

Cadet Tracking Sheet for _____

(Game Technician's Name)

When you have a class of 3-6 Cadets, use this sheet to determine a winner based on all games played in the session. Fill in each Cadet's first name at the top and when each new game starts, place a hash mark for each player in the corresponding game row under each player's name. Circle the hash mark to indicate the winner. After everyone has played each game at least twice and the session is finished, give one point for each game played and two points for each game won. The player with the highest total points wins the prize! Play another game if necessary to break a tie. If you don't have enough Cadets for a class, don't use this form, just play/teach the games and give out a poster or black coaster as a thank you for playing. A class of 5 or 6 is best, you might not play much yourself, but facilitate your Cadets learning and playing each of the games in the given session.

When sessions are over, don't forget to post an event report on the fan club events page—if you take any pictures please include them! Extra tracking sheets are available at www.looneylabs.com/cadettraining.

Session One		Location: _____				Date: _____	
Cadet Names:							
IceDice							
Launch-Pad 23							
Treehouse							
Pharaoh							
Total Points:							

Session Two		Location: _____				Date: _____	
Cadet Names:							
Martian Chess							
Martian Coasters							
Black ICE							
Total Points:							

Session Three		Location: _____				Date: _____	
Cadet Names:							
Ice Towers							
World War 5							
Zark City							
Total Points:							