

Template (Things listed are to keep in mind, add what you want; Copy before each match for the team you are scouting):

Match X:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

-

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

-

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

-

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

-

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

-

Defense: Do they defend, how effective is it, where is it:

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

-

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

-

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

-

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

-

100 The Wildhats:

Match 2:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Attempt 3 piece scored 2

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- They got note stuck inside bot
- Played basic defense at speaker
-

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- They climbed in around 4 seconds and it was successful but another team messed up the climb, no trap

Defense: Do they defend, how effective is it, where is it:

- They did defend and delayed about 2 notes from being speaker scored
-
-

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Driver plays pretty decent defense and adjusted to defense quickly when intake didn't work

Match 7:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Went for 3 note, didn't shoot second note, intaked the third with second still inside, so penalty

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shoot from podium every time, dont really go for amp

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Good underbumper intake, driver is kind of inconsistent in getting to the note

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Crumples under defense, driver aint that good

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Didnt hang

Defense: Do they defend, how effective is it, where is it:

- No defense

What paths does the robot usually take, or areas that they usually occupy:

- Drives from podium to center field and picks up rings there

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Not good at getting around traffic, pr good otherwise, really slow around source

Match 21:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Supposed to be 3 note; scored preload, missed intake on other 2

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Did not shoot at all, only went for amp

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Not bad intaking without any obstacles. Really slow intaking when there was another robot in source

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Can't get around traffic; can slow them down a lot when they are crossing field

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Fast hang; ~5 seconds, looked like they were going to score trap (since they had the time to shoot, but instead climed with the note they had)

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Not good around traffic, really slows them down, takes a long time to intake from source

Match 28

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 2 note

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

Started amping

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:
hang seems consistent, they completed a hang in 3.5 seconds

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

Like taking the amp side of the field in their paths

-

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

They are really careful going under stage slow down a lot

-

115 MVRT:

Match 1:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- MId subwoofer
- 4 note getting 4 closer to the speaker

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shooting between podium and subwoofer

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Constantly checking if their note is intaked properly
- Fell out of intake initially

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Get in front of them; they can't maneuver

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Didn't hang

What paths does the robot usually take, or areas that they usually occupy:

- Source under opposite stage

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Jerky movement while going straight
- Might be the driver intentionally going slowly
- Doesn't swerve around targets

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- Clogged up other teams amp

Auto:

- 6 note auto damn

-

Teleop:

-

Defensibility:

- Not too hard to defend based on this past match — zone defense works pretty well

Defense Skill:

-

Driver Skill:

-

Endgame:

-

Intaking:

-

253 Boba Bots:

Match 17:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Amp side start

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Their shooter doesn't look functional

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Their intake is a latch
- Amps fairly quickly
- Intakes via ramp so they take a long time in source

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Hang with capacity for teammates to harmonize

What paths does the robot usually take, or areas that they usually occupy:

- Occupies source less time than expected for a team with no ground intake

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Runs into wall a lot

Auto:

- 1 amp

Teleop:

- Slower driving than us
- Takes 5 seconds to line up to amp
- Needs to line up and slide against wall to align to amp
- % amp

Defensibility:

-

Defense Skill:

-

Driver Skill:

- Pretty small robot, so good at getting around other robots
- Really good turning while moving

Endgame:

- 10 second endgame, 90% is just lining up

Intaking:

Source intaking only, 3 seconds, 4/4 Match 11:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Ran into a wall; can't shoot so it doesn't even matter
- Only amp bot;
 - Honestly they aren't even that bad at amping
 - It takes them a long time to get notes cuz their human player has to drop note into their bot
- Not a bad second pick

Match 21:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- amp bot (cant shoot)

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- no intake

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- dont need to defend this robot bc this robot is on our side (they do negative defense)

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- reliable and fast hang 7sec

Defense: Do they defend, how effective is it, where is it:

- they try to but they keep bumping into field obstacles

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

- they dont have a set path

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- very bad and trash, cant go 5ft without slamming into stage

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

-

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

-

-

604 Quixilver:

Match 8:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Source side subwoofer
- Shoots no move

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Mid stage area

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Rapid intake

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Rapid trap

Seems pretty reliable

Match 4:
Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 6 note auto very consistent and fast

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Near podium
- They can amplify very well

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Touch and go

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Very hard to (driver diffs basically everyone)
- No unique strategys they just hit shots very fast

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- No trap
- Didnt attempt hang

Do they shoot notes from source end to amp for amplifation cycles? If so, how many scored in amp cycles?

