /10
5	PAC CORNERS	0 /5
6	OUTSIDE CORNERS	2 /5
	LAYOUT PENALTY	-0
TOTAL		18 /50 PTS

- Very inconsistent
 - Not done -
 - Good layout -

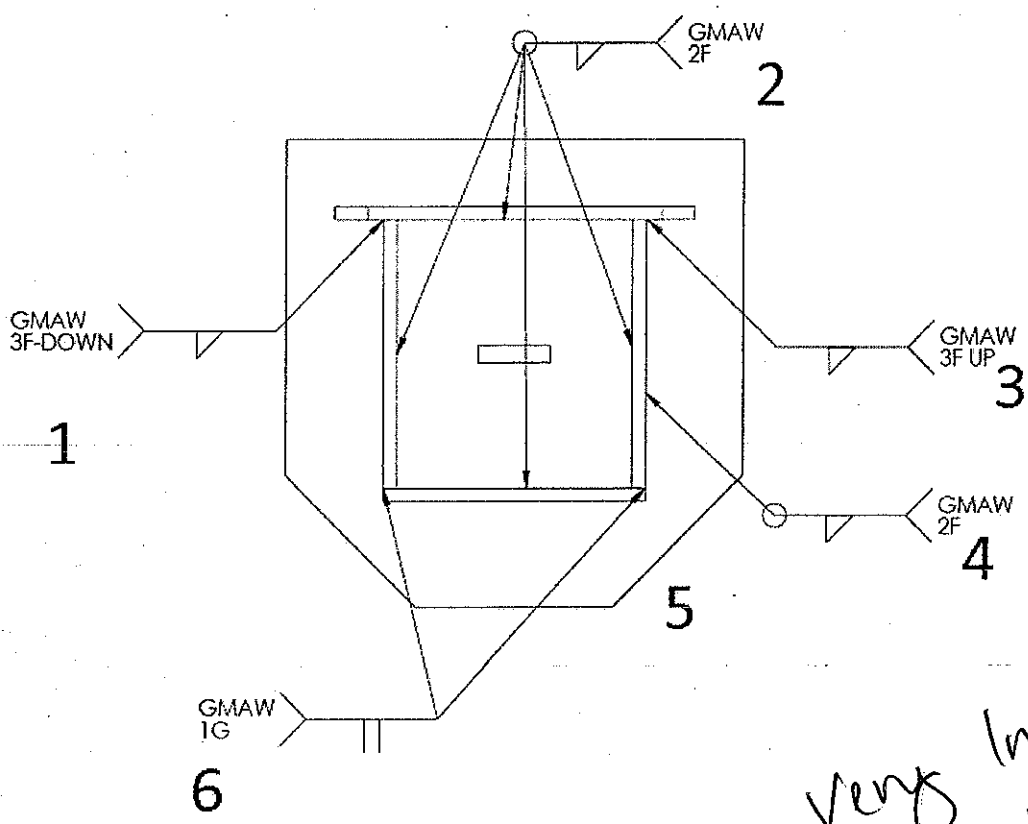
CONTESTANT NUMBER 1087



** Good job on cleaning up bbs!*

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	7/10
2	LID ALL AROUND 2F	7/10
3	VERTICAL UP	6/10
4	ALL AROUND BASE 2F	8/10
5	PAC CORNERS	5/15
6	OUTSIDE CORNERS	5/15
	LAYOUT PENALTY	-0
TOTAL		38 /50 PTS

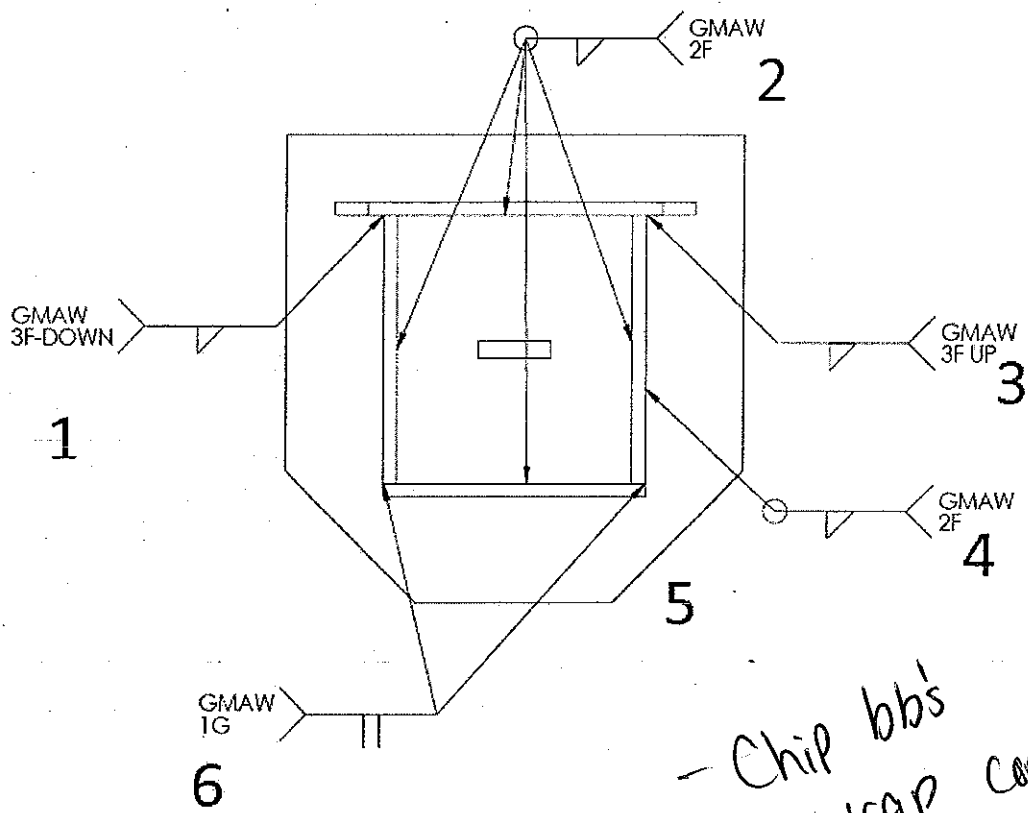
CONTESTANT NUMBER 1094



*Very Incomplete -
2 points for effort*

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	0/10
2	LID ALL AROUND 2F	0/10
3	VERTICAL UP	0/10
4	ALL AROUND BASE 2F	0/10
5	PAC CORNERS	3/5
6	OUTSIDE CORNERS	0/5
	LAYOUT PENALTY	-1 0
TOTAL		2/50 PTS

CONTESTANT NUMBER 1106



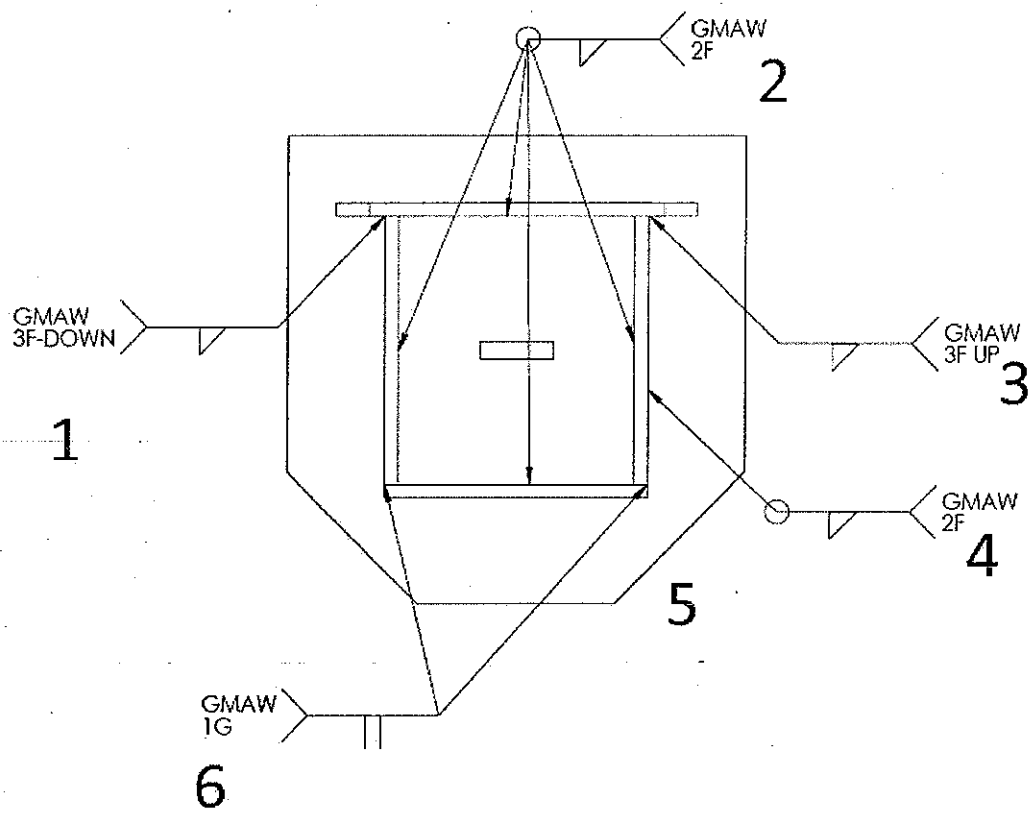
- Chip bb's
- wrap corners

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	6 /10
2	LID ALL AROUND 2F	5 /10
3	VERTICAL UP	3 /10
4	ALL AROUND BASE 2F	5 /10
5	PAC CORNERS	5 /5
6	OUTSIDE CORNERS	4 /5
	LAYOUT PENALTY	-0
TOTAL		28 /50 PTS

- cold, not enough movement

- Good layout -

CONTESTANT NUMBER 1107



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	4 / 10
2	LID ALL AROUND 2F	4 / 10
3	VERTICAL UP	7 / 10
4	ALL AROUND BASE 2F	7 / 10
5	PAC CORNERS	2 / 5
6	OUTSIDE CORNERS	2 / 5
	LAYOUT PENALTY	- 0
TOTAL		26 / 50 PTS

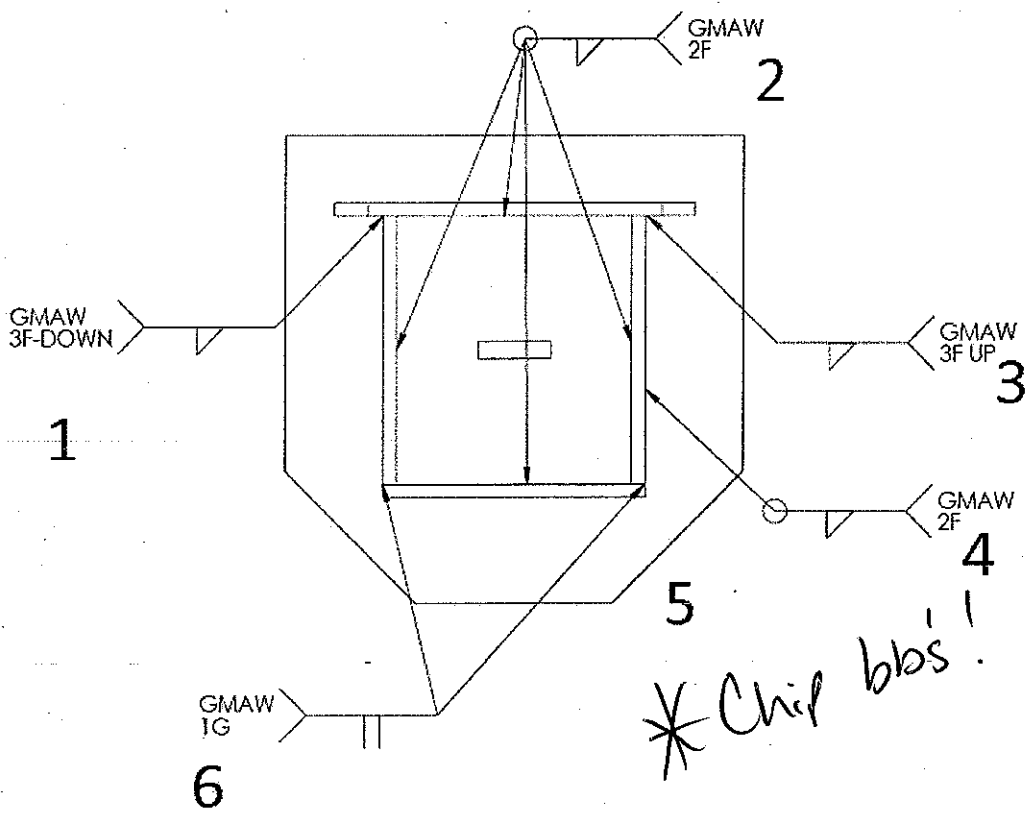
- Inconsistent & a little cold, but complete

A little inconsistent, but connected corners & understand it

- Lots of slag, rough, but same size

- COLD!

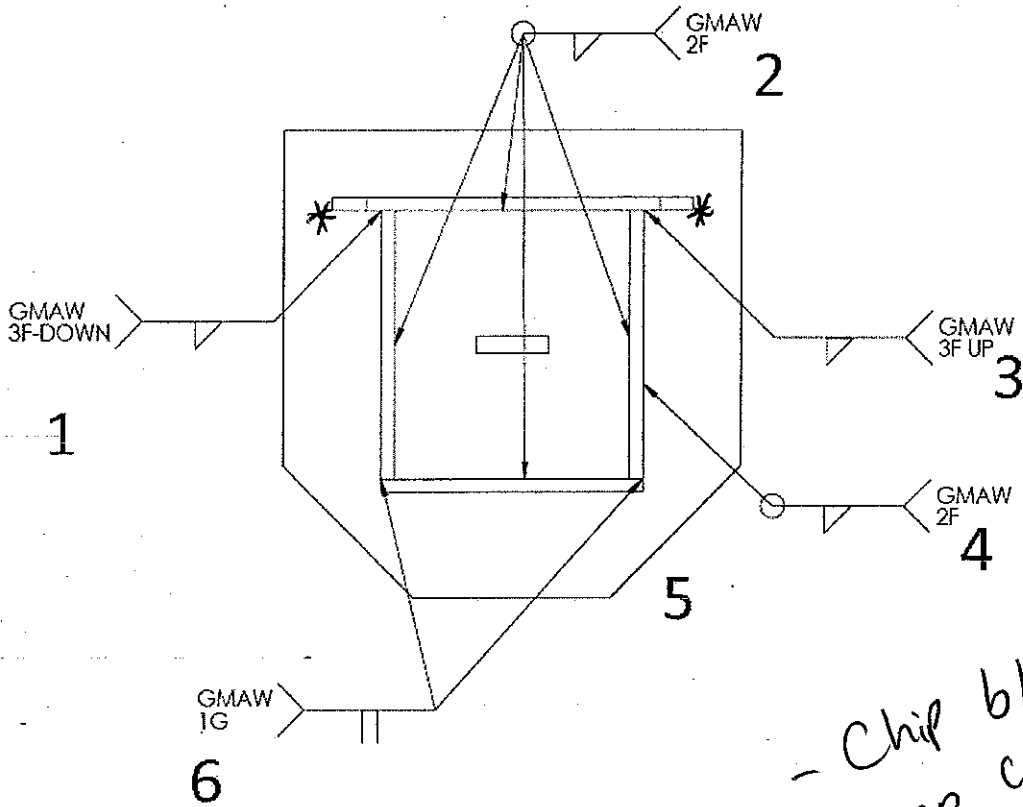
CONTESTANT NUMBER 1136



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	3 / 10
2	LID ALL AROUND 2F	6 / 10
3	VERTICAL UP	2 / 10
4	ALL AROUND BASE 2F	0 / 10
5	PAC CORNERS	2 / 15
6	OUTSIDE CORNERS	5 / 15
	LAYOUT PENALTY	- 0
TOTAL		18 / 50 PTS

- Cold / Inconsistent, but followed direction
~~Not complete~~ very cold weld on back
 - Not complete
 - A lot of slag, but right size

