

World Finals Team Feedback

Team Number: T51

Team Name: **Sonic Boom**

Country: Germany

Congratulations for competing in the Aramco F1 in Schools World Finals 2022.

This document gives you a full breakdown of your scores achieved and your final position based on points.

The scores were approved by the Chair of Judges during the judges debrief. Unfortunately, we are unable to discuss individual team's results after the close of the event.

We are constantly reviewing the scoring process and welcome your feedback. Please send any feedback to contactus@f1inschools.co.uk

Best Regards,

The F1 in Schools team

| Judging Category | Low | Median | High | Your Score |
|--|---------|---------|-----------|-----------------|
| Scrutineering Judging | | | | |
| Specifications | 0 | 54 | 100 | 100/100 |
| Scrutineering Total | 12 | 35 | 57 | 46/60 |
| Design & Engineering Judging | | | | |
| Design & Engineering Portfolio Only Assessment | 26 | 107 | 166 | 135/180 |
| Enterprise Judging | | | | |
| Enterprise Portfolio Only Assessment | 6 | 57 | 89 | 82/100 |
| Team Identity | 4 | 13 | 18 | 14/20 |
| Pit Display | 0 | 24 | 36 | 31/40 |
| Project Management Judging | | | | |
| Initiating | 3 | 25 | 34 | 20/35 |
| Planning | 5 | 19 | 24 | 14/25 |
| Executing | 5 | 14 | 19 | 11/20 |
| Monitoring and Controlling | 2 | 7 | 9 | 6/10 |
| Verbal Presentation | | | | |
| Technique | 0 | 41 | 54 | 53/60 |
| Composition | 0 | 25 | 36 | 36/40 |
| Subject Matter | 0 | 34 | 53 | 53/60 |
| Racing | Slowest | Fastest | Your Time | |
| Time Trials (Average) | 1.971 | 1.053 | 1.067 | 216.9/240 |
| Single fastest track time bonus points | | | | /10 |
| | Low | Median | High | Your Score |
| Grand Total | 134.0 | 622.8 | 880.0 | 817.9/1000 |
| Final Position | | | | 4th of 53 teams |

























Specification Results

Team Number: T51
Team Name: Sonic Boom
Country: Germany

You Scored: 100/100

Deductions were made as per the published Technical Regulations. The table below shows which regulations were infringed.

| Regulation | Car A | Car B |
|-----------------------|-------|-------|
| Regulation General | | |
| Safety | | |
| Performance | | |
| Total | 0 | 0 |
| Total Deductions | | |



| Scrutineeri | na Ji | ud | ai | na | | | | | 7 | ean | n Nun | nber: | T | 51 | | | | | | |
|--------------------------------|-------|-------|-------|-----------------------|----------------------------------|-------|-------|---|--------------|--------------------------|---------------------------|-----------------------|-----------------------------|--|---------------------------------------|--------------------------|-----------------|----------------|----------|---------------|
| Score Card | | | | ٦ | Team Name: | | | Sonic Boom | | | | | | | | | | | | |
| Score Caru | | | | | | | | | (| Cour | itry: | | Geri | nan | У | | | | | |
| | | | | | | | | Sci | ruti | neei | ring | | • | | | | | | | |
| Engineering Drawings | | | inota | ail, Little ttion. | | oroje | ectic | n. E ficie | xce nt de | ograp ssive etail. | | unren <u>/ bil</u> | | some <u>erials</u> suf lation | tric vie . Addi ficient comp | ew or tional detai | simila views | r. Pa to sl | rts list | 16 |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| Rendering | Po | oor o | qual | ty. | Different view inconsistencies v | | | | | | | | ferent V ding bra Hig | anding | g. Env | vironm | | nd lig | | 18 |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| Quality of Finish and Assembly | | ncoı | nsist | ish with encies. | a | sser | nbly | verall finish quality and nbly with attention to details. | | Ex assen | wcase' ceptionably and | al atte d finis | ention hing. | to de | tail ad | ross re ide | all ntical. | 12 | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| | | | | | | | | | | | | | | | Scru | utine | erin | g To | tal = | 46 /60 |
| Notes: | | | | | | | | | | | | | | | | | | | | |



