**Match #: 15**

**Blue Alliance**

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| **5721** | **1319** | **2973** | **Notes** |
| Autonomous:   * Cross line, 1 in switch   Assistance Type:  Average Hang Time:  Notes: bad intake, can’t manipulate many cubes at all | Autonomous:   * Cross line, 1 in scale   Assistance Type:  Average Hang Time:  Notes: pretty strong scale team that can score around 4 blocks, also hangs at endgame (fast). They play oppSwitch after winning scale. | Autonomous:   * none   Assistance Type:  Average Hang Time:  Notes: slow scale bot. 2 scale blocks, slow switch as well. | * 1319 will put one block in the scale, then will likely play oppSwitch * 2973 will likely play their switch and vault * 5721 will likely play oppSwitch or defense the whole match, since they can’t manipulate blocks well |

**Red Alliance**

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| **7313** | **2468** | **4306** | **Notes** |
| Autonomous:   * No auto (Java)   Assistance Type:  Average Hang Time:  Notes: brick bot | Autonomous:  Assistance Type:  Average Hang Time:  Notes: | Autonomous:   * Cross line (CHECK, LabView)   Assistance Type:  Average Hang Time:  Notes: Can only do switch and vault. They took the whole time to do 4 in the vault. They can do a slow switch | * 2468 plays oppSwitch (taking out the **line** of blocks) then comes back AT 60 SECONDS LEFT and fills the vault (from the block **stack**) * 7313 and 4306 play our switch from our **line** of blocks to ensure we never lose it * DO NOT TAKE FROM OUR **STACK** UNTIL THE END so other alliance cannot steal blocks from there |