- They pass notes to amp

What paths does the robot usually take, or areas that they usually occupy:

- S pathing

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Very well
- 2-3 seconds from source to speaker/amp

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- Human player doesnt make mistake
- Driver stelas but not from enemy source

Match 15:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 6 note auto 2/6 in accuracy (preload, 3 notes close, 2 notes closest to source)
- Starts from middle of subwoofer but is left most robot

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Near podium
- Use amplify very well (stack up notes near their subwoofer)

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake is very fast nothing is wrong with it no issues seen (ever)

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Steal from the notes under their subwoofer (they stack up a lot)

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- 10 second hang with trap (looks very solid/smooth/quick)

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

- Yes ~5-6

What paths does the robot usually take, or areas that they usually occupy:

- L-shaped path

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Very well their robot is very fast and driver seems very comfortable with it

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- Driver likes to stack up a lot of notes under their subwoofer
- Driver also loves driving in straight lines and for turns curved (like a fillet)

Match 21:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 6 note auto (start middle)
- 6/6 in notes

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Next to podium
- Can amplify ~3-4 notes

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- No issues with intake and intake is very fast

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Defend robot by being next to stage and try to push them against wall or stage leg

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- ~10 seconds for hang and trap
- Trap and hang is very consistent not sussy at all

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

- Sometimes ~3-4 notes

What paths does the robot usually take, or areas that they usually occupy:

- L shaped path or straight line from source to speaker

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Driver is heating up and cooking everyone omg 🤯🤯🤯🤯🤯🤯

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

-

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- They like stacking notes up under their subwoofer and stealing whenever they can

-

668 Apes of Wrath:

Match 2:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Start in middle
- 2 note auto (starter and one in front of them)
- Not consistent

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Furthest shot from mid subwoofer (missed a lot of shots)
- Pretty decent amp speed they could get ~8 per match

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake decently fast

Defense: Do they defend, how effective is it, where is it:

-

What paths does the robot usually take, or areas that they usually occupy:

- Likes to camp near their amp (they missed a lot of speaker shots)

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Driver doesn't seem like they know what they are doing a lot of extra driving for no reason

Match 8:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 3 note auto very inconsistent
- Start mid get source side 2 closest note

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shoot from mid subwoofer
- Consistency similar to ours

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- No issues for intake

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Stop their pathing (L shaped)

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Very fast not shaky
- No trap hang seems pretty consistent

What paths does the robot usually take, or areas that they usually occupy:

- L-shaped pathing

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Driver seems pretty alright
- ~6-7 seconds for source to speaker

Match 18:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- starts source side and shoots 1 note bc madtown carry

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- shoot next to speaker (very consistent)

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- very fast intake, shooter and intake same mech

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- have a kiddie pool bot in front of them when they shooting

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- fast 6sec climb

Defense: Do they defend, how effective is it, where is it:

-

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

- follows madtown and driver very good at dodging

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- driver strafes very cleanly

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- yes, they have 8sec cycles

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- **not really bc madtown and this team both go at the same time**

852 Acropolis Robotics:

Auto:

- One note into speaker

Teleop:

- Takes 3-5 seconds to line up to subwoofer, 8/11
- Needs to line up to subwoofer
- DIED....