| Design & Er | ngineering S | core Card Team | n Number: T51 | | | | | |
|--|---|---|--|----|--|--|--|--|
| J | 5 5 | Team | m Name: Sonic Boom | | | | | |
| | | Coun | * | | | | | |
| | | | olio Only Assessment | | | | | |
| Design Concepts | Single or basic concepts. | Multiple concepts with lin research. 5 6 7 8 9 10 | car components. | 15 | | | | |
| 3D Modelling | Basic application. Only final design 3D modelled. | Appropriate 3D modellin development stages. Dimensional constraints of model block considere | ing in Advanced use of 3D modelling techniques s. through. Highly detailed modelling. Designed for manufacture considerations (ie fillets). red. | 14 | | | | |
| | 1 2 3 4 | 5 6 7 8 9 10 | | | | | | |
| Application of Computer Aided Analysis | No or minimal CFD/FEA analysis shown. | Appropriate analysis sho Results applied to development. | integrated throughout design development. | 14 | | | | |
| 7 thatyolo | 1 2 3 4 | 5 6 7 8 9 10 | | | | | | |
| Use of CAM/CNC | No or minimal evidence of CAM/CNC understanding. | Effective use and understanding of CAM/C processes used. | /CNC CAM/CNC technologies. Appropriate techniques and processes used to achieve manufacturing goals. | 14 | | | | |
| | | | | | | | | |
| Other Manufacturing & Assembly | No or minimal manufacturing presented. Outsourcing with minimal understanding or justification. | , | priate processes. Quality assurance and workplace sources nishes, outsourcing justified. | 14 | | | | |
| | 1 2 3 4 | 5 6 7 8 9 10 | | | | | | |
| Research & Development | No or limited evidence of R&D. | theories and principle considered. Logical rese based design development explained. | design & development cycle. Design concept developments justified from research & test findings. | 16 | | | | |
| | 1 2 3 4 | 5 6 7 8 9 10 | | | | | | |
| Testing | No or little evidence of testing. 1 2 3 4 | Limited testing. Some evid of method and outcome 5 6 7 8 9 10 | nes. documented. Evidence of virtual and physical testing on the fully assembled car and individual components. | 15 | | | | |
| D : D | No or limited design | Ideas or process evaluation | | | | | | |
| Design Process Evaluation | process evaluation. 1 2 3 4 | different stages. 5 6 7 8 9 10 | improvement actions. | 17 | | | | |
| Document Presentation | Difficult to follow with basic presentation standard. | Clear structure, well organ | anised. High impact and professional throughout. Consistent and clear organisation. | 16 | | | | |
| | 1 2 3 4 | 5 6 7 8 9 10 | 11 12 13 14 15 16 17 18 19 20 | | | | | |
| | | Des | esign & Engineering Submission Penalties | | | | | |
| | Design & Engineering Portfolio Only Assessment Total = | | | | | | | |
| Notes: | | | | | | | | |



| Ī | Design & Engineering | Team Number: | T51 | | | | | | |
|---|---|---|------------|--|--|--|--|--|--|
| | Judges Feedback | Team Name: | Sonic Boom | | | | | | |
| | oudges i eedback | Country: | Germany | | | | | | |
| | + Good details of ongoing research provided that helped | Good details of ongoing research provided that helped develop the car. Unique ideas for developing car. | | | | | | | |
| | ? Could improve by providing more clearer evaluation o | f project elements | | | | | | | |



