**Match #: 3**

**Blue Alliance**

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| **442** | **5005** | **7313** | **Notes** |
| Autonomous:   * Cross line   Assistance Type:  Average Hang Time:  Notes: 3 wheel swerve drive is interesting | Autonomous:   * Supposedly cross line and switch or scale   Assistance Type:  Average Hang Time:  Notes: no intake on, so can only score preloaded | Autonomous:   * none   Assistance Type:  Average Hang Time:  Notes: odd intake, will struggle to score any cubes | * Very weak alliance. Can hardly score at all unless 5005 gets an intake. |

**Red Alliance**

|  |  |  |  |
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| **2468** | **2973** | **3843** | **Notes** |
| Autonomous:  Assistance Type:  Average Hang Time:  Notes: | Autonomous:   * Cross line, can do switch if on correct side (L/R)   Assistance Type:  Average Hang Time:  Notes: 1st regional, can scale | Autonomous:   * Cross line, possibly one in switch (L/R)   Assistance Type:  Average Hang Time:  Notes: can scale | * 2 scale bots. They should score scale once to garuntee then play opponent switch. * We can play two ways: play our switch and fill vault up, or play oppSwitch and fill vault up. Whichever needs more practice can be done this game (ask one of the other robots to fill in for whichever you don’t do) |

