Scouting Sheet

* **Where can your robot score?(List Locations)** score board, Co-op bins & low goal
* **Can your robot climb? If so, to what rung?** 1st rung
* **Briefly describe your overall match strategy. (8 Sentences Max)**

In autonomous we put a disk in the score board, go to the feeder station, and get a disk twice during auto and end auto at the feeder station. right after we finish our stack of 4 then sorta just randomly place them in the score board till about 1 min, then we put some in the low goal and co-op bins

* **Briefly describe your robot. (12 Sentences Max)** Our robot has been designed to have a low center of gravity at all times giving the robot great handeling even when extended fully. This helps decrease abnormalities and increase consistencie in scoring cycles
* **How many cycles can your robot realistically accomplish in a match? (Be honest, all exaggerated data is null.)**

6-8 disk to the game board, 2-3 in low goal, and hang on the low rung.

* **What is the most impressive/ unique part of your robot?** Our intake system lets us intake at the feeder station from both sides, allowing to greatly increase scoring cycle times, thus allowing for increased scoring cycles.
* **Weight (Approximately) : 116 robot, 140 loaded**
* **Speed:** 7.5ft/s 1st gear

20ft/s 2nd gear

* **Frame Perimeter:** 110in
* **Drive Type:** 6 wheel drop center tank with omnis on the outside
* **Anything else we should know about your robot?**
* crazy low cg means lower chance of tipping, better control extended to heights
* low gear is low enough to push 2 robots at once (\* Tested\*we did it this year)