| EIILEI DI 13 | d | Team Num | ber: | T51 | | | |
|---|--|---|---|--|--|---------------------|--|
| | <u></u> | | | ie: | Sonic Boom | | |
| | [(Control of Postfolia | | | | Germany | | |
| | Limited evidence. | terprise Portfol Some evidence | | | | | |
| Marketing | 1 2 3 4 | strategy, delivery a materia | | of p mark | Clear, well thought through documentation of planning and delivery of an effective marketing strategy, including development of suitable marketing materials. 12 13 14 15 16 17 18 19 20 | | |
| | Limited evidence. | Sponsor/partner h | | | onsor/partner hierarchy and benefits | | |
| Sponsorship | 1 2 3 4 | benefits identif evidence of investment (ROI sponso | red. Some return of) to relevant | deta sp bene lir | ailed and justified. Range of relevant ponsors/partners showing mutually efficial relationships. Creative activities nked to return of investment (ROI). | 17 | |
| | | | | | | | |
| Digital Media | Limited or low level of documented planning, understanding and execution. 1 2 3 4 | Some evidence planning and exe with documente consideration for a platform 5 6 7 8 9 | ecution in line ed strategy, audience and ms. | digit de F | ar, structured and well-communicated al strategy with execution in line with ocumented plans, proactive use of platforms, creativity and audience engagement. | 16 | |
| | No or limited | Sustainability strat | | | ustainability strategy and activities | | |
| Sustainability | sustainability considered. 1 2 3 4 | with some evi implement | idence of tation. | 6 | evidenced considering economic, environmental, and social factors. | 14 | |
| | Difficult to follow with | Clear structure, w | | | impact and professional throughout. | | |
| Document Presentation | basic presentation standard. | · | | - (| Consistent and clear organisation. | 18 | |
| | 1 2 3 4 | 5 6 7 8 9 | 9 10 11 | | 3 14 15 16 17 18 19 20 | | |
| | | | | | | | |
| | | | | P | ortfolio Submission Penalties | | |
| | | | Enterpris | | ortfolio Submission Penalties rtfolio Only Assessment Total | 82 /100 | |
| | | Team | Enterpris | | | | |
| Overall Team Identity | Inconsistent, limited or obscure identity. | Effective tear consistent throu project compone matches team | n identity m identity ugh various ents e.g. car m uniform. | Excel Tear | Ilent and highly effective team identity. In 'brand' consistently applied through all project elements. | | |
| | | Effective tear consistent throu project compone | n identity m identity ugh various ents e.g. car n uniform. | Excel Tear | Ilent and highly effective team identity. In 'brand' consistently applied through all project elements. 3 14 15 16 17 18 19 20 | 14 | |
| | obscure identity. | Effective tear consistent throu project compone matches team | n identity m identity ugh various ents e.g. car m uniform. | Excel Tear | Ilent and highly effective team identity. In 'brand' consistently applied through all project elements. | 14 | |
| | obscure identity. | Effective tear consistent throuproject compone matches team 5 6 7 8 9 | Identity m identity ugh various ents e.g. car n uniform. 9 10 11 | Excel Tear | Ilent and highly effective team identity. In 'brand' consistently applied through all project elements. 3 14 15 16 17 18 19 20 Team Identity Total | 14 | |
| | obscure identity. 1 2 3 4 Limited evidence of design process. | Effective tear consistent throuproject compone matches team 5 6 7 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 | Identity m identity ugh various ents e.g. car n uniform. 9 10 11 Display estification of nsideration of eight packing. | Excel Tear 12 1 A ra fina consi budg | Ilent and highly effective team identity. In 'brand' consistently applied through all project elements. 3 14 15 16 17 18 19 20 Team Identity Total Inge of ideas, clearly justified creative al design. Evidence of development idering factors including team identity, et, sustainability and time constraints. | 14 | |
