

Match Checklist

[illegible]

Scouting Info

Team #	Robot Type	Start Pos	Max # of Balls Held	Can Score From Top?	Goals (Score)	Goals (Descore)	Auton Points	DC Skills Points		Notes
		Red 1			C/E/M	C/E/M				
		Red 2			C/E/M	C/E/M				
		Blue 1			C/E/M	C/E/M				
		Blue 2			C/E/M	C/E/M				
		Red 1			C/E/M	C/E/M				
		Red 2			C/E/M	C/E/M				
		Blue 1			C/E/M	C/E/M				
		Blue 2			C/E/M	C/E/M				
		Red 1			C/E/M	C/E/M				
		Red 2			C/E/M	C/E/M				
		Blue 1			C/E/M	C/E/M				
		Blue 2			C/E/M	C/E/M				
		Red 1			C/E/M	C/E/M				
		Red 2			C/E/M	C/E/M				
		Blue 1			C/E/M	C/E/M				
		Blue 2			C/E/M	C/E/M				
		Red 1			C/E/M	C/E/M				
		Red 2			C/E/M	C/E/M				
		Blue 1			C/E/M	C/E/M				
		Blue 2			C/E/M	C/E/M				
		Red 1			C/E/M	C/E/M				
		Red 2			C/E/M	C/E/M				
		Blue 1			C/E/M	C/E/M				
		Blue 2			C/E/M	C/E/M				
		Red 1			C/E/M	C/E/M				
		Red 2			C/E/M	C/E/M				
		Blue 1			C/E/M	C/E/M				
		Blue 2			C/E/M	C/E/M				

README:

The use of the Scouting Info document is to track the abilities of different teams during a match. The columns are basic scouting criterias for the 2020-2021 Change Up game.

KEY:

Team #: Team number (there are four rows, two red and two blue to represent the four teams during a match)

Robot Type: Type of robot the corresponding team has

Start Pos: Starting position of the robot on the field

Max # of Balls Held: How many balls a team can hold at a time

Can Score From Top?: Whether a team can score balls from the top of goals or not

Goals (Score): What goals the robot can score in (C = corner, E = edge, M = middle)

Goals (Descore): What goals the robot can descoring from

Auton Points: Number of points the robot is programmed to get in auton

DC Skills Points: The Driver-Controlled (skills) score of that team