

Pre Game

Match	0	1	2	3	4	5	6	7	8	9

Team #	0	1	2	3	4	5	6	7	8	9

Position	
B1	
B2	
B3	
R1	
R2	
R3	

Start level

1	2

 Cross Hab Lin Yes No

--	--

Plaved defense

LEVEL 3

Hatch Cargo

SandStorm

Tele-Op

LEVEL 2

Hatch Cargo

SandStorm

Tele-Op

LEVEL 1

Hatch Cargo

SandStorm

Tele-Op

Hatch Cargo Hatch Cargo Hatch Cargo

SandStorm

Tele-Op

Hatch Cargo

SandStorm

Tele-Op

Hatch Cargo

SandStorm

Tele-Op

Hatch Cargo Hatch Cargo Hatch Cargo

SandStorm

Tele-Op

LEVEL 3

Hatch Cargo

SandStorm

Tele-Op

LEVEL 2

Hatch Cargo

SandStorm

Tele-Op

LEVEL 1

Hatch Cargo

SandStorm

Tele-Op

Mutiple climb

 Help climb to L2

--

 Help climb to L3

--

END GAME
 What Level can they climb to

0	1	2	3

 Climb with help

--

Defense

 Cargo pick up

 Hatch pick up

 Speed

Weak Good Great

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Position	
B1	<input type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input type="radio"/>
R3	<input type="radio"/>

Start level ☐ 1 ☐ 2 Cross Hab Lin ☐ Yes ☐ No

Plaved defense ☐

LEVEL 3

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 2

Hatch Cargo

SandStorm ☐ ☒

Tele-Op ☐ ☐

LEVEL 1

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 3

Hatch Cargo

☐ ☒

☐ ☐

LEVEL 2

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 1

Hatch Cargo

☐ ☐

☐ ☒

SandStorm Tele-Op Hatch Cargo

☐ ☐ ☐ ☒

Hatch Cargo Hatch Cargo Hatch Cargo

☐ ☐ ☐ ☒ ☐ ☐

SandStorm Tele-Op Hatch Cargo

☐ ☐ ☐ ☒

Hatch Cargo Hatch Cargo Hatch Cargo

☐ ☐ ☐ ☒ ☐ ☐

LEVEL 3

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 2

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 1

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 3

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 2

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 1

Hatch Cargo

☐ ☐

☐ ☐

END GAME

Mutiple climb
Help climb to L2
Help climb to L3

☐
☒
☐

What Level can they climb to

0	1	2	3
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Climb with help ☒

Defense
Cargo pick up
Hatch pick up
Speed

Weak	Good	Great
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Position	
B1	<input type="radio"/>
B2	<input checked="" type="radio"/>
B3	<input type="radio"/>
R1	<input checked="" type="radio"/>
R2	<input type="radio"/>
R3	<input type="radio"/>