| Pit Display | because identity. 1 2 3 4 Limited evidence of design process. 1 2 3 4 | Effective tear consistent throuproject compone matches team 5 6 7 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 | Identity m identity ugh various ents e.g. car n uniform. 9 10 11 Display stification of nsideration of eight packing. | Excel Tear 12 1 A ra fina consi budg 12 1 | Ilent and highly effective team identity. In 'brand' consistently applied through all project elements. Is 14 15 16 17 18 19 20 Team Identity Total Inge of ideas, clearly justified creative al design. Evidence of development idering factors including team identity, et, sustainability and time constraints. Is 14 15 16 17 18 19 20 | /100 14 14/20 | |
| Pit Display | Limited evidence of design process. 1 2 3 4 Limited evidence of design process. 1 2 3 4 Repetition of Portfolio contents. Disorganised layout. Little or no evidence of marketing materials. | Effective tear consistent throuproject componermatches team 5 6 7 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 | Ildentity m identity ugh various ents e.g. car n uniform. 9 10 11 Display estification of eight packing. 9 10 11 e presentation Multimedia display, some al on display. | Excel Tear 12 1 A ra fina consi budg 12 1 Cle High Em | Ilent and highly effective team identity. In 'brand' consistently applied through all project elements. In the state of | /100 14 14/20 | |
| Pit Display Design Process Pit Display | Limited evidence of design process. 1 2 3 4 Limited evidence of design process. 1 2 3 4 Repetition of Portfolio contents. Disorganised layout. Little or no evidence of | Effective tear consistent throuproject componermatches team 5 6 7 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 | midentity midentity ugh various ents e.g. car n uniform. 9 10 11 Display estification of nsideration of eight packing. 9 10 11 e presentation Multimedia display, some | Excel Tear 12 1 A ra fina consi budg 12 1 Cle High Em | Ilent and highly effective team identity. In 'brand' consistently applied through all project elements. Is 14 15 16 17 18 19 20 Team Identity Total Inge of ideas, clearly justified creative al design. Evidence of development idering factors including team identity, et, sustainability and time constraints. Is 14 15 16 17 18 19 20 In well-organised with high impact. By professional with attention to detail. Excellent integration of technology, | 14 14/20 15 | |
| Pit Display Design Process Pit Display | Limited evidence of design process. 1 2 3 4 Limited evidence of design process. 1 2 3 4 Repetition of Portfolio contents. Disorganised layout. Little or no evidence of marketing materials. | Effective tear consistent throuproject componermatches team 5 6 7 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 | Ildentity m identity ugh various ents e.g. car n uniform. 9 10 11 Display estification of eight packing. 9 10 11 e presentation Multimedia display, some al on display. | Excel Tear 12 1 A ra fina consist budge 12 1 Cle High Emm | Ilent and highly effective team identity. In 'brand' consistently applied through all project elements. In the state of | 14 14/20 15 | |
| Pit Display Design Process Pit Display | Limited evidence of design process. 1 2 3 4 Limited evidence of design process. 1 2 3 4 Repetition of Portfolio contents. Disorganised layout. Little or no evidence of marketing materials. | Effective tear consistent throuproject componermatches team 5 6 7 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 | Ildentity m identity ugh various ents e.g. car n uniform. 9 10 11 Display estification of eight packing. 9 10 11 e presentation Multimedia display, some al on display. | Excel Tear 12 1 A ra fina consist budge 12 1 Cle High Emm | Ilent and highly effective team identity. In 'brand' consistently applied through all project elements. Is 14 15 16 17 18 19 20 Team Identity Total In the second of th | 14 14/20 15 | |