Defensibility:

- Prevent them from going aligning to subwoofer
- Basic line defense

Defense Skill:

-

Driver Skill:

- Can strafe, but aligning is slow, and drives really shakily around field

Endgame:

- No hang

Intaking:

- 1-2 seconds to intake, clean intake, under bumper

971 Spartan Robotics:

Match 14:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- starts mid 5note auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- shoots from leg closest to speaker

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- notes sometimes jam after intaked

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- any source block can work bc west coast drive

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- fast 5sec hang very steady bc trap mech

Defense: Do they defend, how effective is it, where is it:

-

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

- amp bot does amp not them

What paths does the robot usually take, or areas that they usually occupy:

- they travel along source wall

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- west coast so side to side not very good but back and forth very smooth

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- other teams know that spartan is a carry so they ride the bus and defends the defense bots

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- **no bc most of the time the robot doesnt pick up notes from source**

Auto:

Teleop:

-

Defensibility:

-

Defense Skill:

-

Driver Skill:

-

Endgame:

- Can do trap, but hang is a bit short so it take them 15 seconds to line up
- Human player got a high note

Intaking:

1072 Harker Robotics:

Match 3:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Mid subwoofer
- Shoots 4 notes looks consistent

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shoots podium

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Feeding from intake to shooter is sus but might work
- Slow driving near source

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Can't maneuver

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- Can't avoid, but doesn't get in the way

Auto:

-

Teleop:

- Slighly low shooting, but makes 8/8 shots

Defensibility:

-

Defense Skill:

-

Driver Skill:

- Smooth strafing, but slower drivetrain

Endgame:

- Hangs in 15 seconds

Intaking:

- Very fast ground intaking

Match 15:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- mid3 note auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- shoots from speaker platform

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- decent intake, gets jammed sometimes when flipping it over to transfer note to flywheel mech

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- block source bc driver kinda bad at dodging

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- regular hang, nothin special

Defense: Do they defend, how effective is it, where is it:

-

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

- after shooting, they either go backwards around the stage or left and straight to source (too tall to go under stage)

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

-

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- bodyblocker, they try to coordinate but doesn't seem to be working

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- yes they deposit notes early but they didn't get stolen probably bc robot is a bodyblocker

Match 19:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 1 note preload auto (Missed)
- Amp side

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

-

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake broke (note stuck inside)

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Protect the subwoofer!!!!

Defense: Do they defend, how effective is it, where is it:

- Defense very ineffective couldn't do much

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

- Source side above stage zone for defense

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Robot feels very slow and driver seems unfamiliar with controls.

1280 Raging C-Biscuits:

Match 3:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

-

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

-

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

-

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

-

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

-

Defense: Do they defend, how effective is it, where is it:

-

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

-

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

-

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

-

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

Match 13:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- starts amp side, they let 3669 path instead

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- aligns themselves with speaker wall

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- very good intake, no feed issues

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- push them when shooting

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- no trap mech

Defense: Do they defend, how effective is it, where is it:

- no defense but really good driver

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

- no

What paths does the robot usually take, or areas that they usually occupy:

- takes path through stage and straight to source and does the same way back
- occupies the speaker area because they keep missing shots probably bc shooter is too weak

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- very smooth traversing, takes 6-9 sec to go across

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- they just let 3669 score and intake

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- **deposits them too late**

Match 22:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- No auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Subwoofer merchant
- (carried by the dogs (1323))

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake seems stable and no issues will happen to it (under bumper)

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Block its path (driver is not very good when bot is far away from him)

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- 4 second climb very stable
- No trap

What paths does the robot usually take, or areas that they usually occupy:

- L-shape pathing

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Driver is good when bot is close to him bad when far from him
- Source to speaker ~6 seconds

1323 MadTown Robotics:

Match 18:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Mid subwoofer

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

-

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Clean
- Very clean
- Easily continues their path while intaking

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Consistently shoots it to corner near amp
- Might consider stealing from them

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- exquisite

What paths does the robot usually take, or areas that they usually occupy:

- Source around stage to shoot to corner near amp

Match 5: our match

Match 11:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 5note auto starting mid of speaker

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- shoots from blue tape line

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- very good no issues

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- block source path

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- very cool and fast 7sec trap very consistent

Defense: Do they defend, how effective is it, where is it:

- passive defense bc they thick

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

- no other teams score amp

What paths does the robot usually take, or areas that they usually occupy:

- alternates between going through stage and going along source side and amp side walls

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- very smoothly

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- other robots work well with them

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- no they deposit on time, driver steals notes everywhere

2035 Rockin' Bots:

Match 19:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- No auto movement on amp side

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

-

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Often leave source area without intaking
- Run over note but it doesn't work

