

		Far		Played defense ○					
		LEVEL 3		LEVEL 3					
		Hatch	Cargo	Hatch	Cargo				
SandStorm	○	○		○	○				
Tele-Op	○	○		○	○				
		LEVEL 2		LEVEL 2					
		Hatch	Cargo	Hatch	Cargo				
SandStorm	○	○		○	○				
Tele-Op	○	○		○	○				
		LEVEL 1		LEVEL 1					
		Hatch	Cargo	Hatch	Cargo				
SandStorm	○	○		○	○				
Tele-Op	○	○		○	○				
		SandStorm	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	
		Tele-Op	○	○	○	○	○	○	
			○	○	○	○	○	○	
		SandStorm	Hatch	Cargo					
		Tele-Op	○	●					○
			○	○					
		SandStorm	Hatch	Cargo					
		Tele-Op	○	○					○
			○	○					
		SandStorm	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	
		Tele-Op	○	●	○	○	○	○	
			○	○	○	○	○	○	
		LEVEL 3		LEVEL 3					
		Hatch	Cargo	Hatch	Cargo				
SandStorm	○	○		○	○				
Tele-Op	●	○		○	○				
		LEVEL 2		LEVEL 2					
		Hatch	Cargo	Hatch	Cargo				
SandStorm	○	○		○	○				
Tele-Op	○	●		○	○				
		LEVEL 1		LEVEL 1					
		Hatch	Cargo	Hatch	Cargo				
SandStorm	○	○		○	○				
Tele-Op	○	●		○	○				
		Near							

Multiple climb  
Help climb to L2 ☐  
Help climb to L3 ☐

What Level can they climb to

0 1 2 3

Climb with help ○

	Weak	Good	Great
Defense			
Cargo pick up			
Hatch pick up			
Speed			

Scouter Name

Scouter Name BK Tenney

# Pre Game

Match	0	1	2	3	4	5	6	7	8	9

Team #	0	1	2	3	4	5	6	7	8	9

Position	
B1	
B2	
B3	
R1	
R2	
R3	

Start level ☐ 1 ☒ 2

Cross Hab Line ☐ Yes ☒ No

Far

Played defense ☐

Scouter Name *PK Training*

LEVEL 3  
Hatch Cargo  
SandStorm ☐ ☐  
Tele-Op ☐ ☐  
LEVEL 2  
Hatch Cargo  
SandStorm ☐ ☒  
Tele-Op ☒ ☐  
LEVEL 1  
Hatch Cargo  
SandStorm ☐ ☐  
Tele-Op ☐ ☐

LEVEL 3  
Hatch Cargo  
☐   
 ☐  
LEVEL 2  
Hatch Cargo  
☐ ☐  
☐ ☐  
LEVEL 1  
Hatch Cargo  
☐   
 ☐

SandStorm Hatch Cargo Hatch Cargo Hatch Cargo  
Tele-Op

SandStorm Hatch Cargo  
Tele-Op ☐

SandStorm Hatch Cargo  
Tele-Op ☐

SandStorm Hatch Cargo Hatch Cargo Hatch Cargo  
Tele-Op ☐

LEVEL 3  
Hatch Cargo  
SandStorm ☐ ☐  
Tele-Op ☐  
LEVEL 2  
Hatch Cargo  
SandStorm ☐ ☐  
Tele-Op ☐ ☐  
LEVEL 1  
Hatch Cargo  
SandStorm ☐   
Tele-Op ☐ ☐

LEVEL 3  
Hatch Cargo  
☐ ☐  
☐ ☐  
LEVEL 2  
Hatch Cargo  
☐ ☐  
☐   
LEVEL 1  
Hatch Cargo  
☐ ☐  
☐ ☐

Near

## END GAME

Mutiple climb  
Help climb to L2   
Help climb to L3 ☐

What Level can they climb to  
0 1 2 3  
☐ ☐ ☐   
Climb with help ☐

Weak Good Great  
Defense ☐ ☐ ☐  
Cargo pick up   
Hatch pick up   
Speed ☐ ☐

The diagram shows a three-level building layout. The levels are labeled LEVEL 1, LEVEL 2, and LEVEL 3. The rooms are labeled SandStorm, Tele-Op, Hatch, and Cargo. The layout is as follows:

- LEVEL 3:**
  - SandStorm: Hatch (left), Cargo (right)
  - Tele-Op: Hatch (left), Cargo (right)
- LEVEL 2:**
  - SandStorm: Hatch (left), Cargo (right)
  - Tele-Op: Hatch (left), Cargo (right)
- LEVEL 1:**
  - SandStorm: Hatch (left), Cargo (right)
  - Tele-Op: Hatch (left), Cargo (right)

Doors are indicated by small circles. The layout is symmetrical, with a central corridor area. The diagram is divided into two main sections by a dashed line. The top section is labeled 'Far' and the bottom section is labeled 'Near'.

## END GAME

# Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	●	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○

Team #	0	1	2	3	4	5	6	7	8	9
	●	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○

Position	
B1	○
B2	○
B3	○
R1	○
R2	○
R3	●

Start level ☐ 1 ☐ 2

Cross Hab Line ☐ Yes ☐ No

Far

Played defense ☐

Scouter Name

LEVEL 3  
Hatch Cargo  
SandStorm ○ ○  
Tele-Op ○ ●

LEVEL 2  
Hatch Cargo  
SandStorm ○ ○  
Tele-Op ○ ○

LEVEL 1  
Hatch Cargo  
SandStorm ○ ○  
Tele-Op ○ ○

LEVEL 3  
Hatch Cargo  
○ ○  
○ ○

LEVEL 2  
Hatch Cargo  
○ ○  
○ ○

LEVEL 1  
Hatch Cargo  
○ ○  
○ ○

Hatch Cargo Hatch Cargo Hatch Cargo  
SandStorm ○ ○ ○ ○ ○ ○  
Tele-Op ● ○ ○ ○ ○ ○

Hatch Cargo  
SandStorm ○ ○  
Tele-Op ○ ○

Hatch Cargo  
SandStorm ○ ○  
Tele-Op ○ ○

Hatch Cargo Hatch Cargo Hatch Cargo  
SandStorm ○ ○ ○ ○ ○ ○  
Tele-Op ● ○ ○ ● ○ ○

LEVEL 3  
Hatch Cargo  
SandStorm ○ ○  
Tele-Op ○ ○

LEVEL 2  
Hatch Cargo  
SandStorm ○ ○  
Tele-Op ● ○

LEVEL 1  
Hatch Cargo  
SandStorm ○ ○  
Tele-Op ○ ○

LEVEL 3  
Hatch Cargo  
○ ○  
○ ○

LEVEL 2  
Hatch Cargo  
○ ○  
○ ○

LEVEL 1  
Hatch Cargo  
○ ○  
○ ○

Near

## END GAME

Mutiple climb  
Help climb to L2 ●  
Help climb to L3 ○

What Level can they climb to  
0 1 2 3  
○ ○ ○ ●  
Climb with help ●

Weak Good Great  
Defense ○ ● ○  
Cargo pick up ● ○ ○  
Hatch pick up ○ ○ ○  
Speed ○ ● ○