* go over how competitions work (Intro to scouting)
  + beginning is qualifying rounds, shows different robot’s abilities
    - teams are put in random alliances for 3v3 rounds
  + when best teams are determined by win/loss ratio, top 8 teams choose alliances
    - scoreboard results are often unreliable due to nature of qualifying rounds
    - teams use scouting info to determine best match for their team in finals
* 2 Types of Scouting
  + pit scouting
    - teams will have pits for their robots at competition
    - scouters will go up to pits and ask one of their team members about their robot
    - use technical info to determine how compatible other teams robot is with ours
  + Field scouting
    - watch matches to see how well other teams robots perform
    - helps determine if robots can carry us or will be carried by us
* What is gained from scouting
  + Allows us to see what teams to choose if we are in the top 8
  + Also allows us to see what teams to kiss up to if we aren’t in the top 8
  + lets us see if high ranking teams are actually good or if they were carried to glory
* How training sessions will work
  + games will be 2 week blocks, 3 games total
  + Field Scouting Training (Week 1)
    - will show old game footage
    - games will get more complex as the training sessions go on
    - will give hypothetical robot with certain aspects
    - will give ppl something to look for in other robots that our hypothetical robot lacks
  + Pit Scouting Training (Week 2)
    - will act as representative for each chosen team
    - will tell scouters what each robot has
    - go over question quality
    - stress difference between initial pit scouting and end of event pit scouting
  + Block 1 (Weeks 3 and 4)-Breakaway
    - <https://www.youtube.com/watch?v=IEHAj3EmpMw>
  + Block 2 (Weeks 6 and 7)-Ultimate Ascent
    - <https://www.youtube.com/watch?v=itHNW2OFr4Y>
  + Block 3 (Weeks 9 and 10)-Aerial Assist
    - <https://www.youtube.com/watch?v=oxp4dkMQ1Vo>
* Needed stuff
  + will give out scouting sheets to ppl
  + old game footage
  + classroom with projector
  + about an hour of time
    - Hour will be broken up as follows
      * 5-10 minutes-Intro to hypothetical robot
      * 35-40 minutes-watch old game footage
      * 10-15 minutes-choose robots for alliance