**Match #: 76**

**Blue Alliance**

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| **1369** | **4451** | **2556** | **Notes** |
| Autonomous:  Assistance Type:  Average Hang Time:  Notes: drops cubes often (bad intake), and is a little slow at doing everything | Autonomous:  Assistance Type:  Average Hang Time:  Notes: good scale bot, can do a good switch if done, and hangs | Autonomous:  Assistance Type:  Average Hang Time:  Notes: good scale bot, hangs too after | * 1369 will likely only play vault/switch, but could try to help with scale if needed * 4451 will likely be playing scale and oppSwitch if possible * 2556 will likely play scale and oppSwitch. * 4451 will hang (they can hang in 2 seconds) * 4451 has trouble delivering to scale when it’s in the highest position |

**Red Alliance**

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| **7072** | **141** | **2468** | **Notes** |
| Autonomous:   * Cross line?   Assistance Type:  Average Hang Time:  Notes: pretty good vault bot. prone to bricking | Autonomous:   * Cross line, 1 in scale from right position   Assistance Type:  Average Hang Time:  Notes: great scale bot | Autonomous:  Assistance Type:  Average Hang Time:  Notes: | * 7072 should play vault entire match and then try to defend our switch * 141 should play scale entire match to try to keep the other two robots there. They should take from the opponents LINE first * 2468 should go for oppSwitch until we score around 5 cubes (or ownership) and stop their scoring, then come back to defend our switch and help fill vault if needed |