Start level ☐ 1 ☐ 2 Cross Hab Line Yes ☐ No ☐

Plaved defense ☒

LEVEL 3
Hatch Cargo
SandStorm ☒ ☐
Tele-Op ☐ ☐

LEVEL 2
Hatch Cargo
SandStorm ☐ ☐
Tele-Op ☐ ☐

LEVEL 1
Hatch Cargo
SandStorm ☐ ☐
Tele-Op ☐ ☐

LEVEL 3
Hatch Cargo
☐ ☒
☐ ☐

LEVEL 2
Hatch Cargo
☐ ☐
☐ ☐

LEVEL 1
Hatch Cargo
☐ ☐
☒ ☐

SandStorm Hatch Cargo
Tele-Op ☐ ☒ ☐

SandStorm Hatch Cargo
Tele-Op ☒ ☐ ☐

SandStorm Hatch Cargo
Tele-Op ☒ ☐ ☐

Hatch Cargo Hatch Cargo Hatch Cargo
☐ ☒ ☐ ☐ ☐ ☐

LEVEL 3
Hatch Cargo
SandStorm ☐ ☒
Tele-Op ☐ ☐

LEVEL 2
Hatch Cargo
SandStorm ☐ ☒
Tele-Op ☐ ☐

LEVEL 1
Hatch Cargo
SandStorm ☐ ☐
Tele-Op ☐ ☐

LEVEL 3
Hatch Cargo
☐ ☐
☐ ☒

LEVEL 2
Hatch Cargo
☒ ☐
☐ ☐

LEVEL 1
Hatch Cargo
☐ ☐
☒ ☐

Mutiple climb ☒
Help climb to L2 ☐
Help climb to L3 ☐

END GAME
What Level can they climb to
0 1 2 3
☒ ☐ ☐ ☐
Climb with help ☒

Weak Good Great
Defense ☒ ☐ ☐
Cargo pick up ☐ ☒ ☐
Hatch pick up ☐ ☐ ☒
Speed ☐ ☐ ☒

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Position	
B1	<input type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input type="radio"/>
R3	<input checked="" type="radio"/>

Start level ☐ 1 ☒ 2 Cross Hab Line ☒ Yes ☐ No

Plaved defense ☒

LEVEL 3

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 2

Hatch Cargo

SandStorm ☒ ☐

Tele-Op ☐ ☐

LEVEL 1

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 3

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 2

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 1

Hatch Cargo

☐ ☐

☒ ☐

SandStorm Hatch Cargo

Tele-Op ☐ ☐

SandStorm Hatch Cargo

Tele-Op ☐ ☐

SandStorm Hatch Cargo

Tele-Op ☒ ☐

Hatch Cargo Hatch Cargo Hatch Cargo

☐ ☐ ☐ ☐ ☐ ☐

LEVEL 3

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 2

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 1

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 3

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 2

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 1

Hatch Cargo

☐ ☐

☐ ☐

END GAME

Mutiple climb ☐

Help climb to L2 ☐

Help climb to L3 ☐

What Level can they climb to

0	1	2	3
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Climb with help ☒

Defense

Cargo pick up

Hatch pick up

Speed

Weak Good Great

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Position	
B1	<input type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input type="radio"/>
R3	<input type="radio"/>

Start level ☐ 1 ☒ 2 Cross Hab Line Yes ☒ No ☐

Plaved defense ☐

LEVEL 3

Hatch Cargo

SandStorm ☐ ☒

Tele-Op ☐ ☐

LEVEL 2

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☒ ☐

LEVEL 1

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 3

Hatch Cargo

☐ ☒

☐ ☐

LEVEL 2

Hatch Cargo

☐ ☐

☒ ☐

LEVEL 1

Hatch Cargo

☐ ☐

☐ ☐

SandStorm Hatch Cargo

Tele-Op ☐ ☐ ☐

SandStorm Hatch Cargo

Tele-Op ☐ ☒ ☐

SandStorm Hatch Cargo

Tele-Op ☐ ☐ ☐

Hatch Cargo Hatch Cargo Hatch Cargo

☐ ☐ ☐ ☒ ☐ ☐

LEVEL 3

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 2

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 1

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 3

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 2

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 1

Hatch Cargo

☐ ☐

☐ ☐

END GAME

Mutiple climb
Help climb to L2
Help climb to L3

☐
☐
☒

What Level can they climb to

0	1	2	3
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Climb with help ☐

Defense
Cargo pick up
Hatch pick up
Speed

Weak	Good	Great
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Position	
B1	<input type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input checked="" type="radio"/>
R3	<input type="radio"/>

Start level ☐ 1 ☒ 2 Cross Hab Line Yes ☐ No ☒

Plaved defense ☐

LEVEL 3
Hatch Cargo
SandStorm ☐ ☒
Tele-Op ☒ ☐
LEVEL 2
Hatch Cargo
SandStorm ☐ ☒
Tele-Op ☒ ☐
LEVEL 1
Hatch Cargo
SandStorm ☐ ☒
Tele-Op ☒ ☐

LEVEL 3
Hatch Cargo
☐ ☐
☐ ☐
LEVEL 2
Hatch Cargo
☒ ☐
☐ ☐
LEVEL 1
Hatch Cargo
☐ ☐
☐ ☐