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Quick hang

What paths does the robot usually take, or areas that they usually occupy:

- Go around stage

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Average movement but they don't ever change paths once they're on one
- If an area is blocked they often don't move

2135 Presentation Invasion:

Match 2:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Source side of subwoofer
- Drove out without shooting

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shooting near podium
- Definitely can't go more left
- Taking their sweet time to shoot even when still
-

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Have trouble intaking when their note is moved
- Outake and reintake often
- Struggle intake when the note is against a wall parallel to their path

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Harmonized quickly
- Went up before teammates but did it pretty cleanly

Match 11:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Source side moves back and waits

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Takes a long time to align their shot
-

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

-

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

-

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

-

Defense: Do they defend, how effective is it, where is it:

-

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

-

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

-

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

-

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

Auto:

-

Teleop:

- Misses their shots, and intake sometimes flips out their note
- Made one far shot from podium-distance

Defensibility:

-

Defense Skill:

-

Driver Skill:

-

Endgame:

- 7 seconds to align and hang

Intaking:

2473 Goldstrikers:

Match 4:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Shot preload, ran into wall
 - Probably not main auto cuz 604 was on their team

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Subwoofer merchant, didnt make any tho

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Spends sooooo long intaking, 30 seconds each time just sitting in source trying to intake

- **Disabled a minute in; might be why their driving was hella scuffed (really jerky)**

Match 17:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Starts mid subwoofer
- 4 note auto; made preload + front 2, missed front 3rd

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Subwoofer merchants, generally shoot a couple inches from subwoofer (doesnt have to be touching)

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Good intaking; driver likes to go for notes around the field instead of source
- One note got jammed in intake, but they were able to extake and get it out

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Usual sit in front of subwoofer
- Crumple under defense, got shut down by 3257 (stopped them from doing like 4 cycles)

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Ran out of time, but they started climbing really late (probably should have just shot the last note they had)

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Really good at manouvering around open field, crumples under any sort of pressure
 - Really smooth when there is no traffic

Match 30:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

-

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

Shot once and stopped dead infront of subwoofer

- Broke down

2643 Dark Matter:

Auto:

-

Teleop:

- 2 amp in first 30 seconds
- 2 teleop
- Wasn't moving for first 14 seconds
- Shot note into air twice? 2/4

Defensibility:

-

Defense Skill:

-

Driver Skill:

-

Endgame:

-

Intaking:

-

Match 9:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 3 note auto
- 2 closest to amp 1 preload
- Missed last note

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shooting zone is 1 meter away from amp

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake is alright seem to have trouble alligning with the note
- Intake seems solid in build quality and how well it will hold up

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Stop them from picking up notes and block their pathing

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Disconnected during endgame

What paths does the robot usually take, or areas that they usually occupy:

- Diagonal (under both stages from source to speaker)

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Can only drive in straight line
- Will struggle if someone is in the way
- ~6 seconds from source to speaker

3045 Gear Gremlins:

3257 Vortechs:

Match 3:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 1 note auto from source side

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Furthest shot from subwoofer

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake is decent/pick up bad bc driver is not very confident

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Hang is pretty slow ~10 seconds didnt get it (couldve gotten it)

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

- They scored 2 amp total

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Not well and their driving is not that great
- Blocked 971 pathing a lot

Match 8:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Missed preload source side

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- No shoot

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Pr bad if not against wall, needs the note to be against smth to intake

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Didn't get off the ground

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Not good, played as amp slave, did not amp good, took way to long, missed a few, prob made like 4 amps total

3669 CarbonKnights:

Match 8:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Did nothing in auton

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shot 2 amp then started feeding

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Quick source intake

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

-

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Quick (5 sec) hang and trap that failed

Defense: Do they defend, how effective is it, where is it:

-

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

- Got 1 during amp

What paths does the robot usually take, or areas that they usually occupy:

- Took source side under their stage

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Pretty good driver with good awareness

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

-

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

-

Match 13:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Mid subwoofer
- Shoots one and intakes one

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Between podium and sub

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake bobbles when going down but it seems pretty reliable

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Clean trap and hang, but spent a lot of time near stage before moving to score on it