Team Number: T51 Judges Feedback Team Name: Sonic Boom Country: Germany

Enterprise Portfolio Only

- ◆ Very professional presentation and great understanding of a data-driven marketing strategy.
- Perhaps more creative forms of sustainability could have been explored.

Pit Display & Team Identity

- Excellent use of tactile elements that engage the RFID tags to show specific conent was excellent. Great seeing the clarity of the design process. Marketing materials and return of the can for engagement was good.
- ? Colour was consistent but the team branding and identity was less consistent between portfolio elements and pit display. More red emphasis on the can and car versus other areas where is accented. The fonts for being 10' or 20' from the booth on the team na



| | | | Team Nun | nber: | T51 | | | | |
|--|--|--|------------------------------|---|--|---------------|--|--|--|
| Project Mar | Project Management Scorecard | | Team Nan | ne: | Sonic Boom | | | | |
| | | | Country: | Country: Germany | | | | | |
| Project Management Assessment | | | | | | | | | |
| | | Ini | itiating | | | | | | |
| Initiation Process | Limited evidence of an Initiation process | Evidence of an Initia with goals and de identified, leading to statemer | eliverables a basic scope | Kick-off meeting evidenced. Detailed Project Charter created, clearly defining all deliverables and Stakeholders. Scope statement developed identifying acceptance criteria for each deliverab | | 12 | | | |
| | 1 2 3 4 | 3 6 7 6 9 | 10 11 | | 12 13 14 15 16 17 18 19 20 | | | | |
| Project Schedule | Limited evidence of tasks to be completed | Evidence of a proje showing a breakdorequired to complete of | own of time | Breakdo | evidence of a project schedule and Work own Structure. Detailed Gantt chart created lentify all tasks, dependencies and time estimations | 8 | | | |
| | 1 2 3 | 4 5 6 7 | 8 9 | | 10 11 12 13 14 15 | | | | |
| | | | | | Initiating Total | 20 /35 | | | |
| | | Pla | anning | | | | | | |
| Budget and strategies to manage required and required and budget and/or acquired and | | Some evidence of required and how the acquired and mana evidence of bu | ney are to be aged. Some | Clear evidence of budgeting and use of accounting methods to track expenditure. Clear identification of where, when and how resources are to be acquired and used | | 8 | | | |
| | 1 2 3 | 4 5 6 7 | 8 9 | | 10 11 12 13 14 15 | | | | |
| Roles and Responsibilities | I responsibilities within I | | | Team members identified and a highly structured team created with clearly defined job functions an appropriate responsibilities. Evidence of a Responsibility Assignment ('RACI') Matrix | | 6 | | | |
| | 1 2 | 3 4 5 | 6 | | 7 8 9 10 | | | | |
| | | | | | Planning Total | 14 /25 | | | |
| | | Exe | ecuting | | | | | | |
| Team & Stakeholder Communications | Limited evidence of engagement between team members and stakeholders | Evidence of a common and engagements be members and with s | etween team | te st | communication plan implemented between eam members and stakeholders. Key akeholders registered and reported to larly. Multiple communication tools used | 6 | | | |
| Communications | 1 2 | 3 4 5 | 6 | | 7 8 9 10 | | | | |
| Risk Management | Limited evidence of risk identification and management | risk identification and response managem | | | vidence identifying all relevant risks, area(s) act and response planning. Assessment of ct on resources, timing, scope and quality | 5 | | | |
| | 1 2 | 3 4 5 | 6 | | | | | | |
| | | | | | Executing Total | 11/20 | | | |
| | | Monitoring | and Control | ling | | | | | |
| Monitoring & Controlling | Limited or isolated project evaluation | Ongoing evaluation of Documented evidence identified and suggest | e of problems | tasks si | ent ongoing 'Status Reports', documenting gned off and highlighting areas of concern. creep identified with a clear action plan for tasks that overrun. | 6 | | | |
| | 1 2 | 3 4 5 | 6 | | 7 8 9 10 | | | | |
| | | | | | Monitoring and Controlling Total | 6/10 | | | |
| | | | Proi | ect Ma | nagement Submission Penalties | | | | |
| Initiat | ing + Planning + Ex | recutina + Monito | | | ng = Project Management Total = | 51 /90 | | | |
| Notes: | g iaiiiiiig + L/ | | 3 4.1.4 50 | | | U 1/00 | | | |
| | | | | | | | | | |



Project Management Judges Feedback

Team Number: TSI
Team Name: Sonic Boom
Country: Germany

- *Report had a lot of good information
 - * Good WBS
 - * Good Deliverables
 - * Good description of the Eisenhower Method (urgency principle)

Great Grit and Resilience throughout the process. Continue to exercise the growth mindset to grow and learn! Best of luck!

? * need a format your document differently - two pages were formatted into one page - spread these out to make your report more readable