CONTESTANT NUMBER 1147

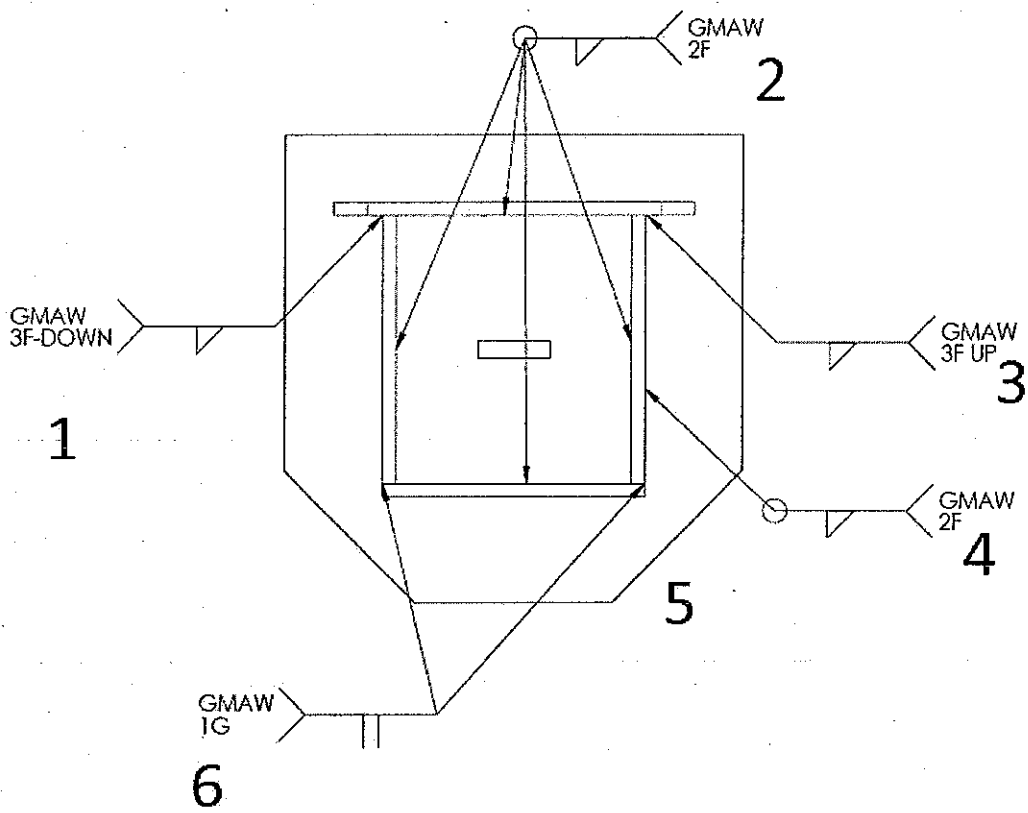


- Chip bbs!
* wrap corners

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	5 /10
2	LID ALL AROUND 2F	5 /10
3	VERTICAL UP	3 /10
4	ALL AROUND BASE 2F	4 /10
5	PAC CORNERS	4 /5
6	OUTSIDE CORNERS	2 /5
	LAYOUT PENALTY	- 0
TOTAL		23 /50 PTS

- Inconsistent
- unfinished welds/
undercut
- inconsistent, too fast,
- cold welds
- Good!
- Inconsistent, cold
- Layout good!

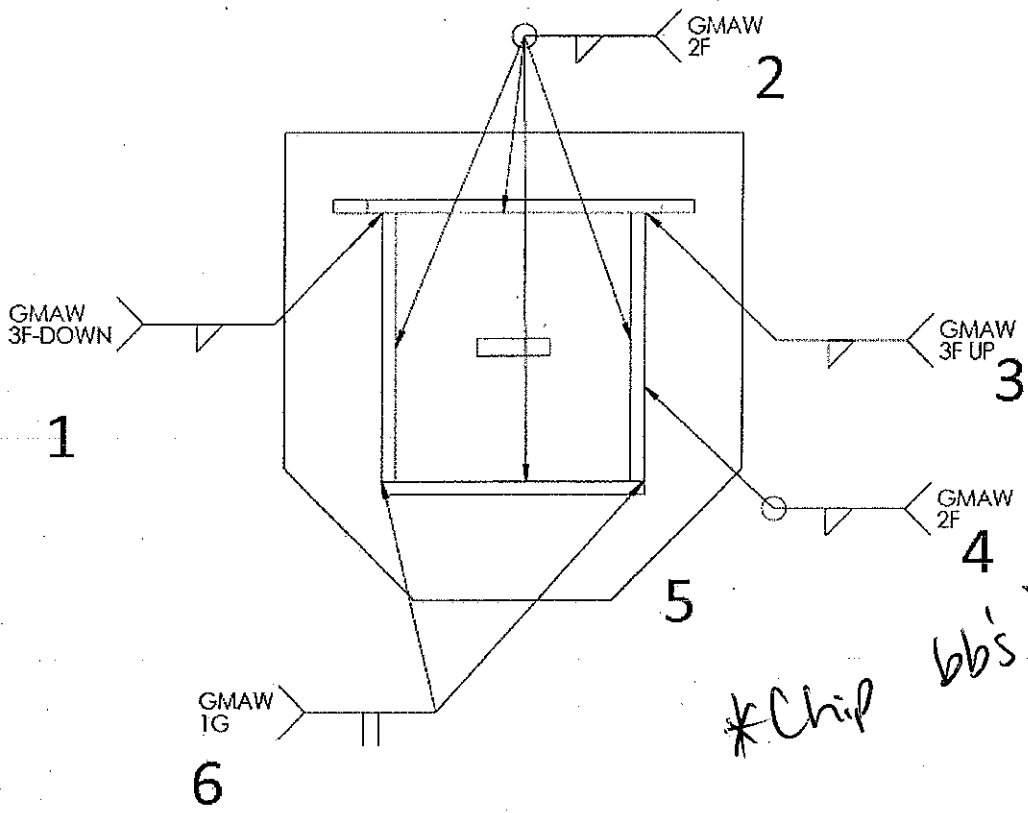
CONTESTANT NUMBER 1150



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 / 10
2	LID ALL AROUND 2F	7 / 10
3	VERTICAL UP	6 / 10
4	ALL AROUND BASE 2F	3 / 10
5	PAC CORNERS	2 / 5
6	OUTSIDE CORNERS	1 / 5
	LAYOUT PENALTY	-1
TOTAL		26 / 50 PTS

- cold, but gets the concept
 - cold
 - Too big, but the same
 - COLD
 - crooked

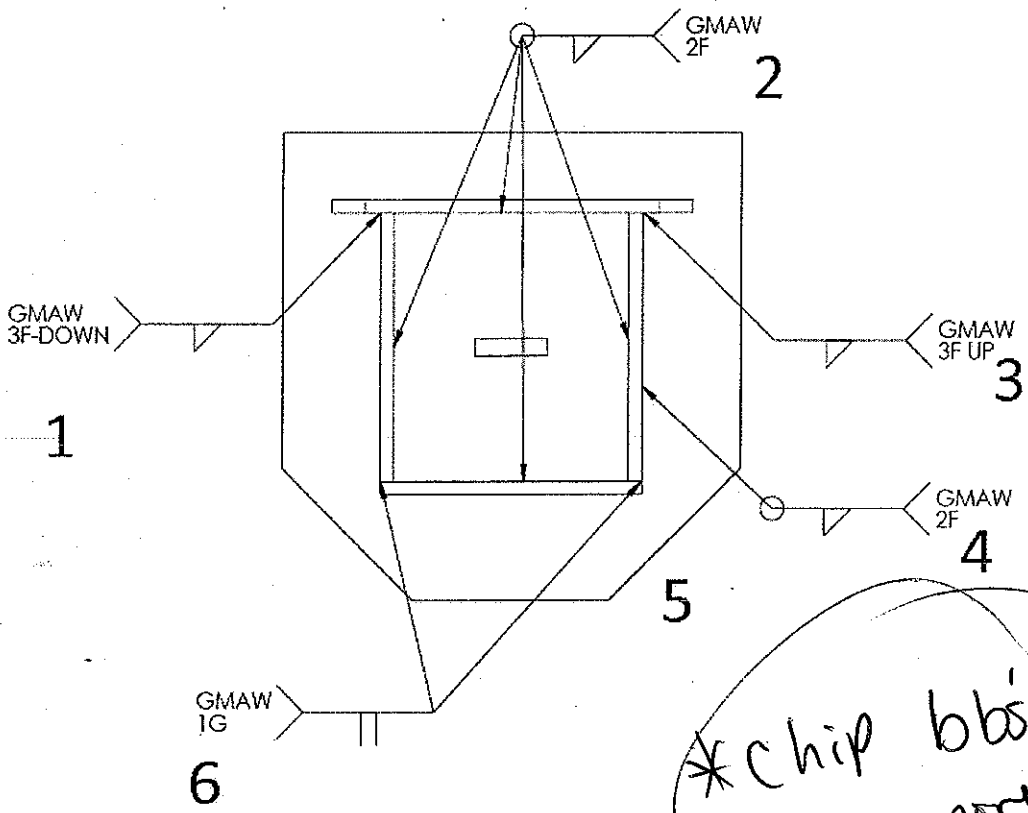
CONTESTANT NUMBER 1151



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	6 / 10
2	LID ALL AROUND 2F	5 / 10
3	VERTICAL UP	3 / 10
4	ALL AROUND BASE 2F	8 / 10
5	PAC CORNERS	3 / 5
6	OUTSIDE CORNERS	2 / 5
	LAYOUT PENALTY	- 0
TOTAL		27 / 50 PTS

- missing weld / inconsistent
 - undercut / very inconsistent
 - Inconsistent but complete
 - Good layout -

CONTESTANT NUMBER 1211



**chip bbs more*

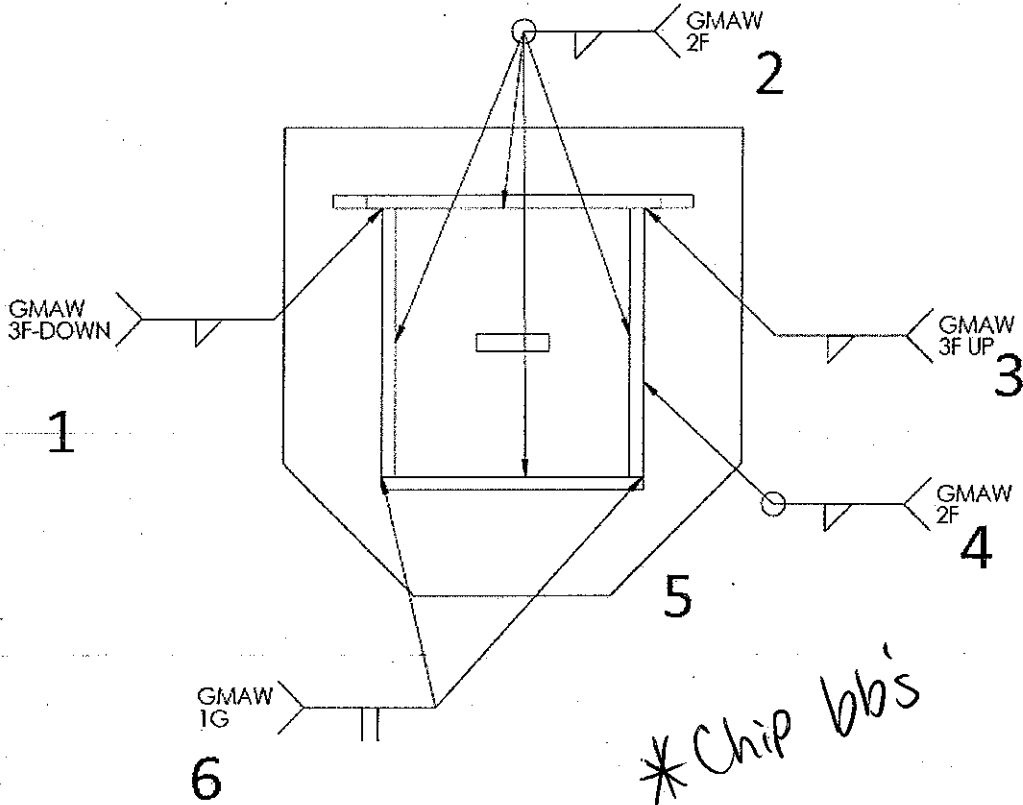
	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 / 10
2	LID ALL AROUND 2F	10 / 10
3	VERTICAL UP	7 / 10
4	ALL AROUND BASE 2F	10 / 10
5	PAC CORNERS	2 0 / 15
6	OUTSIDE CORNERS	4 / 15
	LAYOUT PENALTY	- 0
TOTAL		41 0 / 50 PTS

- little inconsistent
- little cold & inconsistent, but not bad!!
- Rough



CONTESTANT NUMBER

1212

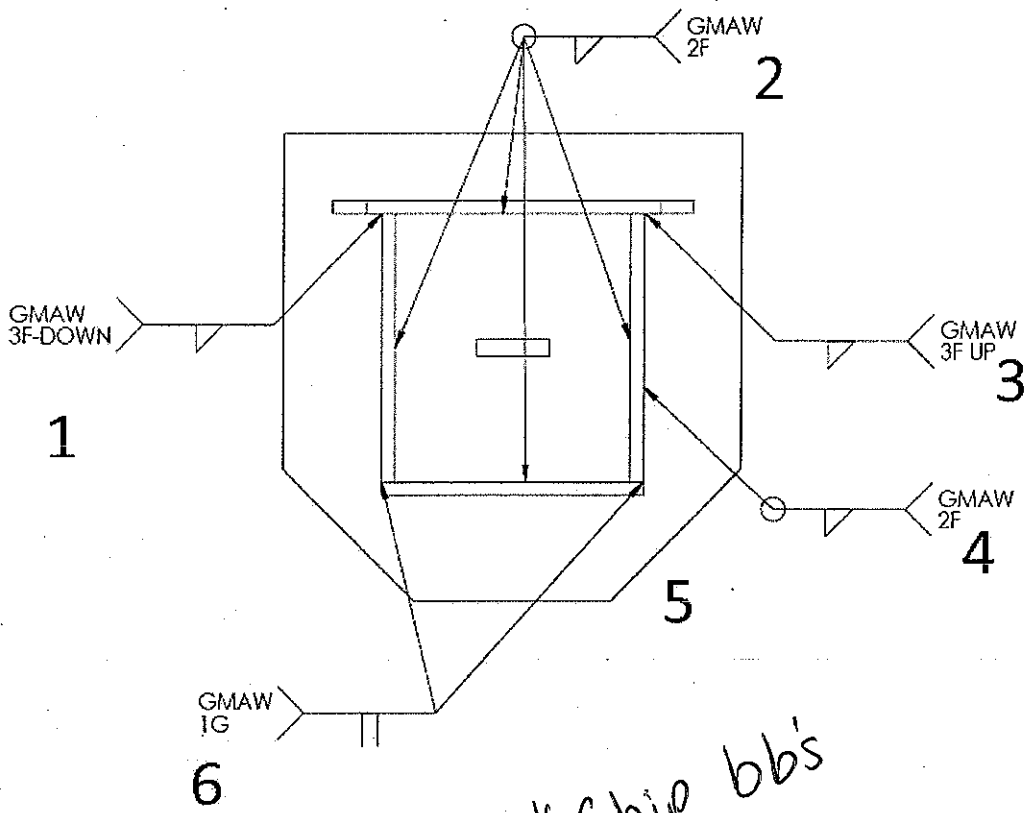


	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	3 /10
2	LID ALL AROUND 2F	6 /10
3	VERTICAL UP	2 /10
4	ALL AROUND BASE 2F	2 /10
5	PAC CORNERS	3 /5
6	OUTSIDE CORNERS	2 /5
	LAYOUT PENALTY	-1
TOTAL		17 /50 PTS

*Chip bb's

- Inconsistent & cold - stopped midway
 - Rear cold weld, but rest okay
 - Too fast/cold, but followed direction
 - Not complete / didn't wrap corners - cold
 - one side great, other side chippy
 crooked - not square

CONTESTANT NUMBER 1213

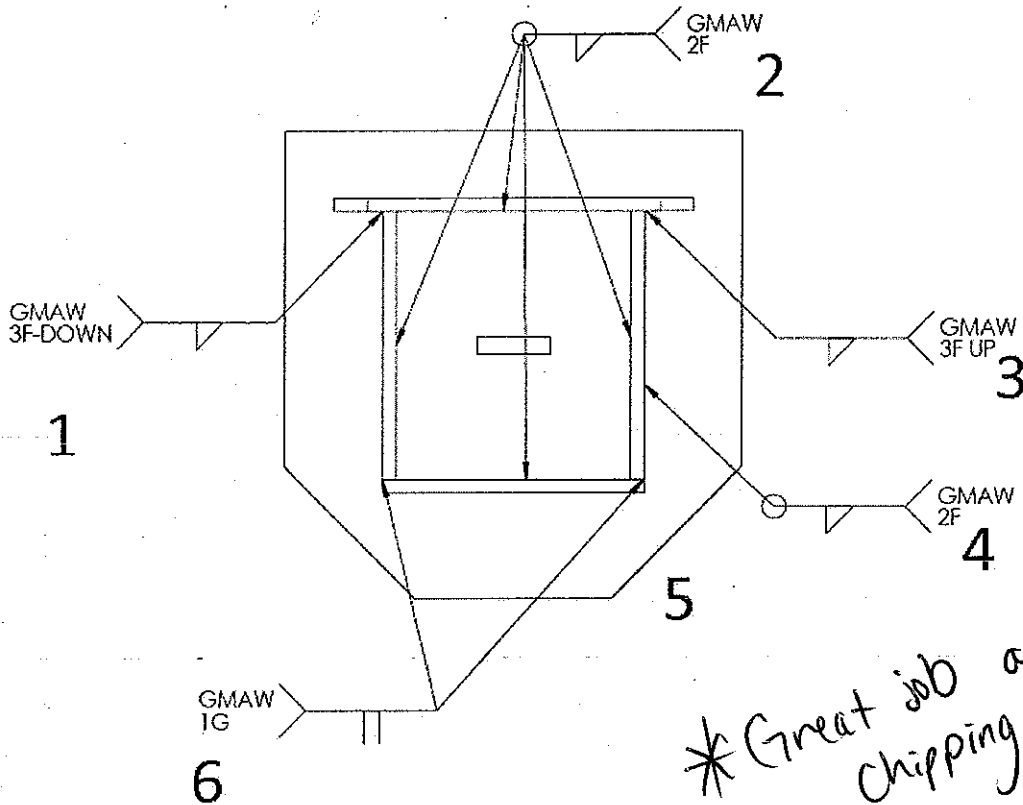


*Chip bb's

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 / 10
2	LID ALL AROUND 2F	5 / 10
3	VERTICAL UP	3 / 10
4	ALL AROUND BASE 2F	3 / 10
5	PAC CORNERS	5 / 5
6	OUTSIDE CORNERS	5 / 5
	LAYOUT PENALTY	- 0
TOTAL		29 / 50 PTS

- Very consistent, but
 not connecting welds
 - little cold
 - undercut, wrong gun angle,
 but vertical up
 - cold / favoring top
 plate,
 but wrapped
 corners
 Good!