What paths does the robot usually take, or areas that they usually occupy:

- Rarely left their speaker area

Auto:

- No auto, but possibly because alliance member attempting big auto

Teleop:

- 2/2 amp 1/1 speaker
- 2 cross field feeder

Defensibility:

-

Defense Skill:

-

Driver Skill:

- Went across the field twice, thinking that they had picked up notes
- Can go under stage

Endgame:

- 10 second align + climb, but missed note

Intaking:

- Pretty fast ground intaking, 2 seconds

Match 24:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- No auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Mostly amp robot
- Need to touch subwoofer to shoot speaker

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake is mediocre

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- ~8 seconds
- Messed up alliance after climbing up
- Hang seems not shaky just takes a long time to get hook out

What paths does the robot usually take, or areas that they usually occupy:

- L-shaped pathing

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Driver is average nothing special

4135 Iron Patriots:

Match 6:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Not good, ran into alliance, scored preload

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Tried shooting twice, hit subwoofer both times

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Decent, takes a while to align to ring, doesn't go to source, just picks up rings alliance missed

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Not a scoring robot, amp slave

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Pr good hang, fast, looks reliable

Teleop:

- Misses all speaker shots
- 5/5 amps, 3 seconds to lineup
- Speaker shots keep shooting low

Driver Skill:

- Drivetrain as fast as ours
- Takes 3 seconds to line up to speaker

Endgame:

- 3 second hang, including lineup

Match 11:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 1 note preload auto (started source side)
- missed

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- 1 foot from subwoofer

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake has no issues for picking up and going to shooter

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Stop them from getting to subwoofer
- No strategy just subwoofer merchang

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- ~12 second hang not shaky at all no trap

SHOOTER BROKEN COULDN'T SEE HOW GOOD IT WAS

What paths does the robot usually take, or areas that they usually occupy:

- L-shaped pathing

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Driver is pretty strong and knows what they are doing
- Aggressive driving style

4171 BayBots:

Match 3: Did not show up

Match 14: Did not show up

R these guys real????

4255 Robodores:

Match 13:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 3 note auto; missed first 2, missed intake for third

Disabled for 1 minute after auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shoots from podium, really consistent after they woke up, made all of it

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Fast intake, good at getting around traffic to source

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Take a second to align to podium, run into them when they are squaring up

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- The driver is pretty good, he was a beast after they woke up, lost a minute though so it was kinda unplayable, basically scored all the alliance's points in the last 45 seconds

Match 9:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Amp side
- Ran their four note despite the wrong initial placement

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- AFK in front of speaker
- LEDs still working

Match 13:

Auto:

Teleop:

- Died on field for a minute
- Quick pickup and very accurate shooting from podium 3/3, 1/1 amp

Defensibility:

-

Defense Skill:

-

Driver Skill:

-

Endgame:

-

Intaking:

- Note got stuck weirdly in intake

Match 28:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 2 note auto
- Missed intaking middle close note
- Made preload

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Podium
- Didn't amplify

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?z

- Notes get stuck in intake and they can't really do anything to get it out

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Defend it while going to source

What paths does the robot usually take, or areas that they usually occupy:

- L-shaped pathing

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- They are pretty fast but if driver looks very easily tiltable

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- Driver likes to put the pedal to the metal while driving (running it down)
-

4765 PWRUP:

Match 10:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- starts amp and does nothing

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- didnt shoot

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- pretty good intake, very consistent

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- push when scoring amp

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- no

Defense: Do they defend, how effective is it, where is it:

- no

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

- no

What paths does the robot usually take, or areas that they usually occupy:

- across amp side wall

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- 8sec

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- cooperates with another robot to amp faster

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- No

Match 17:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 4 note auto (1 preload 3 close notes)
- Made all 4 starts mid

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Subwoofer merchant

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake is pretty consistent no issues other than sometimes it doesn't pick up 100%

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Get it away from the subwoofer (park a robot in front of the subwoofer)

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- 3 second hang no trap
- Hang is not shaky and very clean and fast

What paths does the robot usually take, or areas that they usually occupy:

- S-shaped pathing from source to speaker

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Not much traffic this match but the driver looks pretty competent and won't fold under pressure

Match 6:

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Never shoot
- Amp specialists
- Putting up a lot of amps

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Took teammates spot
- Looked like they were trying to harmonize but failed

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Amp is nice

Auto:

- 1 amp

Teleop:

- 2/2 amp

Defensibility:

-

Defense Skill:

-

Driver Skill:

- Very very fast drivetrain, and very very smooth strafing + turning while moving
- Just a little bit tippy when suddenly stopping, but light robot nonetheless
- Bumper ripped open on corner

Endgame:

-

Intaking:

- Intake goes down pretty slowly

Broken

- Drivetrain killed by pushing defense

Match 27:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- No auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- They are an amp slave didn't shoot

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake doesn't look like it has any issues or will have any issues

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Fast hang but blocked 1323 a little

What paths does the robot usually take, or areas that they usually occupy:

- Drive in zone around the amp (1323 was feeding them)

5089 Robo-Nerds:

Match 14:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Preload auto (missed) then move

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shoot from near subwoofer (around 1 meter out)
- Are actually pretty accurate, but get defended by robots just trying to score in the traffic zone

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- No intake they use funnel and note falls out of robot pretty easily

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Hit it very hard and just make driver tilt
- Can't get around defense well at all

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Park (seen climb outside this match looks pretty good/fast/not shaky)
- Hung in 4 seconds, but fell down by 3 seconds.

Defense: Do they defend, how effective is it, where is it:

- No defense
- Not super effective opportunistic defense, didn't slow opponents down much

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Get around field not very well (5700 locked them up bad)
- Got stuck in a spot for ~20 seconds completely locked down

Match 25:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 1 note auto (preload)
- Made it

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shoot near subwoofer

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- No intake they need to get to source to score

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Block their source

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Hang is very fast and stable

What paths does the robot usually take, or areas that they usually occupy:

- L-shaped pathing

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Very average not bad not that good
- ~6 seconds source to speaker

-

5104 Breaker Bots:

Match 10:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 1/3 auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Amped well but shot inconsistently (only made 1 speaker)

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Pretty quick and reliable intake

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Too slow to hang

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Driver is fast and seems experienced

Match 20:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 4 note auto score 1 preload 2 notes pick up 1 more
- All 3 hit

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- ~1.5 meters away from subwoofer

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake looks like it has no issues
- Note got stuck in robot after failed amp

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Annoy them when they line up to speaker

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- ~4 second hang

What paths does the robot usually take, or areas that they usually occupy:

- S shaped pathing

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Driver seems very comfortable and drives very fast and aggressively
- ~3-4 seconds from source to amp

Match 4:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Source side of subwoofer
- 2 notes shot one note intaked on source side

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Amp is pretty standard
- Shot is inconsistent outside of podium
- Nvm shot is just inconsistent
- Takes a long time after amping

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Has a bunch of notes in corner and picks up pretty well

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Slower hang but still hangs

What paths does the robot usually take, or areas that they usually occupy:

- Stayed next to amp and near speaker whole time

5171 Deus Ex Machina:

Match 4:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- amp side 2 note auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- between stage and speaker

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- decent, sometimes cant pick up

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- ram into it bc they drop notes

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- 8sec

Defense: Do they defend, how effective is it, where is it:

- no

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

-

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- pretty good

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- pretty good

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- nah

Match 35:

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Wobbly shot

5700 SOTA Cyberdragons:

Match 14:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Amp side goes to mid subwoofer and shoots

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Look like they don't know where to go/what to do

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Taking notes from the source to other side, but they just outtake it don't shoot across

-

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Moves around a lot without doing anything

Defense: Do they defend, how effective is it, where is it:

- Stopped another robot for approximately 1 second
- After they got past they just sat and waited for them

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Ram into walls
- Low improvisation

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- Avoided getting into jams with 971

Auto:

- Smooth one note auto, waits to move from side to front

Teleop:

- 6/6

Defensibility:

- Zone defense, or hit them while they're moving

Defense Skill:

-

Driver Skill:

- Can srafe, but driver is realllllllyyyy awkward, like they keep fidgeting and wasting time aligning, and can't turn well while driving, or drive diagonally