SandStorm Hatch Cargo Hatch Cargo Hatch Cargo
Tele-Op ☐ ☐ ☒ ☐ ☐ ☐

SandStorm Hatch Cargo
Tele-Op ☐ ☐
☐ ☐

SandStorm Hatch Cargo
Tele-Op ☐ ☒
☐ ☐

SandStorm Hatch Cargo Hatch Cargo Hatch Cargo
Tele-Op ☐ ☐ ☐ ☐ ☐ ☐

LEVEL 3
Hatch Cargo
SandStorm ☐ ☐
Tele-Op ☐ ☒
LEVEL 2
Hatch Cargo
SandStorm ☐ ☐
Tele-Op ☐ ☐
LEVEL 1
Hatch Cargo
SandStorm ☐ ☐
Tele-Op ☐ ☐

LEVEL 3
Hatch Cargo
☒ ☐
☐ ☐
LEVEL 2
Hatch Cargo
☐ ☐
☐ ☐
LEVEL 1
Hatch Cargo
☐ ☐
☒ ☐

END GAME

Mutiple climb ☒
Help climb to L2 ☐
Help climb to L3 ☐

What Level can they climb to
0 1 2 3
☒ ☐ ☐ ☐
Climb with help ☒

Defense
Cargo pick up
Hatch pick up
Speed

Weak Good Great
☐ ☐ ☒
☐ ☐ ☒
☐ ☐ ☒
☐ ☐ ☒

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Position	
B1	<input checked="" type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input type="radio"/>
R3	<input type="radio"/>

Start level ☐ 1 ☐ 2 Cross Hab Line Yes ☐ No ☒

Plaved defense ☐

LEVEL 3

Hatch Cargo

SandStorm ☒ ☐

Tele-Op ☐ ☒

LEVEL 2

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☒

LEVEL 1

Hatch Cargo

SandStorm ☒ ☐

Tele-Op ☐ ☐

LEVEL 3

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 2

Hatch Cargo

☐ ☐

☒ ☐

LEVEL 1

Hatch Cargo

☐ ☐

☐ ☐

SandStorm Hatch Cargo

Tele-Op ☒ ☐ ☐

SandStorm Hatch Cargo

Tele-Op ☐ ☐ ☒

Hatch Cargo Hatch Cargo Hatch Cargo

☒ ☐ ☐ ☐ ☐ ☐

SandStorm Hatch Cargo

Tele-Op ☒ ☐ ☐

Hatch Cargo Hatch Cargo Hatch Cargo

☐ ☐ ☐ ☐ ☐ ☐

LEVEL 3

Hatch Cargo

SandStorm ☐ ☒

Tele-Op ☐ ☐

LEVEL 2

Hatch Cargo

SandStorm ☒ ☐

Tele-Op ☐ ☐

LEVEL 1

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 3

Hatch Cargo

☒ ☐

☐ ☐

LEVEL 2

Hatch Cargo

☐ ☒

☐ ☐

LEVEL 1

Hatch Cargo

☐ ☐

☒ ☐

END GAME

Mutiple climb
Help climb to L2
Help climb to L3

☐
☐
☒

What Level can they climb to

0	1	2	3
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Climb with help ☒

Defense
Cargo pick up
Hatch pick up
Speed

Weak	Good	Great
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Position	
B1	<input type="radio"/>
B2	<input checked="" type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input type="radio"/>
R3	<input type="radio"/>