CONTESTANT NUMBER 1224



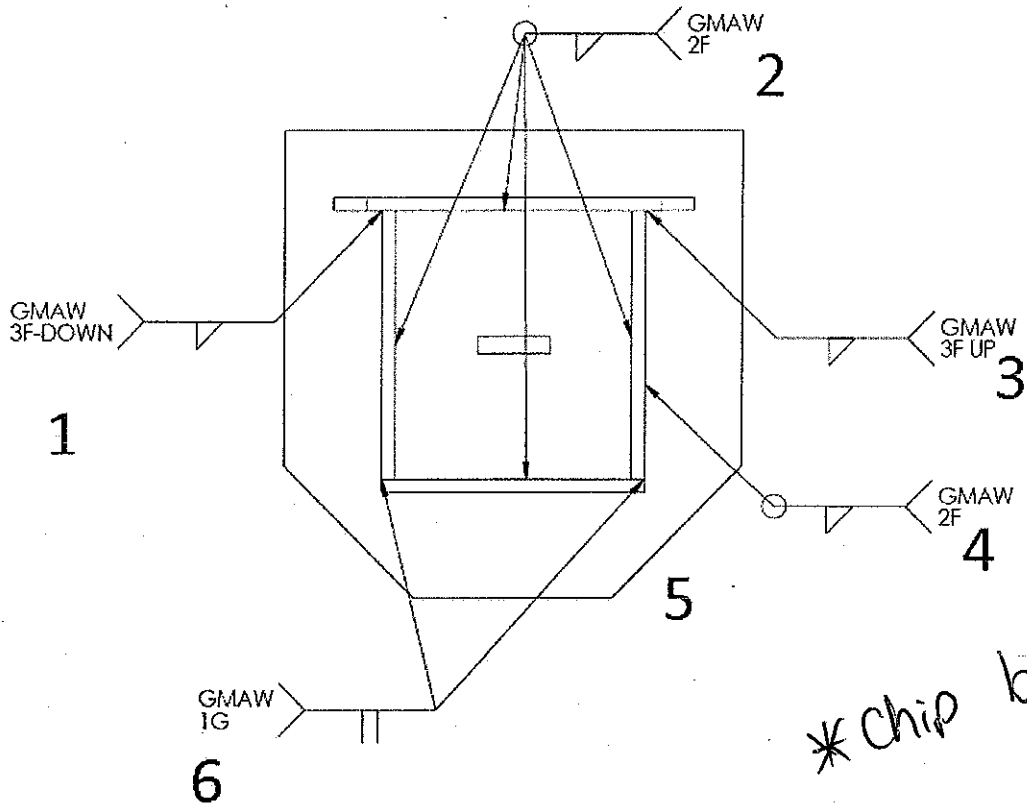
**Great job on chipping bbs!*

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	10/10
2	LID ALL AROUND 2F	9/10
3	VERTICAL UP	10/10
4	ALL AROUND BASE 2F	9/10
5	PAC CORNERS	4/5
6	OUTSIDE CORNERS	4/5
	LAYOUT PENALTY	-0
TOTAL		46/50 PTS

- Rear weld a little cold
- Slightly cold in a spot
- Little choppy
- Little inconsistent

✓

CONTESTANT NUMBER 1239



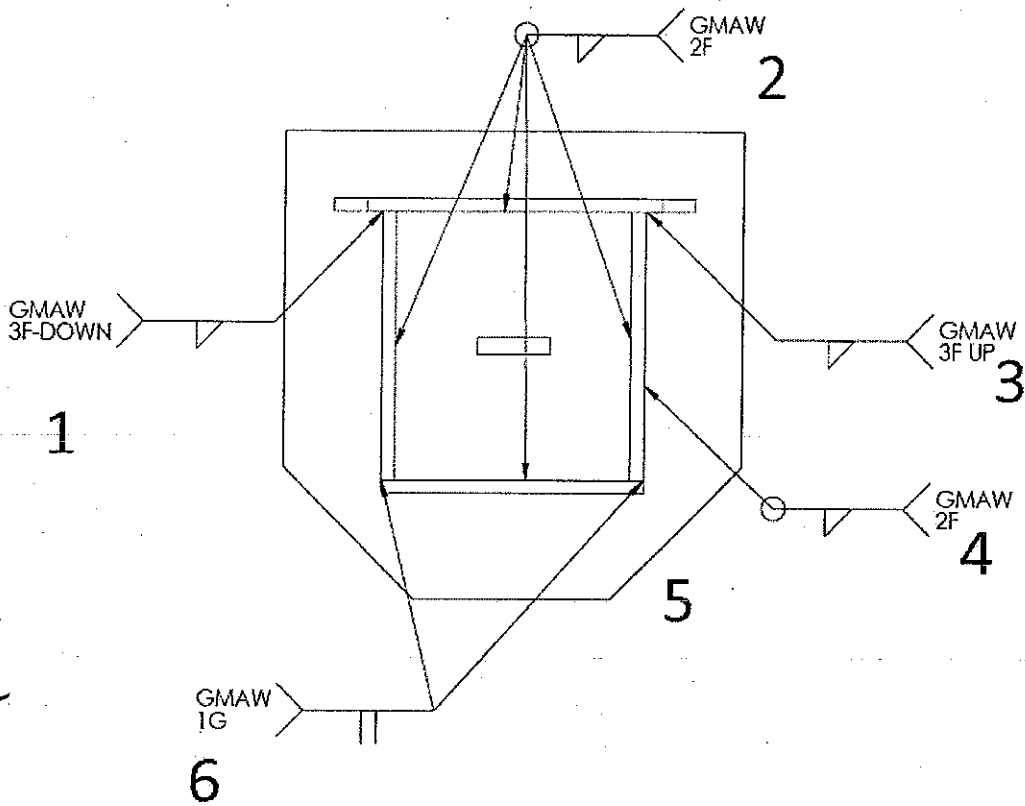
*chip bbs!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	6 / 10
2	LID ALL AROUND 2F	2 / 10
3	VERTICAL UP	5 / 10
4	ALL AROUND BASE 2F	2 / 10
5	PAC CORNERS	1 / 5
6	OUTSIDE CORNERS	2 / 5
	LAYOUT PENALTY	-3
TOTAL		15 / 50 PTS

okay in size, Inconsistent

- Missing corners, well more on one side -
- Missing 1 side uneven

CONTESTANT NUMBER 1244

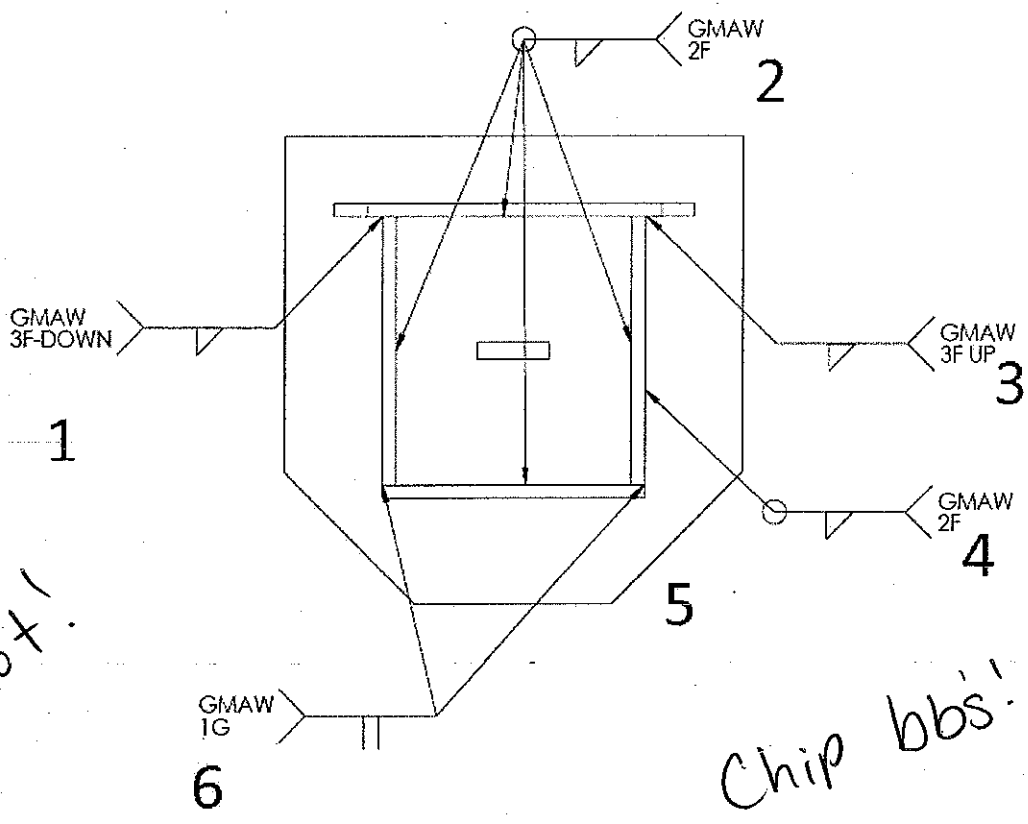


-Overall cold-

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	4 / 10
2	LID ALL AROUND 2F	7 / 10
3	VERTICAL UP	4 / 10
4	ALL AROUND BASE 2F	5 / 10
5	PAC CORNERS	3 / 5
6	OUTSIDE CORNERS	4 / 5
	LAYOUT PENALTY	- 0
TOTAL		27 / 50 PTS

- Cold, but consistent
- Cold + undercut, but consistent
- wrapped corners, but cold
- Lots of slag

CONTESTANT NUMBER 1255



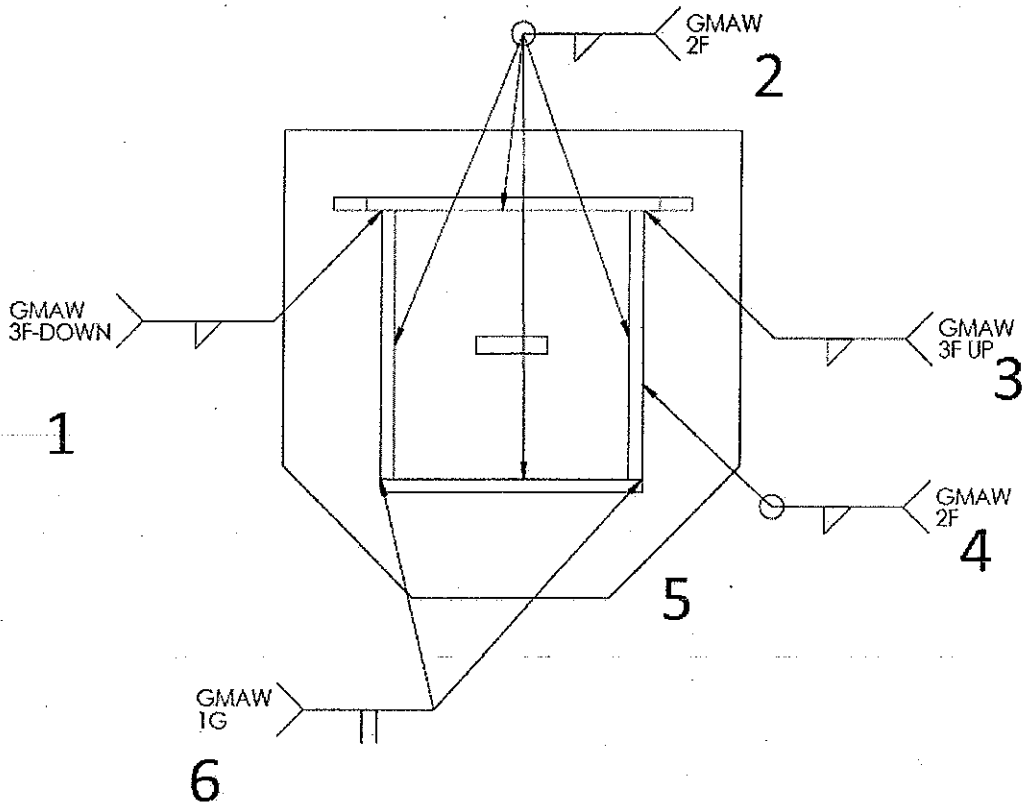
Overall,
too hot!

