**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 scoreboard, 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 scoreboard 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 handling even when extended fully. This helps decrease abnormalities and increase consistency in scoring cycles. We also have a multi-speed drive base equipped with vexpro two speed ball shifters, 1st gear producing enough torque to push two robots at once and 2nd gear enough to get around the field with little to no waiting time. We also can retract our intake in extra defensive situations. Our intake also is equipped to pick up dropped disks around the field.

⦁ **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)