| Verbal Pres | entation Sco | re Card | Team Num | | T51 Sonic Boom | |
|--|--|--|--|--------------------------|---|----------------------------|
| | | | Team Nam | e: | | |
| | | Country: | | | Germany | |
| | | Tecl | hnique | | | |
| Visuals | Little use of aids. | Some aids used 5 6 7 8 9 | | | ly professional aids effectively improv communication. 13 14 15 16 17 18 19 2 | 18 |
| Team Contribution | Minimal team participation. | Good contribution team mem | ns from most nbers. | Ex | cellent team work with all members participating effectively. | 17 |
| Continbution | 1 2 3 4 | 5 6 7 8 9 | | | <u>13 14 15 16 17 18 19 2</u> | |
| Engagement | Artificial and/or low energy. Minimal engagement. | Speakers generall with lively deliv audience connect 5 6 7 8 9 | ery. Some tion at times. | levels ar | sionate with effective and appropriate s of liveliness. Audience fully engage and excited throughout presentation. 13 14 15 16 17 18 19 2 | 18 |
| | | | | | Technique Tota | 53 /60 |
| | | Comi | oosition | | | |
| Concept Clarification | Several concepts lacked clarification. | Clear and appropexplanati | riate concept ons. | | verything presented was understood through excellent explanations. 13 14 15 16 17 18 19 2 | 17 |
| Time / Presentation | Too fast or ran out of time. No structure presented. | Good timing. Bal depth and pac structure / outline could be followed | lanced topic e. A basic provided and by audience. | Ran dep outli betv | on time or under. Excellent balance could for each topic. Clear presentation ine / overview. Excellent connections ween topics and easy for audience to follow. 13 14 15 16 17 18 19 2 | f 19 |
| | 1 2 3 4 | 3 6 7 6 8 | 9 10 11 | 12 1 | | |
| | | | | | Composition Total | al 36 /40 |
| | | | bject | | | |
| Innovation | Little project innovation presented. | Project innovation and justing | fied. | desig | nality. Clever innovations related to ca gn, project management, marketing o other aspect with high positive project impact. | 17 |
| | 1 2 3 4 | 5 6 7 8 9 | | | 13 14 15 16 17 18 19 2 | |
| Collaboration | Little collaboration discussed. 1 2 3 4 | Links with indust education de 5 6 7 8 9 | scribed. | | borations justified with links to learnin and project outcomes. 13 14 15 16 17 18 19 2 | 18 |
| F1 in Schools Learning Experiences | No real reflections discussed. | Good explanation learning out | on of some | A rar | nge of personal, life-long learning and reer skills acquired and identified as roject outcomes for a range of team members. | |
| Lxperierices | 1 2 3 4 | 5 6 7 8 9 | 9 10 11 | 12 1 | 13 14 15 16 17 18 19 2 | 0 |
| | | | | | Subject Tota | 53 /60 |
| | | | Verbal I | Prese | entation Submission Penaltie | 1 |
| Ted | chnique Total + Cor | nposition Total | l + Subject | Total | = Verbal Presentation Total | = <mark>142</mark> /160 |
| Notes: | | | | | | |



| 1 | /erbal Presentation | Team Number: | T51 |
|---|---|--------------|------------|
| | ludges Feedback | Team Name: | Sonic Boom |
| | duges i eedback | Country: | Germany |
| 4 | Outstanding presentation quality. Almost perfect. | | |
| | | | |



| Racing Summary | | | | Team Nun | nber: | T51 |
|----------------|----------|-------|----------|----------|------------|---------|
| l tuomig out | | | Team Nan | ne: | Sonic Boom | |
| | | | Country: | | Germany | |
| Race | Reaction | Track | Total | l | Paco | e Notes |
| Nace | Time | Time | Time | Lane | Nace | e Notes |
| Race 1 (Car A) | | 1.081 | | 1 | | |
| Race 2 (Car B) | | 1.081 | | 1 | | |
| Race 3 (Car A) | | 1.037 | | 2 | | |
| Race 4 (Car B) | | 1.063 | | 2 | | |
| Race 5 (Car A) | 0.213 | 1.046 | 1.259 | 2 | | |
| Race 6 (Car B) | 0.197 | 1.077 | 1.274 | 2 | | |
| Race 7 (Car A) | 0.203 | 1.092 | 1.295 | 1 | | |
| Race 8 (Car B) | 0.189 | 1.095 | 1.284 | 1 | | |

FS=False Start DNR=Did Not Race DNF=Did Not Finish

Time Trial Summary:

Best Track Time: 1.037 seconds

Overall Ranking: 6/53
Compliant Car Ranking: 2

Single Fastest Track Time Bonus: /10

Average of 2nd, 3rd, 4th and 5th best Track Times: **1.067 seconds**

Average Time Ranking: 7

Score: 216.9/240

Base Time: 1.22475 seconds

Reaction Racing Summary:

Best Total Time: 1.259 seconds

Ranking: **5/53**