Chip bbs!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	4 / 10
2	LID ALL AROUND 2F	4 / 10
3	VERTICAL UP	1 / 10
4	ALL AROUND BASE 2F	3 / 10
5	PAC CORNERS	2 / 5
6	OUTSIDE CORNERS	1 / 5
	LAYOUT PENALTY	-1
TOTAL		14 / 50 PTS

- Too hot, favoring 1 plate
 - Too hot, but wrapped corners & complete
 - looks like vertical down
 - very hot, inconsistent but wrapped corners
 - little crooked

CONTESTANT NUMBER 1275

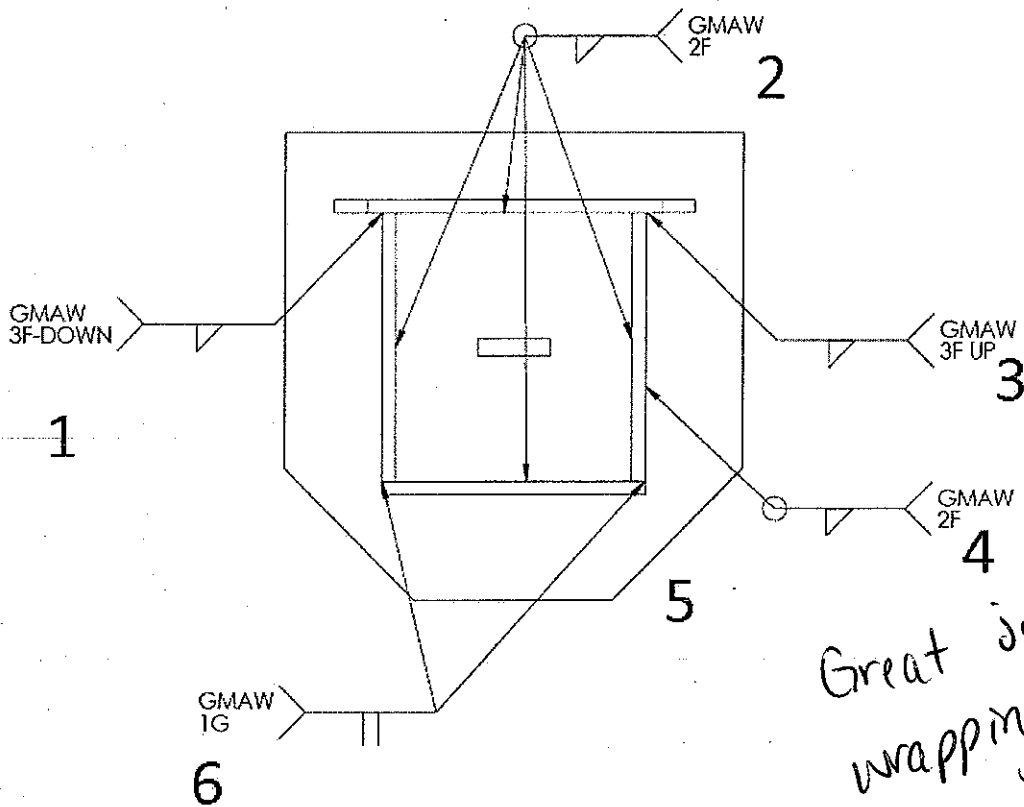


	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	7 /10
2	LID ALL AROUND 2F	7 /10
3	VERTICAL UP	4 /10
4	ALL AROUND BASE 2F	6 /10
5	PAC CORNERS	4 /5
6	OUTSIDE CORNERS	4 /5
	LAYOUT PENALTY	-3
TOTAL		29 /50 PTS

- Very inconsistent, but right concept

- very crooked / measurements not correct

CONTESTANT NUMBER 1373



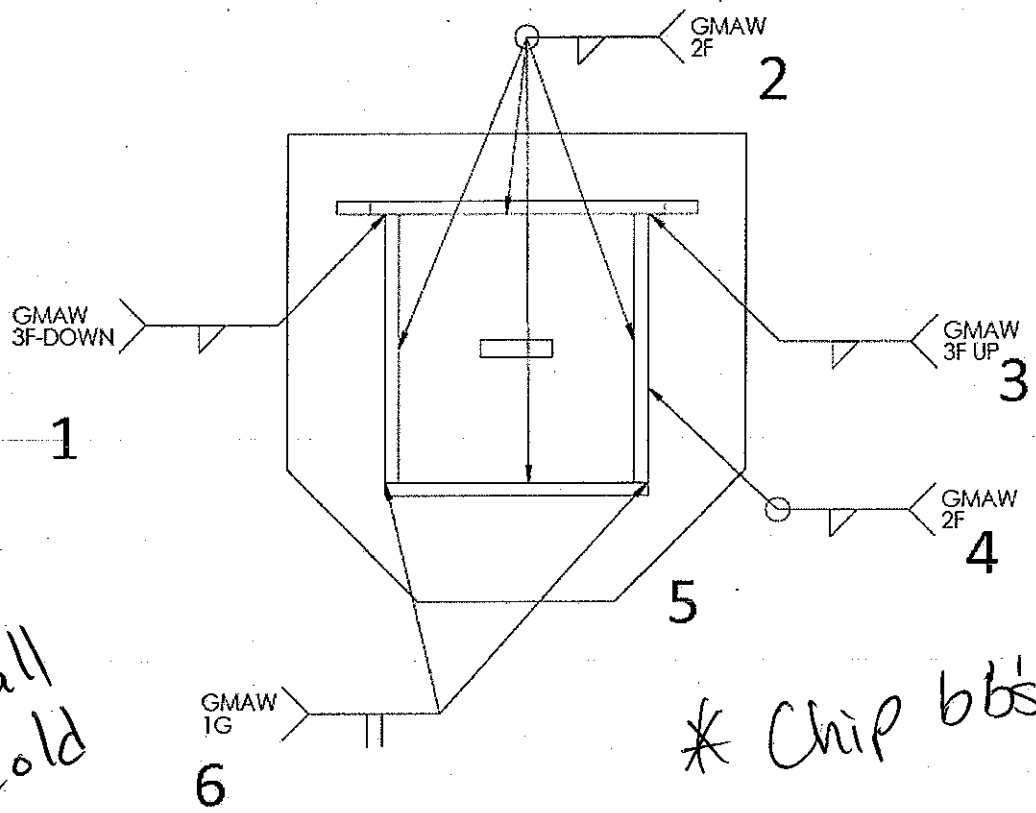
Great job of all wrapping corners! chip lobs!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 /10
2	LID ALL AROUND 2F	6 /10
3	VERTICAL UP	5 /10
4	ALL AROUND BASE 2F	6 /10
5	PAC CORNERS	3 4 /5
6	OUTSIDE CORNERS	5 /5
	LAYOUT PENALTY	-0
TOTAL		33 /50 PTS

- undercut / favoring one side more than other

- layout good -

CONTESTANT NUMBER 1397



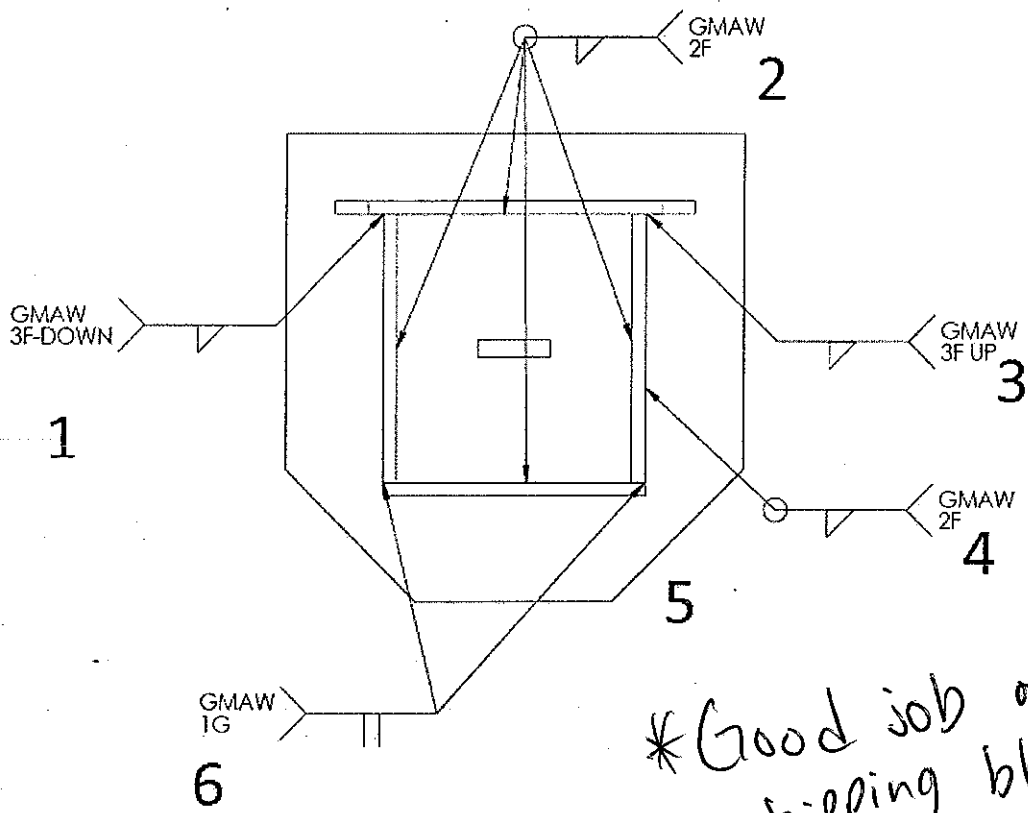
* overall cold

* Chip bbs!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 / 10
2	LID ALL AROUND 2F	5 / 10
3	VERTICAL UP	3 / 10
4	ALL AROUND BASE 2F	3 / 10
5	PAC CORNERS	4 / 15
6	OUTSIDE CORNERS	3 / 15
	LAYOUT PENALTY	-3
TOTAL		23 / 50 PTS

Little cold; consistent!
 Cold / holes @ end of welds
 followed direction; Toes consistent but needs practice
 - not complete / cold
 - Not centered / slanted back plate / plates not lining up

CONTESTANT NUMBER 1398

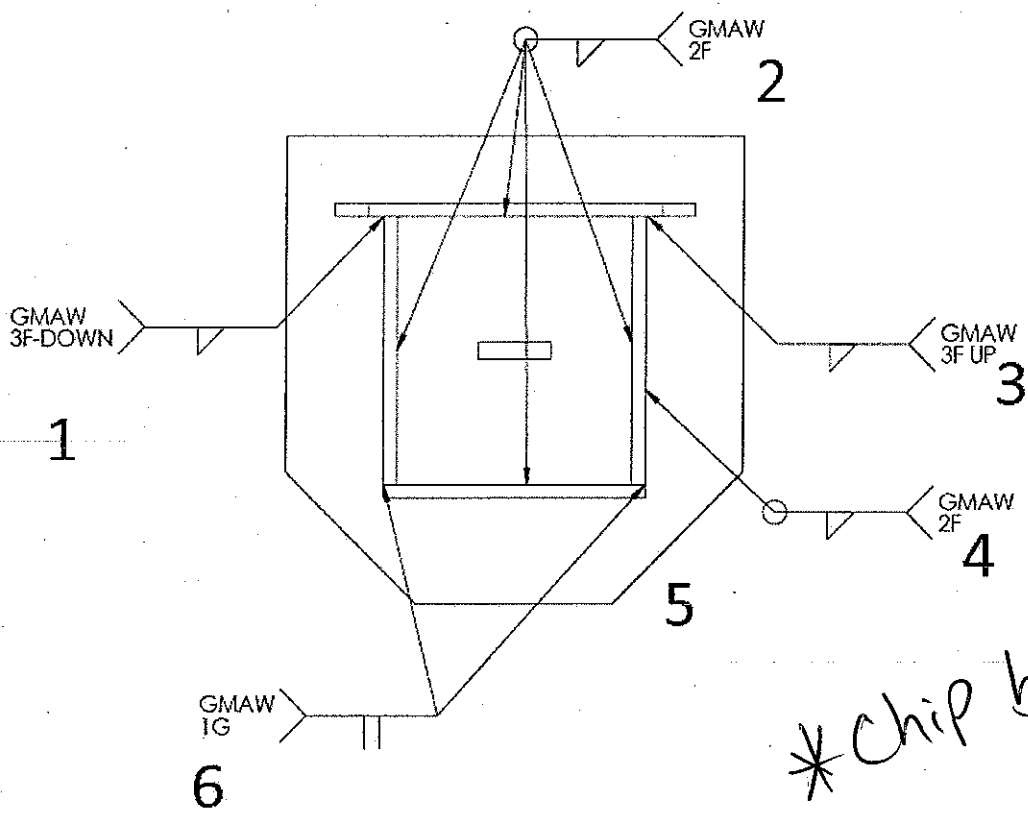


**Good job on chipping bbs!*

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	7/10
2	LID ALL AROUND 2F	5/10
3	VERTICAL UP	7/10
4	ALL AROUND BASE 2F	5/10
5	PAC CORNERS	4/15
6	OUTSIDE CORNERS	4/15
	LAYOUT PENALTY	-0
TOTAL		32/50 PTS

Little hot but fairly consistant
-Cold
fairly consistant +
-Cold; followed wrapped direction
corners-good!
-Good!

CONTESTANT NUMBER 1430



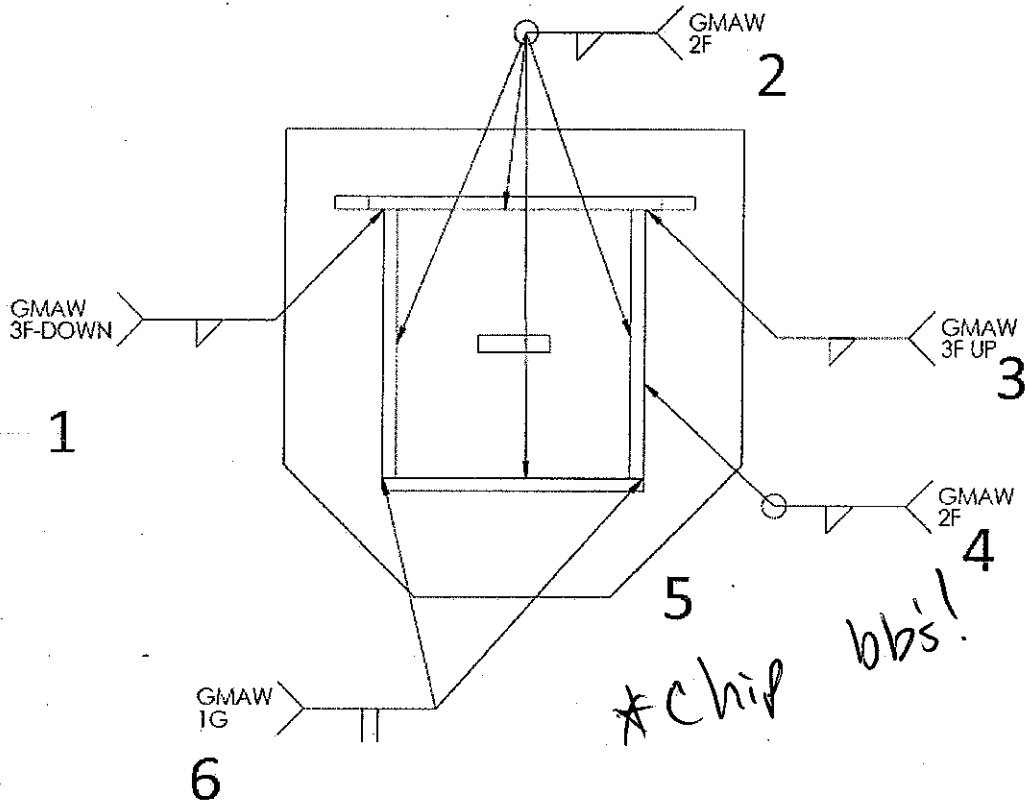
**chip bb's!*

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	3 / 10
2	LID ALL AROUND 2F	3 / 10
3	VERTICAL UP	3 / 10
4	ALL AROUND BASE 2F	5 / 10
5	PAC CORNERS	5 / 15
6	OUTSIDE CORNERS	2 / 15
	LAYOUT PENALTY	-2
TOTAL		19 / 50 PTS

- little cold, porosity
- favoring one side / cold / need more movement
- some but followed direction
- some cold / porosity
did wrap corners good
off center / plates
not square

CONTESTANT NUMBER

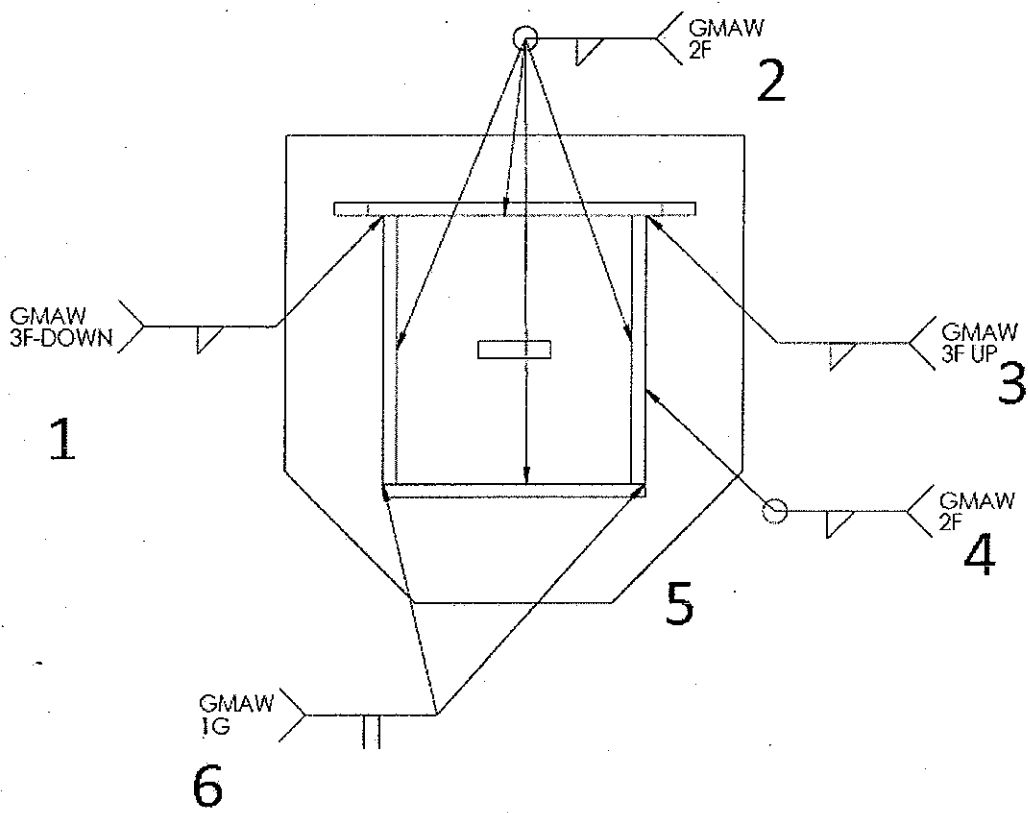
1435



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	3 / 10
2	LID ALL AROUND 2F	1 / 10
3	VERTICAL UP	1 / 10
4	ALL AROUND BASE 2F	1 / 10
5	PAC CORNERS	3 / 5
6	OUTSIDE CORNERS	1 / 5
	LAYOUT PENALTY	-3
TOTAL		7 / 50 PTS

cold, favoring one plate
 very rough - wrong settings
 - vertical down -
 - porosity, little inconsistent/incomplete
 - some slag & uneven from side to side
 cracked & uneven