Endgame:

- No hang

Intaking:

Match 9:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- amp side 2 note auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- shoots contacting speaker

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- mid intake, takes time to intake

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- push them when shooting

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- slow hang, attempted but ran out of time

Defense: Do they defend, how effective is it, where is it:

-

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

- along walls on source side

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- kinda choppy like naveed

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- coordinates pretty good bc they lob notes to alliance

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- no

6506 Steel Boot:

6665 C-Otters:

Match 2:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- amp side

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- looks like they can shoot but their mech is really unreliable

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- suck at it

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- block source

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- looks like they can but their intake blocks them

Defense: Do they defend, how effective is it, where is it:

- no

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

- no

What paths does the robot usually take, or areas that they usually occupy:

- across field

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- sucky

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- they amp but alliance suck and not shoot

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- Nah

Match 9:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- No auto
- Really really slow amp slave
- Driver need a LOTT of practice
- Started climbing at 30, climb looks like the best part of their robot

Match 13:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 3 note auto (from mid)
- 2 notes close to amp 1 preload
- Missed 2

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shoot in area around subwoofer
- Didn't shoot in teleop (shooter not working properly?)

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intake is decent no problems picking things up

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Drive in front of it
- Driver very weak when robot just drove in front of it they couldn't do anything at all

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- ~10 seconds no shakiness hang

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

- They do and only passed about 4 to their alliance

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Very badly stopped by basically non moving object (enemy robot moving back and forth in a very short path)

Match 31:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- No auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Intake is slow and tedious to pick up, need note in specific way otherwise no pick up
- They can shoot the note relatively far but it takes time to speed up and they seem inaccurate

They play a feeder then climb start

Match 22:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- No auto action taken

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Quick hang

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

- They shoot from white line to near amp

What paths does the robot usually take, or areas that they usually occupy:

- Couldn't move for first 15 seconds
- Slow movement out of source
- Fed from other teams wing (got a penalty)

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Very feebly

6884 Deep Space Robotics:

Match 6:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 2note auto, inconsistent

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- suck

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- slow intake and shooter

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

-

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

-

Defense: Do they defend, how effective is it, where is it:

-

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

-

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- decent

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- sure

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- no

Match 9:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

-

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- 1/3 speaker

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Took 15 seconds to lign up to source for intaking
- Note scrunched up in their inake, needed to outtake

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

-

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Climbed on stage in 7 seconds

Defense: Do they defend, how effective is it, where is it:

-

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

-

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- REAAAALLLLLLYYY slow lignup, positioned the wrong way to shoot, and then missed their shot

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

Match 10:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 1 note autol just scores preload from amp side

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Subwoofer merchant; missed a couple from squared up touching subwoofer (did not know that was possible)

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Slow intaking, driver keeps trying to intake at an angle
- Also kind of sus
 - They do what we used to do; the note curves up and jams their intake
 - They had to extake the ring and reintake

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Driver is not good at getting around defense; absolutely crumpled
- Sit infront of subwoofer (theyre a subwoofer merchant)

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Fast climb, looks consistant; no trap

Match 15:

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- AFK

6918 Napa Cellar Rats:

Match 3:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- amp bot

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- nah

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- decent

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- cant cuz they camp in amp zone

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Failed to hang in 20 seconds

Defense: Do they defend, how effective is it, where is it:

- Effective defense against 5700, but that's just because 5700's shot needs to be perfectly aligned bc their shooting is weak

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

-

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Really slow tank drive doing defense on their own team
- Got note stuck in their robot

-

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- yes, 1280 carried, 1280 gave them notes
- Not this time in speaker area, but that's because 115 didn't try to get penalties, this team sat against the oppposing teams podium....