Start level ☒ 1 ☐ 2 Cross Hab Line Yes ☒ No ☐

Plaved defense ☐

LEVEL 3

Hatch Cargo

SandStorm ☒ ☐

Tele-Op ☐ ☐

LEVEL 2

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 1

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 3

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 2

Hatch Cargo

☐ ☐

☐ ☒

LEVEL 1

Hatch Cargo

☐ ☐

☒ ☐

SandStorm Hatch Cargo

Tele-Op ☒ ☐

Hatch Cargo Hatch Cargo Hatch Cargo

☒ ☐ ☐ ☒ ☐ ☐

SandStorm Hatch Cargo

Tele-Op ☐ ☒

Hatch Cargo Hatch Cargo Hatch Cargo

☐ ☒ ☐ ☐ ☐ ☐

LEVEL 3

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☒

LEVEL 2

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☒ ☐

LEVEL 1

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 3

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 2

Hatch Cargo

☐ ☐

☒ ☐

LEVEL 1

Hatch Cargo

☐ ☐

☐ ☒

END GAME

Mutiple climb
Help climb to L2
Help climb to L3

☒ ☐ ☐ ☐

What Level can they climb to

☐ ☐ ☐ ☒

Climb with help ☒

Defense
Cargo pick up
Hatch pick up
Speed

☒ ☐ ☐ ☐

☐ ☒ ☐ ☐

☐ ☐ ☒ ☐

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Position	
B1	<input type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input type="radio"/>
R3	<input type="radio"/>

Start level ☐ 1 ☐ 2

Cross Hab Lin: Yes ☐ No ☒

Played defense ☐

LEVEL 3
Hatch Cargo
SandStorm ☐ ☒
Tele-Op ☒ ☐
LEVEL 2
Hatch Cargo
SandStorm ☐ ☐
Tele-Op ☐ ☒
LEVEL 1
Hatch Cargo
SandStorm ☐ ☒
Tele-Op ☐ ☐

LEVEL 3
Hatch Cargo
☐ ☐
☐ ☐
LEVEL 2
Hatch Cargo
☐ ☐
☐ ☐
LEVEL 1
Hatch Cargo
☐ ☐
☐ ☐

SandStorm Hatch Cargo Hatch Cargo Hatch Cargo
Tele-Op ☐ ☐ ☐ ☐ ☒ ☐ ☐ ☒

SandStorm Hatch Cargo
Tele-Op ☐ ☐ ☒

SandStorm Hatch Cargo
Tele-Op ☐ ☐ ☐

SandStorm Hatch Cargo Hatch Cargo Hatch Cargo
Tele-Op ☐ ☐ ☐ ☐ ☒ ☐ ☒ ☐

LEVEL 3
Hatch Cargo
SandStorm ☐ ☒
Tele-Op ☐ ☐
LEVEL 2
Hatch Cargo
SandStorm ☐ ☐
Tele-Op ☐ ☒
LEVEL 1
Hatch Cargo
SandStorm ☐ ☐
Tele-Op ☐ ☒

LEVEL 3
Hatch Cargo
☐ ☒
☐ ☐
LEVEL 2
Hatch Cargo
☒ ☐
☐ ☐
LEVEL 1
Hatch Cargo
☐ ☒
☐ ☒

END GAME

Mutiple climb ☐
Help climb to L2 ☐
Help climb to L3 ☐

What Level can they climb to
0 1 2 3
☒ ☐ ☐ ☐
Climb with help ☒

Defense ☐
Cargo pick up ☐
Hatch pick up ☐
Speed ☐

Weak Good Great
☒ ☐ ☐
☐ ☒ ☐
☐ ☐ ☒
☐ ☐ ☒

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Position	
B1	<input type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input type="radio"/>
R3	<input checked="" type="radio"/>

Start level ☐ 1 ☒ 2 Cross Hab Line Yes ☒ No ☐

Plaved defense ☒

LEVEL 3

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 2

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 1

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 3

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 2

Hatch Cargo

☐ ☐

☐ ☐

LEVEL 1

Hatch Cargo

☐ ☐

☐ ☐

	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo
SandStorm	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo
SandStorm	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

LEVEL 3

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 2

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

LEVEL 1

Hatch Cargo

SandStorm ☐ ☐

Tele-Op ☐ ☐

END GAME

Mutiple climb
Help climb to L2
Help climb to L3

☒
☐
☐

What Level can they climb to

0	1	2	3
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Climb with help ☐

Defense
Cargo pick up
Hatch pick up
Speed

Weak	Good	Great
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>