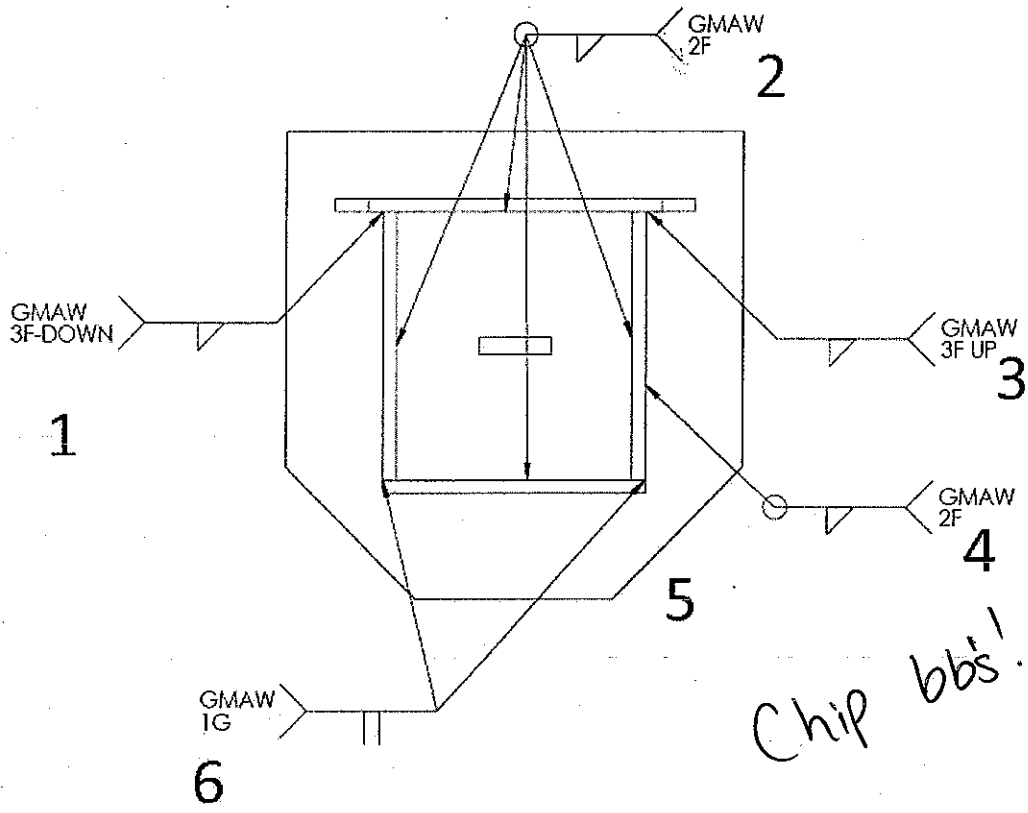
CONTESTANT NUMBER 1457



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	6 / 10
2	LID ALL AROUND 2F	8 / 10
3	VERTICAL UP	4 / 10
4	ALL AROUND BASE 2F	5 / 10
5	PAC CORNERS	5 / 15
6	OUTSIDE CORNERS	4 / 15
	LAYOUT PENALTY	-0
TOTAL		32 / 50 PTS

- little inconsistent
 - Rough, but followed direction
 little cold on 1 side

CONTESTANT NUMBER 1458

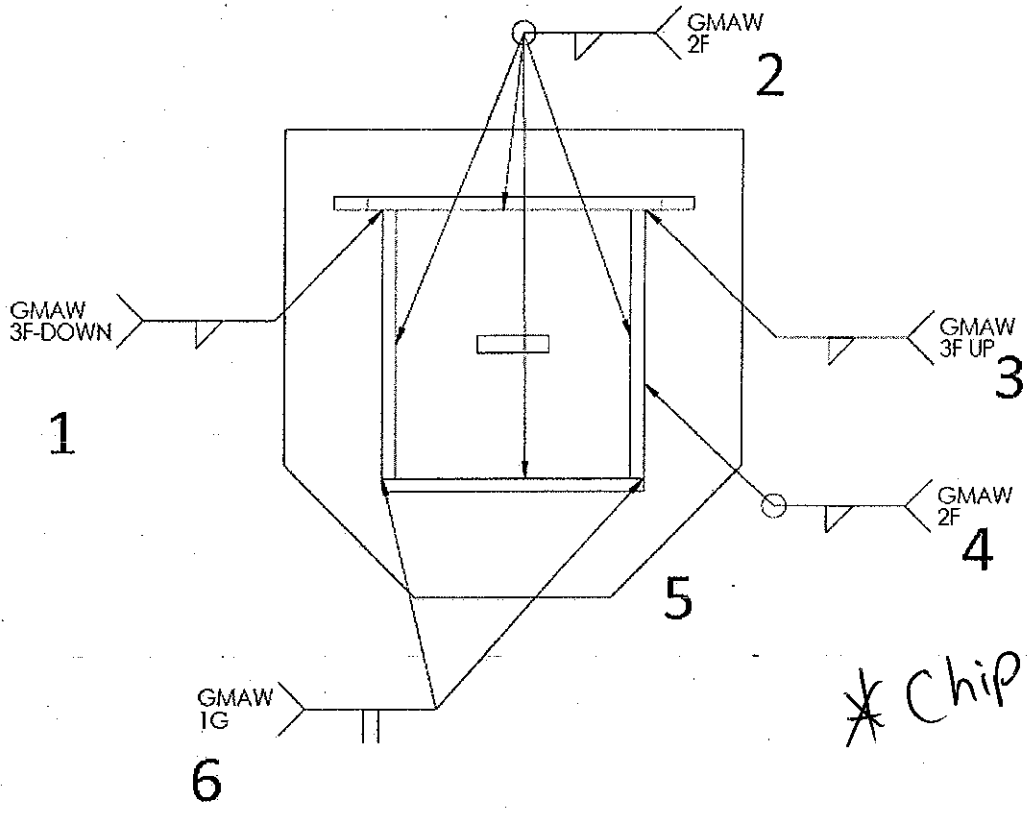


Chip bbs!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	3 /10
2	LID ALL AROUND 2F	3 /10
3	VERTICAL UP	3 /10
4	ALL AROUND BASE 2F	4 /10
5	PAC CORNERS	5 /5
6	OUTSIDE CORNERS	2 /5
	LAYOUT PENALTY	-0
TOTAL		20/50 PTS

Inconsistent / little cold
- Porosity, too much wire, favoring one plate,
- followed direction but
- chip bbs!; cold;
somewhat consistent
- porosity, cold

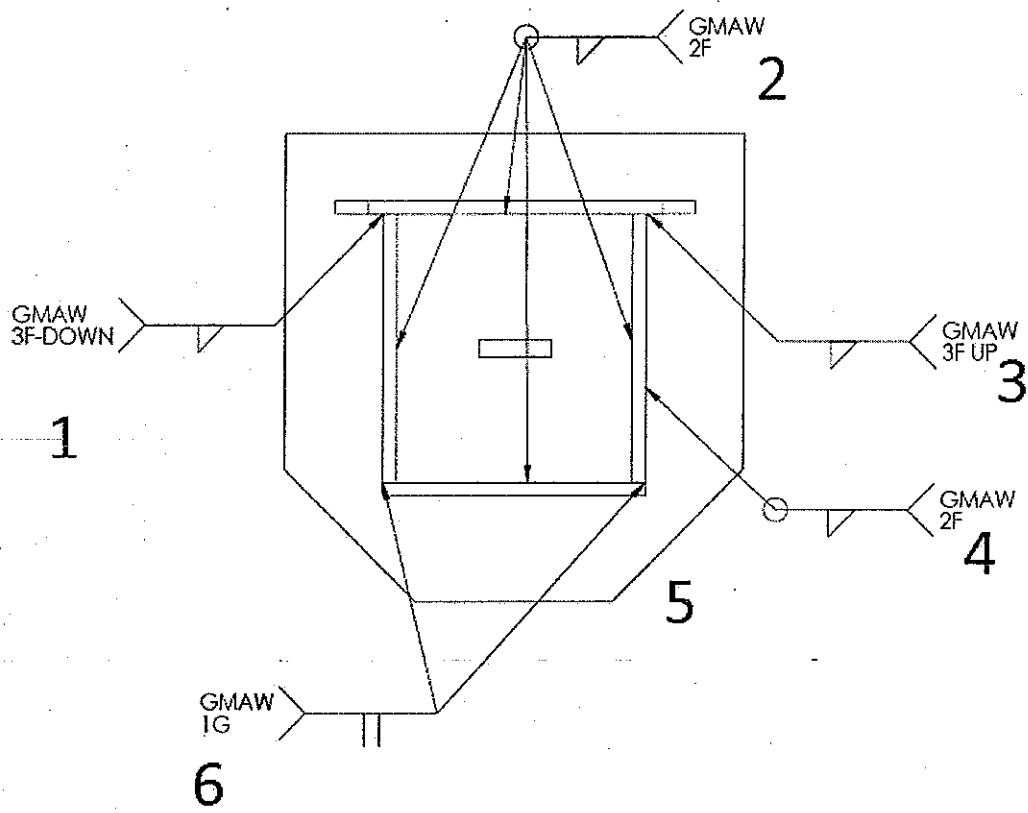
CONTESTANT NUMBER 1473



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 / 10
2	LID ALL AROUND 2F	6 / 10
3	VERTICAL UP	4 / 10
4	ALL AROUND BASE 2F	7 / 10
5	PAC CORNERS	2 / 5
6	OUTSIDE CORNERS	2 / 5
	LAYOUT PENALTY	-2
TOTAL		27 / 50 PTS

Consistant!
 - favoring one plate
 followed direction
 - favoring 1 plate some wrapped welds
 - very chippy / slag
 off center & crooked plate

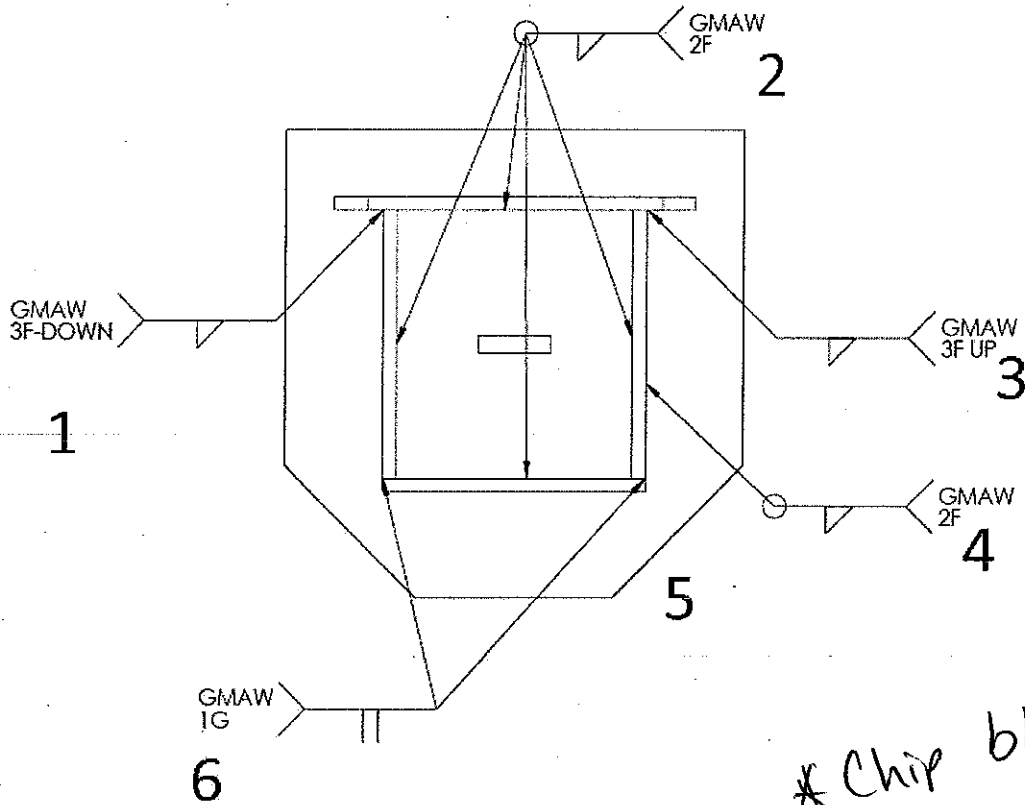
CONTESTANT NUMBER 1474



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	6 / 10
2	LID ALL AROUND 2F	7 / 10
3	VERTICAL UP	3 / 10
4	ALL AROUND BASE 2F	4 / 10
5	PAC CORNERS	3 / 15
6	OUTSIDE CORNERS	2 / 15
	LAYOUT PENALTY	-2
TOTAL		23 / 50 PTS

- Favored 1 plate, but consistent
 - Little cold
 followed direction; inconsistent / cold
 Cold!; wrapped corners
 - Cold
 - Not centered / back plate off

CONTESTANT NUMBER 1526

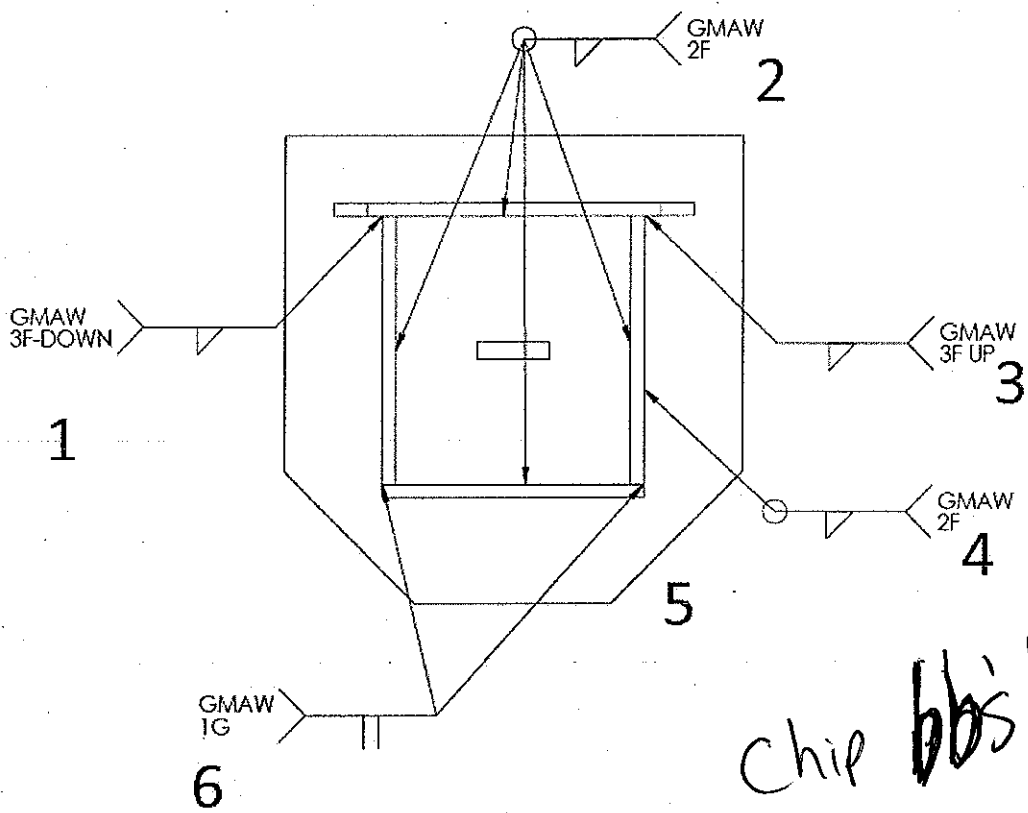


* Chip bbs!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	7 / 10
2	LID ALL AROUND 2F	8 / 10
3	VERTICAL UP	3 / 10
4	ALL AROUND BASE 2F	8 / 10
5	PAC CORNERS	4 / 15
6	OUTSIDE CORNERS	3 / 15
	LAYOUT PENALTY	-0
TOTAL		33 / 50 PTS

