**Match #: 28**

**Blue Alliance**

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| **2972** | **1339** | **2468** | **Notes** |
| Autonomous:   * Cross line   Assistance Type:  Average Hang Time:  Notes: They have a decent ability to do scale, but can score penalty when delivering | Autonomous:   * Cross line   Assistance Type:  Average Hang Time: 5s  Notes: Great scale delivery robot with a hang. Deliver in oppSwitch after scale | Autonomous:  Assistance Type:  Average Hang Time:  Notes: | * 1339 HAS to play scale the entire match * 2972 should also play scale as much as they can, OR play defense on 1678, OR oppossing switch. * 2468 NEED’s to control our switch, our vault, and their switch when possible. |

**Red Alliance**

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| **6400** | **7151** | **1678** | **Notes** |
| Autonomous:   * Cross line   Assistance Type:  Average Hang Time:  Notes: slow vault bot that can barely score in switch | Autonomous:   * Cross line   Assistance Type:  Average Hang Time:  Notes: Literally just a drive base. Cannot score at all. | Autonomous:   * Cross, 1 in scale, 1 in switch   Assistance Type: lift with one other bot (50%)  Average Hang Time: 4s  Notes: Go for their side’s six, then they go for the other side’s six in the scale. | * 1678 is THE bot to beat. * 6400 will only score vault, and only 3-4 cubes. * 7151 will not do anything. They cannot even play defense since they are so light to push around. * 1678 goes for their line of cubes first, then the other teams line. * 1678 usually set up at 30 seconds for their hang/assist, but mostly because they were already winning their match |