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

Match 9:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- No auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Went for amp, failed, and got note stuck in belly

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Hang was too slow

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Driver is very slow and tried playing defense but was out of position and easily beaten by speed

-

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

Match 18:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Set up auto the wrong way so instead of getting +2 they get +0

Intake on a stick on top of a drivetrain

Dont consider for picking

Full defense bot but cant do anything against mad town (ankles broken

Cant climb

6962 Antares:

Match 1:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Middle note shoot

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

Amping, they go to feeder always regale under their stage, took time in amping

Good range, very consistent from behind blue line

Time in getting to a scoring position is slower both amp and line up and feed for speaker

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- It took but dropped, picked up and shot again
- Solid pick up but to get note in scoring position takes time

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- Cut off their middle rout, drive seems to always try to complete that route, probably not comfortable with anything else

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- No hang, they parked

Do they shoot notes from source end to amp for amplifation cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

- Source around source side truss through middle and under stage.

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Very solid route but he had trouble adjusting when small defenses around opposite source side truss

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- Dominance over alliance so far, solidified path alliance did not interfere

7413 Plus Ultra:

Match 10:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- 1 note preload auto

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Subwoofer merchang

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Driver smally (nawt gud)
- Intake is very bad and slow at picking things up

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Hang ~5 seconds

Defense: Do they defend, how effective is it, where is it:

- Probably cant defend
 - Driver is nawt gud
 - High CG slow robot

What paths does the robot usually take, or areas that they usually occupy:

- Just wander around not really accomplishing anything (roadblock)

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Very poor at driving around the field and they are not comfortable with controls

7528 Nuts and Bolts:

Match 1:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- starts amp side

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- cant shoot

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- they cant ground intake

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- stay still and let them drive into you

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

-

Defense: Do they defend, how effective is it, where is it:

- defended own team from scoring, very effective

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?no

-

What paths does the robot usually take, or areas that they usually occupy:

- amp area

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- sucky

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- nah

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

- human player does it too late, driver keeps dropping notes accidentally

Match 22:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- No auto

Took too long to amp so 1323 pushed them out

Takes hella long at source bc the human player needs to drop into their robot

Made 2/4 amps; Too slow, runs into everything between source and amp

7777 Septobots:

Match 7:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Starting source side
- Doesn't move or shoot

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplification?:

- Can't aim
- Shot near perpendicular

Defense: Do they defend, how effective is it, where is it:

- Defended the middle area
- 0 effect
- Struggling to move in a line
- Had 10 seconds to intake but couldn't and 100 took the note
-

Do they shoot notes from source end to amp for amplification cycles? If so, how many scored in amp cycles?

-

What paths does the robot usually take, or areas that they usually occupy:

-

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

-

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

-

Driver team tendencies: Does their human player deposit notes early or get them stolen? Does the driver steal notes from other teams source:

Match 1:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- No source side auto

Teleop notes

- Drivetrain broke and stopped moving robot

Match 36:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Sat while teammate worked

Teleop notes

- One of their wires came out and it's over

9006 Crescent Wing Robotics:

Match 2:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Trying for 2 note auto; missed preload, missed intake on note right in front

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Subwoofer merchant, but still cant make shots

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Intakes pr good, just really slow to align cuz west coast drive

Ideas: What are possible ways to defend this robot? What strategies do they use that are unique?

- 100 (on op alliance) just sat in front of subwoofer and no one on their alliance could score

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- No hang mech

-

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Not good, really slow west coast drive, cant get around traffic, blocking off alliance

How do they work with other robots: Do they get penalties (and which kind)? Do they coordinate well with alliance members

- Blocks off alliance

Intaking:

- Intake is really long and needs a lot of space to work, but fast pickup and smooth driving when not under defense
- Good at wall intaking

Match X:

Auto notes: What auto paths do you see (start point, notes taken), how consistent is each path, do they interfere with other game elements or robots:

- Didn't do anything while 100 took middle

Teleop notes

Shooting notes: Where is their farthest shot? Where do they usually shoot from? How well do they use amplify?:

- Shot it out of field
- Needs a long time to align
- If not really close to subwoofer they miss

Intake: How well do they intake notes; do they have an issue getting it to feeder or picking up?

- Uses a wall pretty well

Endgame: How is their hang(time taken, shakiness) Do they attempt trap at all, and is it consistent?:

- Relatively quick hang

Driver characteristics:

How well do they get around the field? How long does it take them to get from source to amp/speaker?:

- Very slow movement randomly

9546 Techno Leopards:

Match 6: no show