- little inconsistent, but good settings
 - little cold
 followed direction, but rough wrapped welds

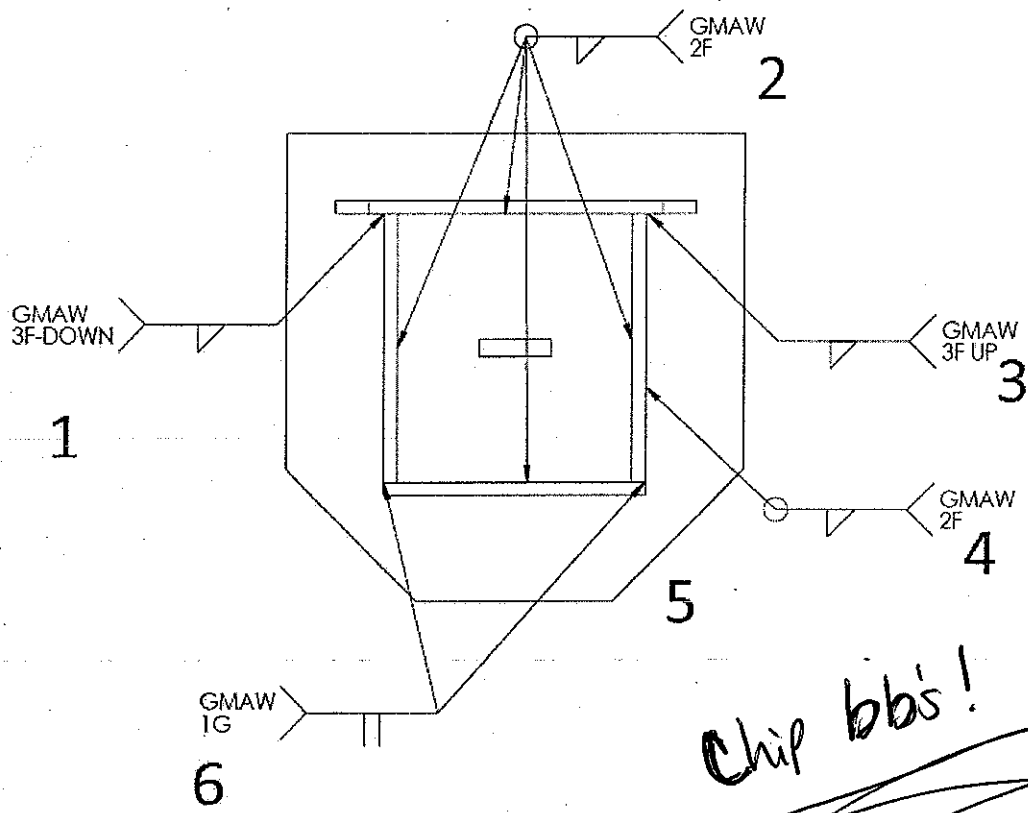
CONTESTANT NUMBER 1549



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	6 / 10
2	LID ALL AROUND 2F	8 / 10
3	VERTICAL UP	8 / 10
4	ALL AROUND BASE 2F	5 / 10
5	PAC CORNERS	3 / 5
6	OUTSIDE CORNERS	3 / 5
	LAYOUT PENALTY	-1
TOTAL		32 / 50 PTS

little inconsistent
 - little porosity / little cold one part
 cold but not bad!
 consistent & followed direction
 - cold
 - back plate not centered

CONTESTANT NUMBER 1590



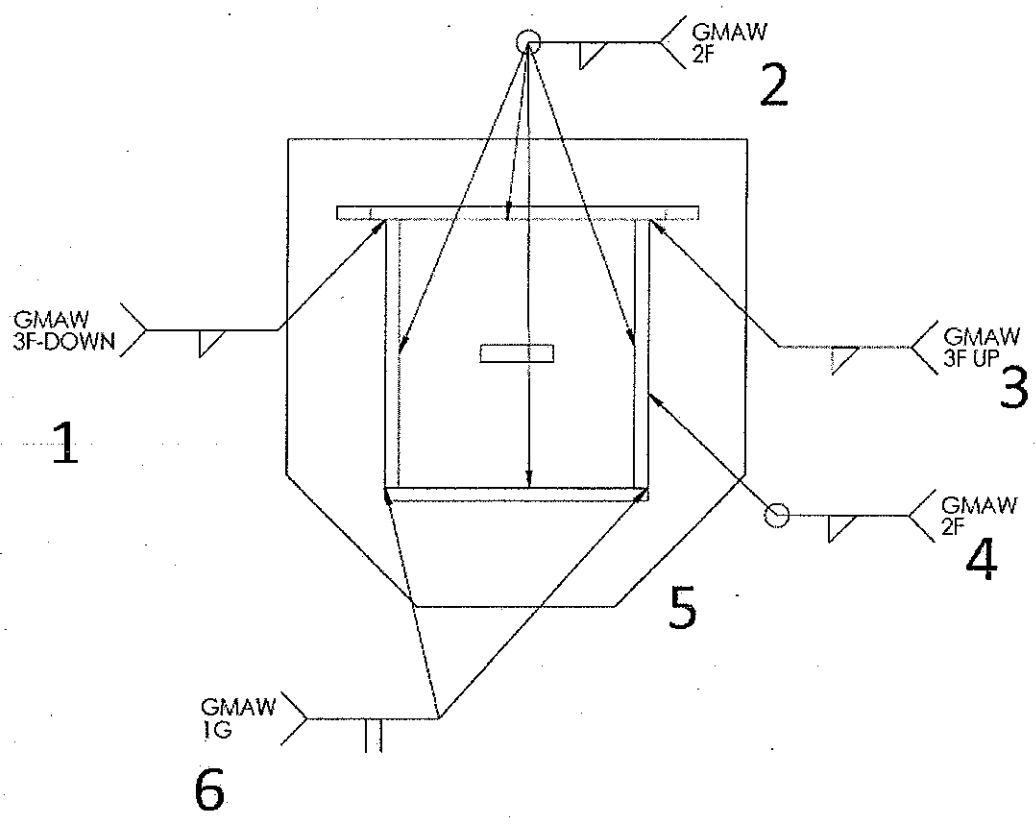
Chip bb's!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 /10
2	LID ALL AROUND 2F	30 /10
3	VERTICAL UP	5 /10
4	ALL AROUND BASE 2F	7 /10
5	PAC CORNERS	4 /5
6	OUTSIDE CORNERS	2 /5
	LAYOUT PENALTY	-0
TOTAL		29 /50 PTS

So many bb's

Rough on one side

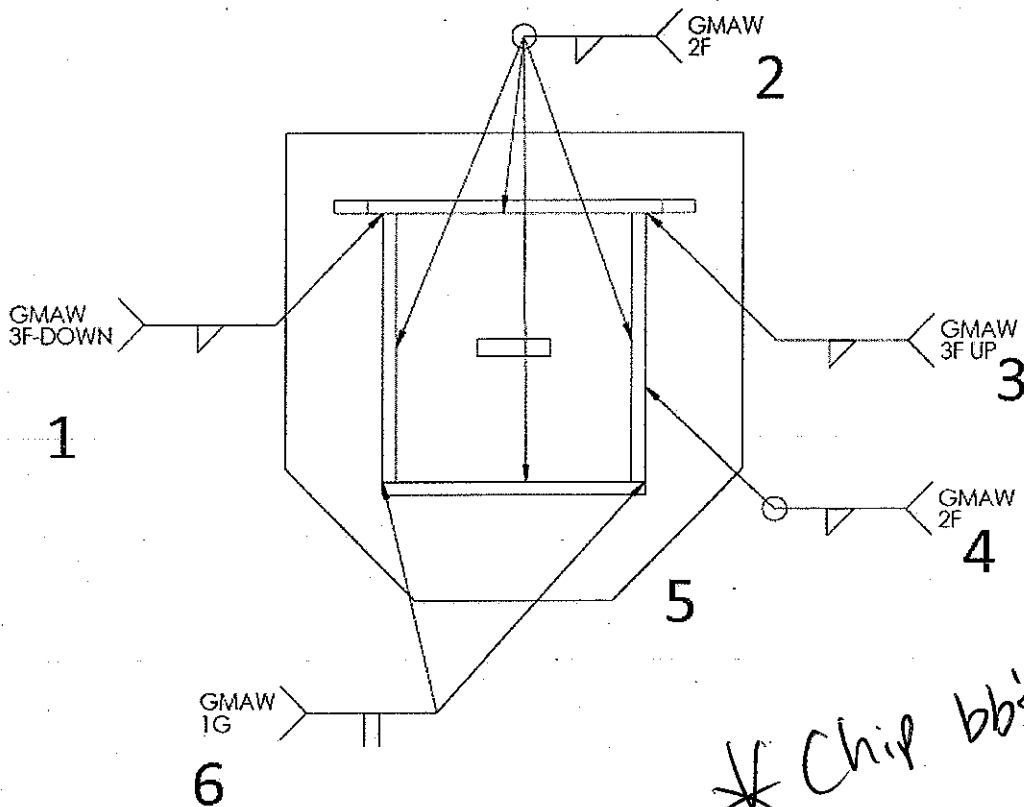
CONTESTANT NUMBER 1610



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	6 / 10
2	LID ALL AROUND 2F	2 / 10
3	VERTICAL UP	1 / 10
4	ALL AROUND BASE 2F	3 / 10
5	PAC CORNERS	4 / 15
6	OUTSIDE CORNERS	4 / 15
	LAYOUT PENALTY	- 2
TOTAL		18 / 50 PTS

cold @ bottom
- hot / undercut / missed corner
- vertical down -
- not complete, little cold - didn't wrap corners
off center back plate / leaning

CONTESTANT NUMBER 1663



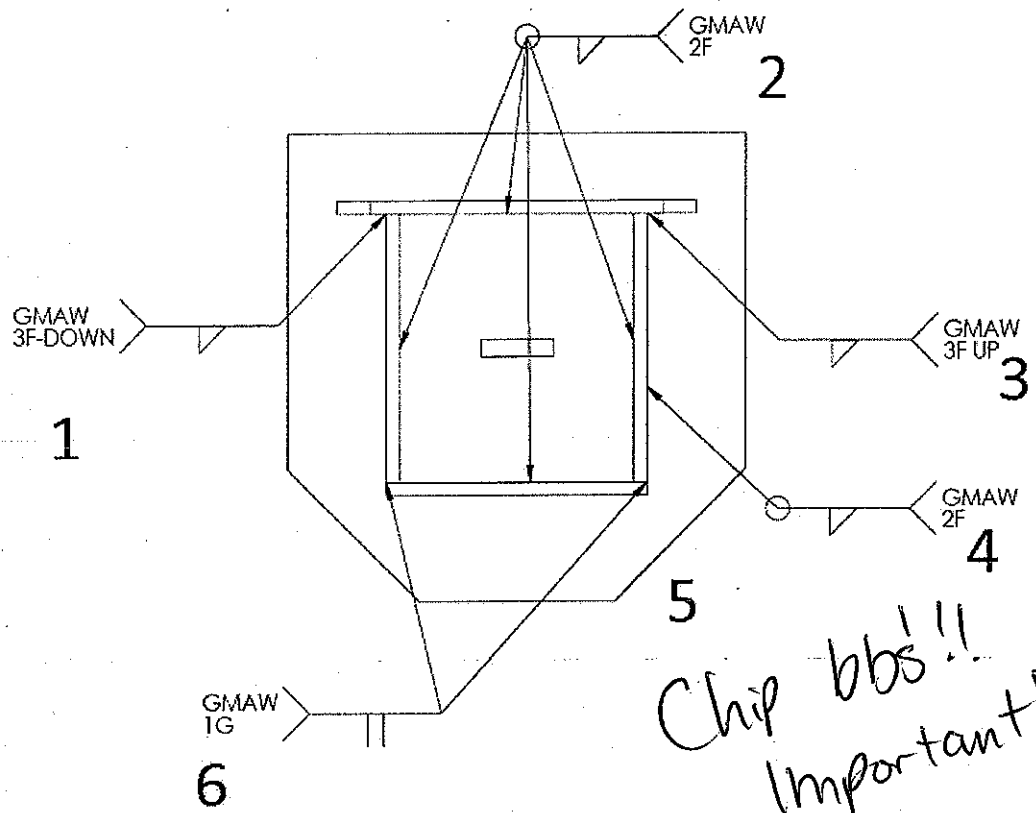
* Chip bb's!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	7 /10
2	LID ALL AROUND 2F	8 /10
3	VERTICAL UP	5 /10
4	ALL AROUND BASE 2F	5 /10
5	PAC CORNERS	5 /5
6	OUTSIDE CORNERS	4 /5
	LAYOUT PENALTY	-2
TOTAL		32 /50 PTS

Hickup in 1 spot
 Got the idea, needs
 some work w/
 consistency

-Tilted

CONTESTANT NUMBER 1699

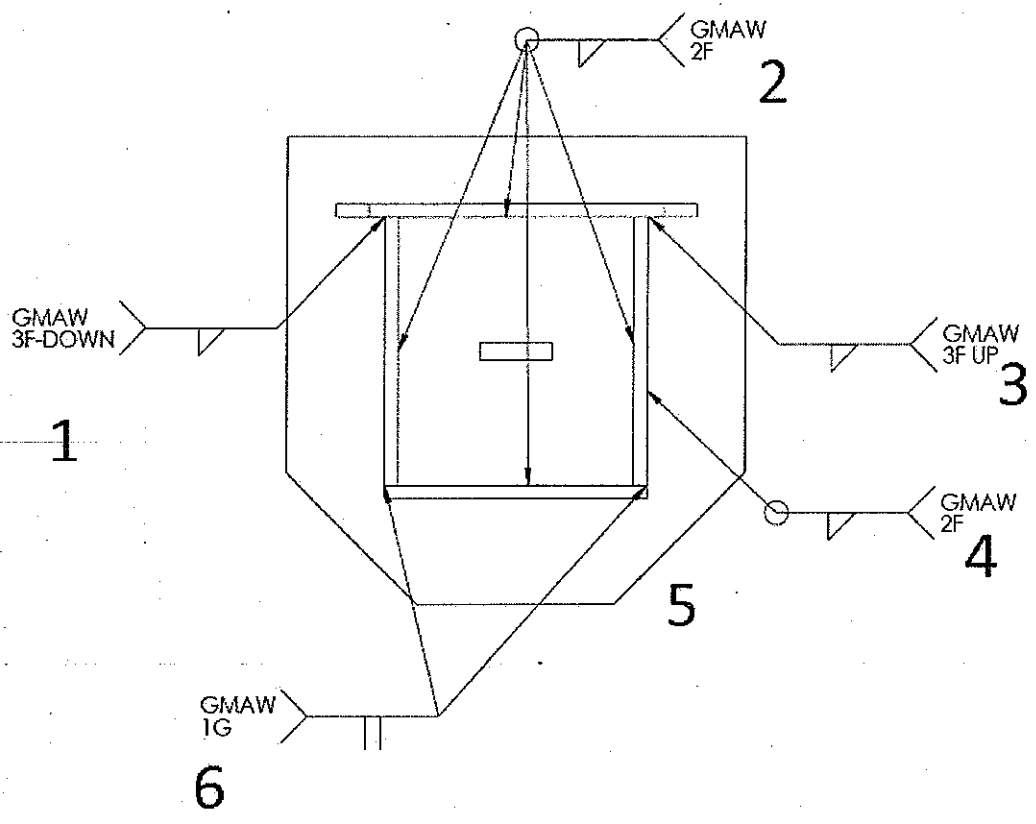


Chip bbs!!
Important!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	10/10
2	LID ALL AROUND 2F	9 /10
3	VERTICAL UP	1 /10
4	ALL AROUND BASE 2F	10/10
5	PAC CORNERS	5 /5
6	OUTSIDE CORNERS	5 /5
	LAYOUT PENALTY	-0
TOTAL		40 /50 PTS

Consistant / proper settings
 - Bbs!
 - Didn't follow direction
 vertical down
 Great!

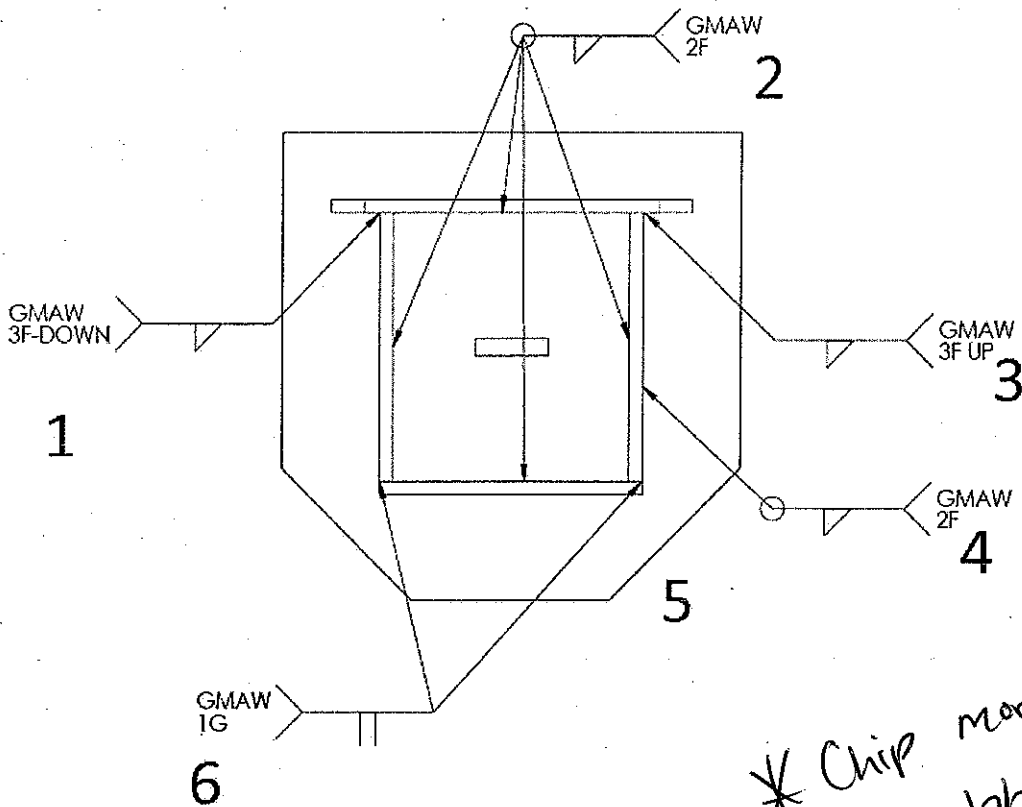
CONTESTANT NUMBER 1801



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	8 / 10
2	LID ALL AROUND 2F	3 / 10
3	VERTICAL UP	3 / 10
4	ALL AROUND BASE 2F	3 / 10
5	PAC CORNERS	4 / 5
6	OUTSIDE CORNERS	2 / 5
	LAYOUT PENALTY	-2
TOTAL		21 / 50 PTS

fairly consistent
 - very cold / Inconsistent
 followed direction; somewhat
 inconsistent / needs
 finishing work
 corners
 - porosity / inconsistent
 Not centered /
 fit up off on
 box

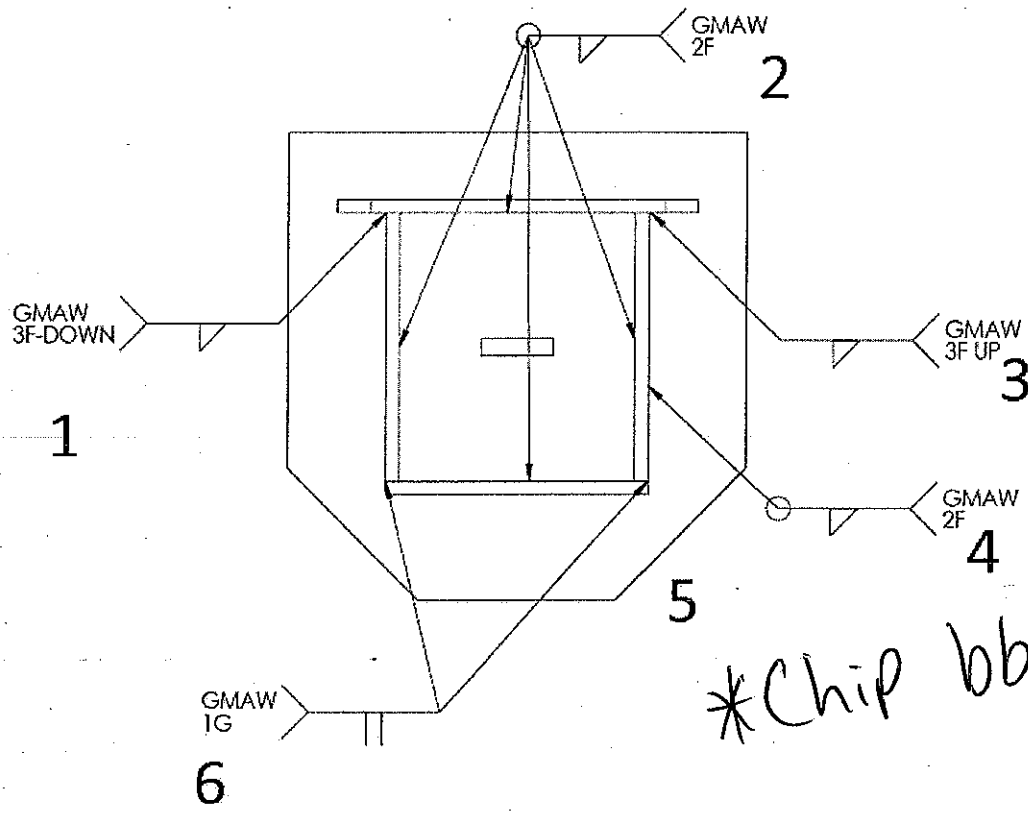
CONTESTANT NUMBER 1815



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	3 / 10
2	LID ALL AROUND 2F	4 / 10
3	VERTICAL UP	1 / 10
4	ALL AROUND BASE 2F	6 / 10
5	PAC CORNERS	5 / 15
6	OUTSIDE CORNERS	3 / 15
	LAYOUT PENALTY	-3
TOTAL		19 / 50 PTS

very inconsistent top & bottom
 vertical down
 little cold, but fairly consistent
 -No slag- Good!
 -crooked / un-square / off center

CONTESTANT NUMBER 1924

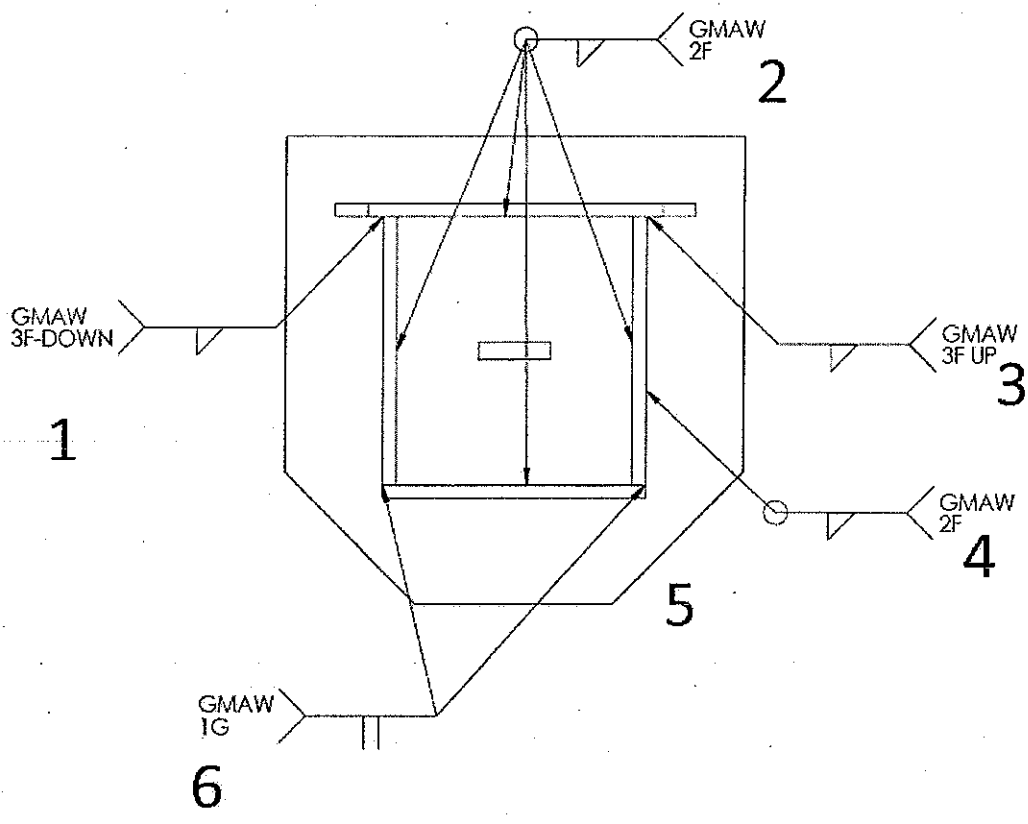


*Chip bb's!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	9 /10
2	LID ALL AROUND 2F	6 /10
3	VERTICAL UP	3 /10
4	ALL AROUND BASE 2F	8 /10
5	PAC CORNERS	3 /5
6	OUTSIDE CORNERS	3 /5
	LAYOUT PENALTY	
TOTAL		32 /50 PTS

Consistant!
 Inconsistant on corners/
 little undercut
 followed direction, but
 rough
 -Little cold
 -Slag
 Lots of bb's/cold

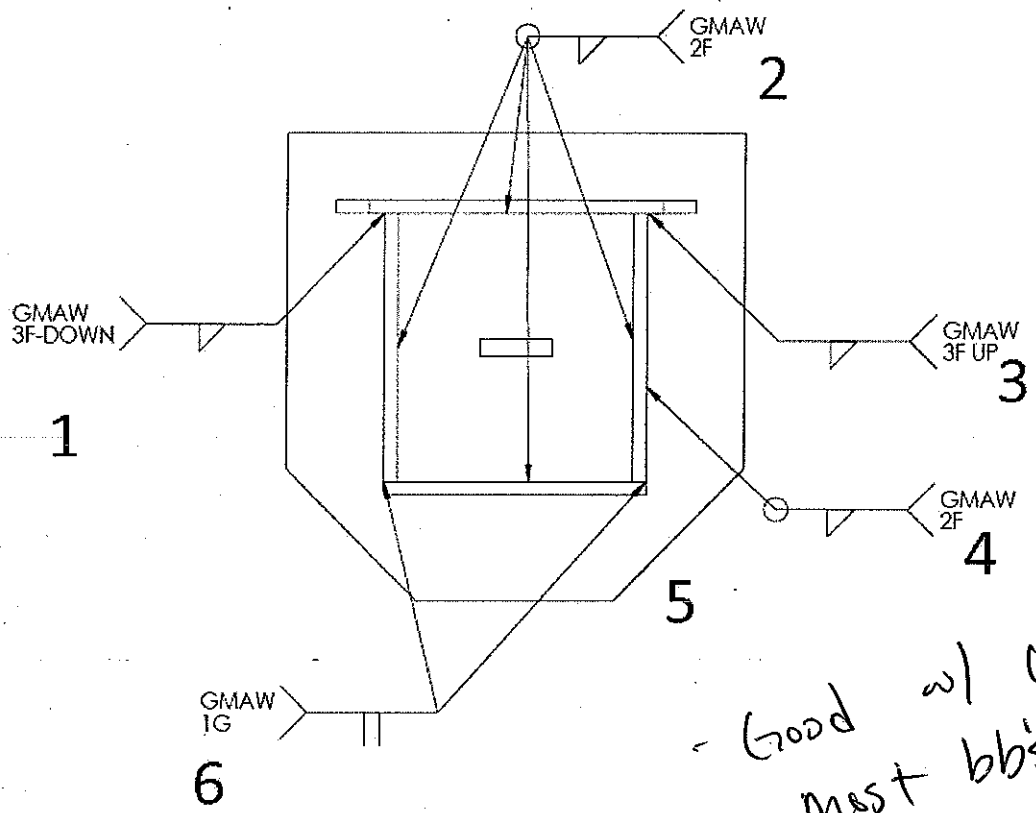
CONTESTANT NUMBER 1965



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	1 / 10
2	LID ALL AROUND 2F	1 / 10
3	VERTICAL UP	1 / 10
4	ALL AROUND BASE 2F	1 / 10
5	PAC CORNERS	1 / 5
6	OUTSIDE CORNERS	1 / 5
	LAYOUT PENALTY	-5
TOTAL		1 / 50 PTS

-Not even close

CONTESTANT NUMBER 2016



- Good w/ chipping
most bbs!

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	4 /10
2	LID ALL AROUND 2F	8 /10
3	VERTICAL UP	7 /10
4	ALL AROUND BASE 2F	7 /10
5	PAC CORNERS	5 /5
6	OUTSIDE CORNERS	2 /5
	LAYOUT PENALTY	-2
TOTAL		31 /50 PTS

- too hot / large, but
somewhat consistent

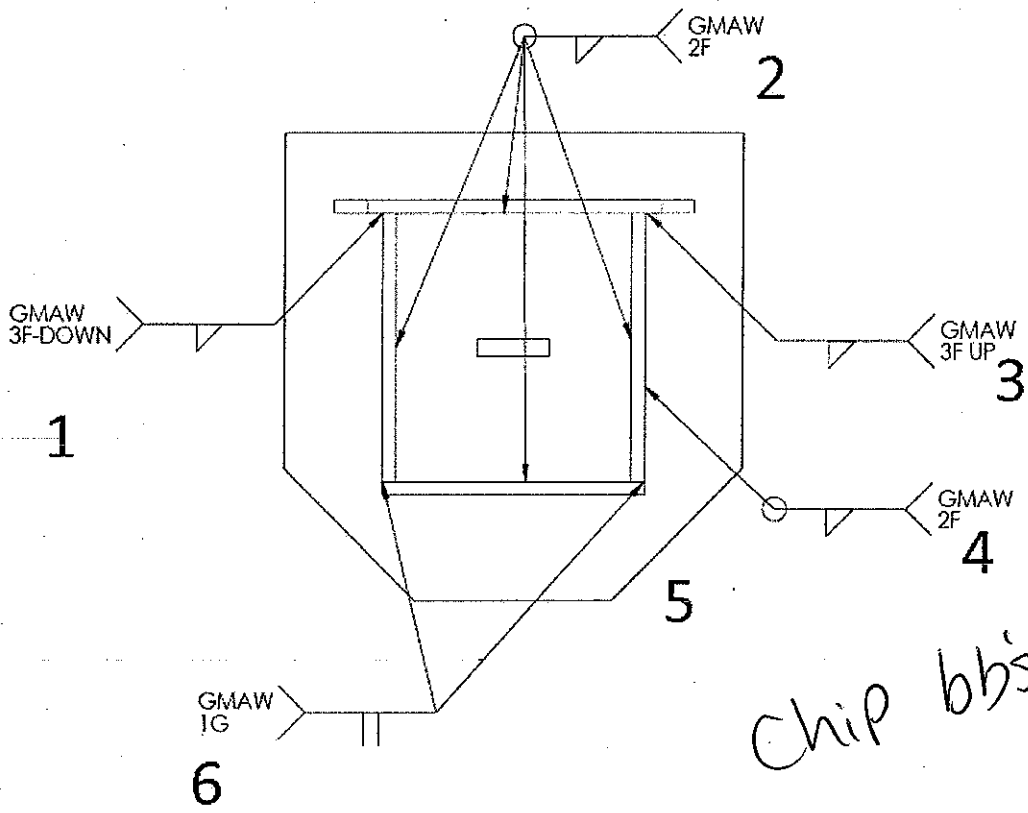
- Little inconsistent

- A little cold but
all corners connected

- Too much wire

- tilted / not square

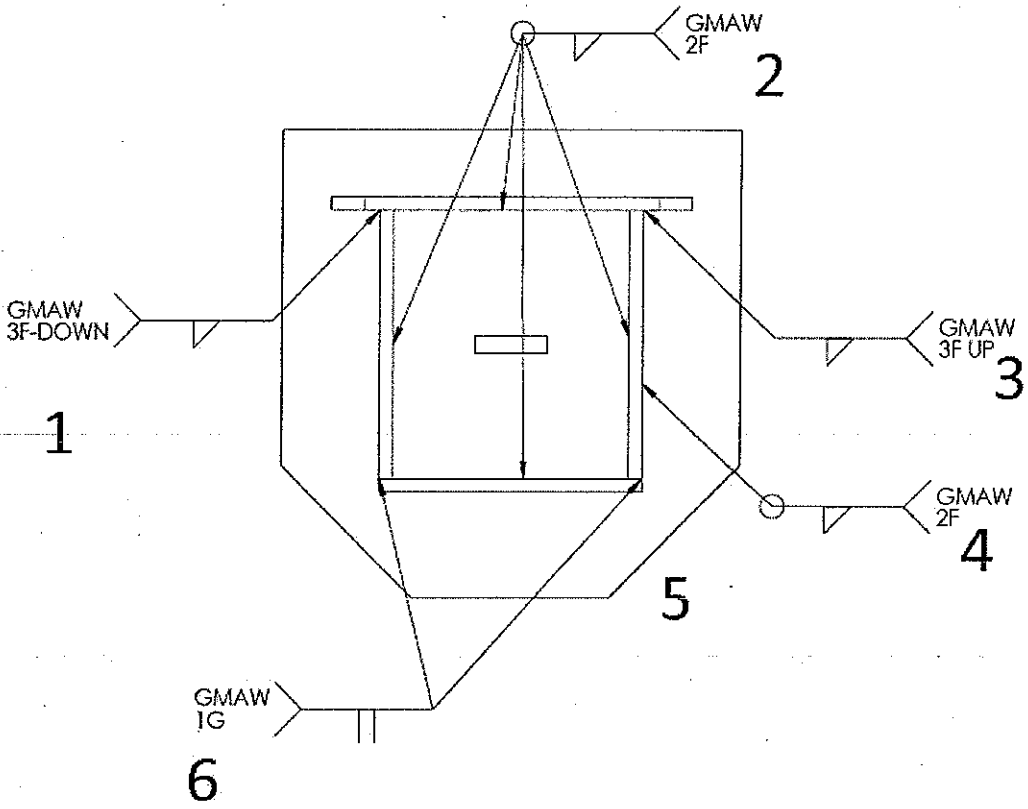
CONTESTANT NUMBER 2017



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	4 / 10
2	LID ALL AROUND 2F	5 / 10
3	VERTICAL UP	2 / 10
4	ALL AROUND BASE 2F	3 / 10
5	PAC CORNERS	1 / 5
6	OUTSIDE CORNERS	1 / 5
	LAYOUT PENALTY	-2
TOTAL		14 / 50 PTS

Inconsistent but followed direction
 favored 1 plate on back
 followed direction, side
 somewhat but rough
 Rough inconsistent
 - Incomplete -
 - plate out of place; not centered

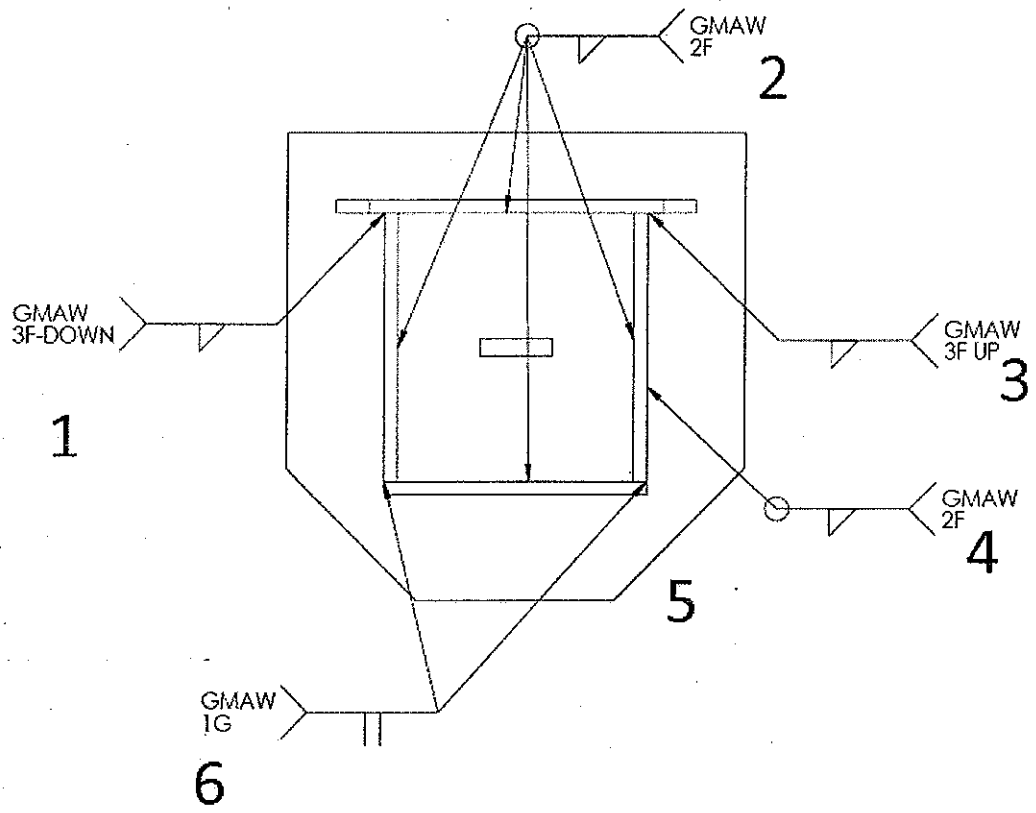
CONTESTANT NUMBER 2059



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	3 /10
2	LID ALL AROUND 2F	4 /10
3	VERTICAL UP	3 /10
4	ALL AROUND BASE 2F	5 /10
5	PAC CORNERS	3 /5
6	OUTSIDE CORNERS	2 /5
	LAYOUT PENALTY	-0
TOTAL		20/50 PTS

- start/stop a lot -
 holes on top + bottom
 - Not connecting weld
 followed direction/cold, but
 get somewhat of
 - some ~~bad~~ welds
 not connected
 - some slag but even

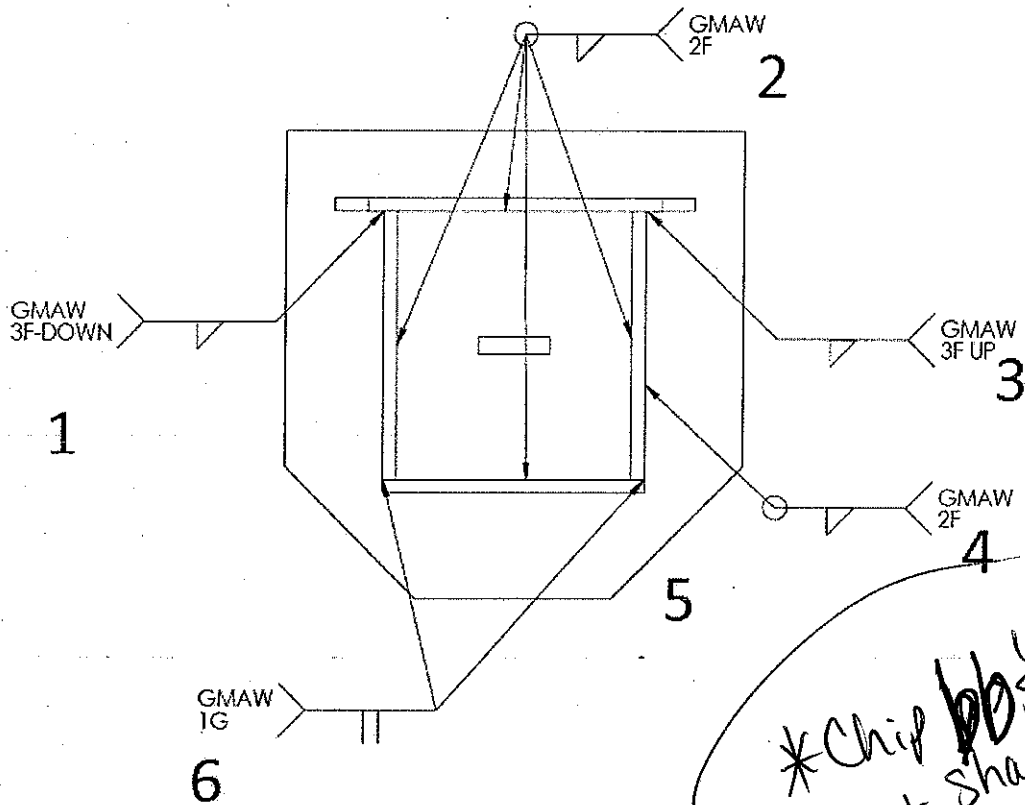
CONTESTANT NUMBER 2075



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	5 / 10
2	LID ALL AROUND 2F	4 / 10
3	VERTICAL UP	1 / 10
4	ALL AROUND BASE 2F	5 / 10
5	PAC CORNERS	1 / 5
6	OUTSIDE CORNERS	2 / 5
	LAYOUT PENALTY	-3
TOTAL		15 / 50 PTS

- Inconsistent, but good weld settings
 - Vertical down
 - Not wrapping corners
 Rough
 1 side looks great
 - Not centered /
 Fit up crooked

CONTESTANT NUMBER 2102

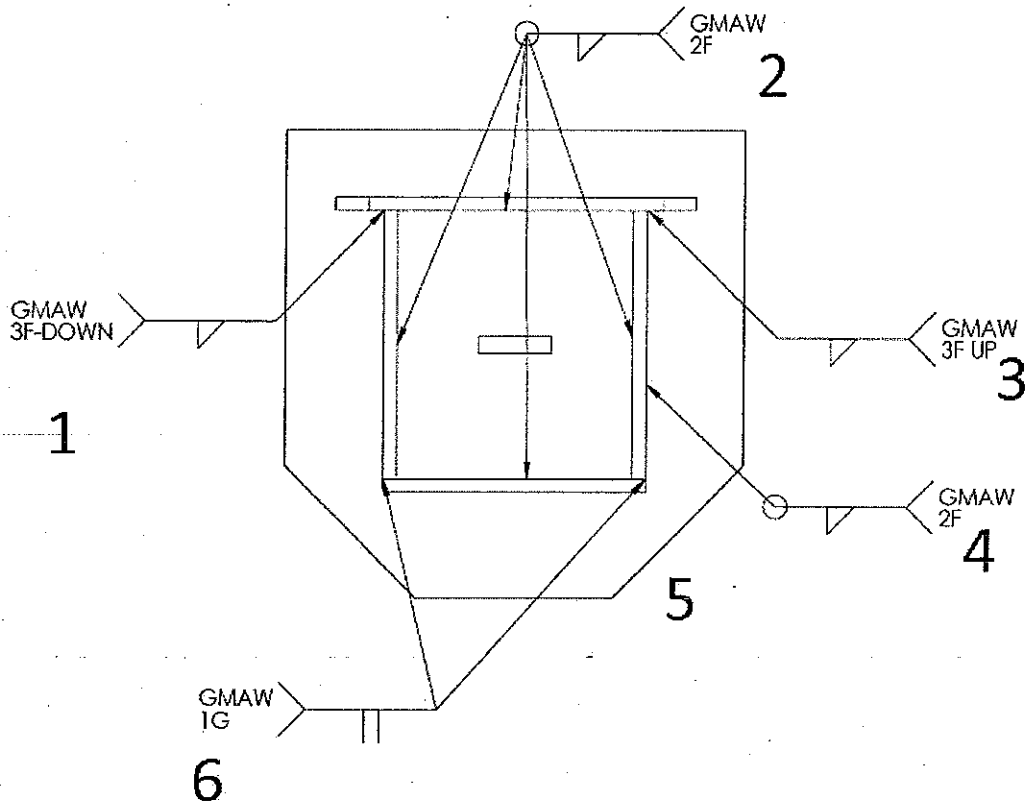


**Chip bbs!!!
- very sharp edges*

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	6 / 10
2	LID ALL AROUND 2F	5 / 10
3	VERTICAL UP	3 / 10
4	ALL AROUND BASE 2F	3 / 10
5	PAC CORNERS	2 / 5
6	OUTSIDE CORNERS	2 / 5
	LAYOUT PENALTY	- 0
TOTAL		21 / 50 PTS

*- Inconsistent
- Very hot, but complete
- Incomplete
- Rough cut, good size*

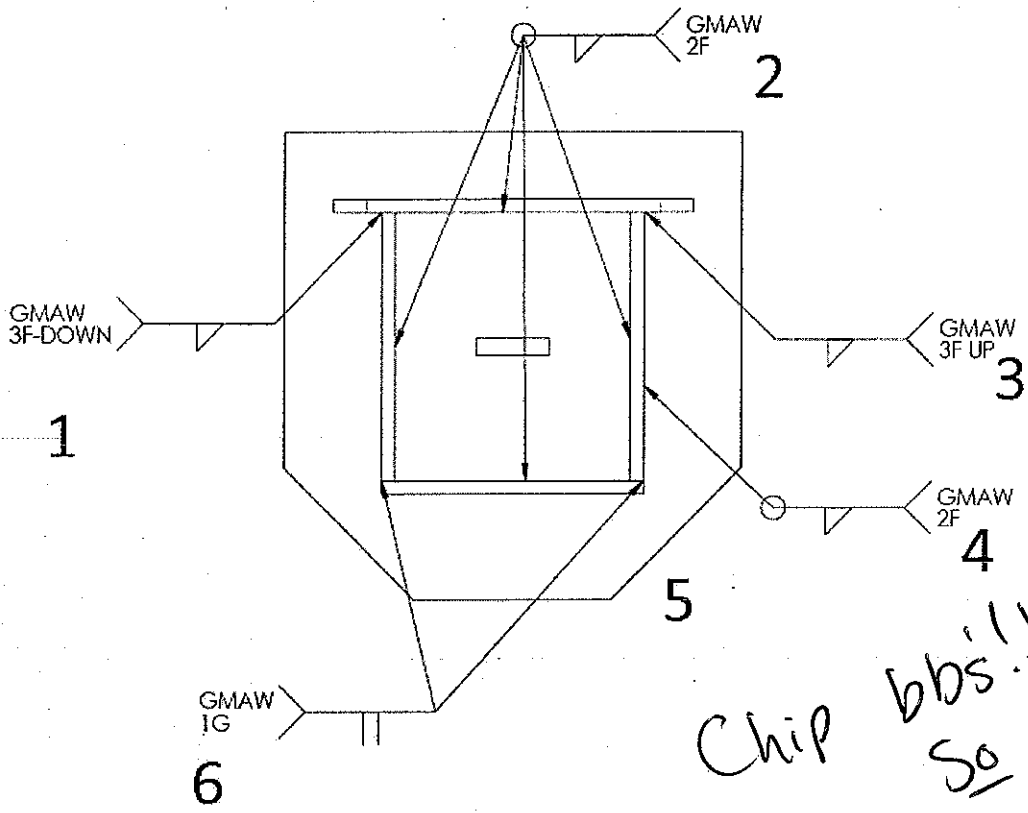
CONTESTANT NUMBER 2123



	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	5 / 10
2	LID ALL AROUND 2F	2 / 10
3	VERTICAL UP	1 / 10
4	ALL AROUND BASE 2F	2 / 10
5	PAC CORNERS	3 / 5
6	OUTSIDE CORNERS	1 / 5
	LAYOUT PENALTY	-3
TOTAL		11 / 50 PTS

- porosity / inconsistent
 - So much porosity / cold
 - Not vertical up
 - very cold / favoring
 top plate
 - A little uneven, but
 no slag - good
 - off center / not
 square plates

CONTESTANT NUMBER 2202



Chip bbs!!!
 So many -
 docked for
 that

	WELD/PAC	PTS POSSIBLE
1	VERTICAL DOWN	7 / 10
2	LID ALL AROUND 2F	3 / 10
3	VERTICAL UP	6 / 10
4	ALL AROUND BASE 2F	7 / 10
5	PAC CORNERS	1 / 5
6	OUTSIDE CORNERS	1 / 5
	LAYOUT PENALTY	-1
TOTAL		24 / 50 PTS

- so many bbs
 fairly consistant, gets
 the idea but cold
 very rough / uneven
 way too much wire /
 porosity
 - cracked