

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

Yes	No
○	○

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

Scouter Name *Lia Smith*

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

○	○	○
---	---	---

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

Plaved defense ○

Scouter Name

Ben G

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 ○

Defense

Cargo pick up

Hatch pick up

Speed

Weak Good Great

○	○	○
○	○	○
○	○	○
○	○	○

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

Yes	No
○	○

Far

Plaved defense ○

Scouter Name Alex M

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

Mutple 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 ○ ○ ○

Ethiopia
N

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

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	○	○		○	○		
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	○	○		○	○		
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	○	○		○	○		

Scouter Name Sarah Espinoza

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

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Start level ☒ 1 ☐ 2

Cross Hab Line ☒ Yes ☐ No

Team #	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Position	
B1	<input type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input checked="" type="radio"/>
R2	<input type="radio"/>
R3	<input type="radio"/>

	Far	Plaved defense	Scouter Name
LEVEL 3			A/lex M
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
LEVEL 2			
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
LEVEL 1			
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
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SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	
Hatch	<input type="radio"/>	<input type="radio"/>	
Cargo	<input type="radio"/>	<input type="radio"/>	
SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op			

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

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

Tele-Op ○ ○

Hatch Cargo Hatch Cargo Hatch Cargo

○ ○ ○ ○ ○ ○

SandStorm Hatch Cargo

Tele-Op ○ ○

SandStorm Hatch Cargo

Tele-Op ○ ○

SandStorm Hatch Cargo

Tele-Op ○ ○

Hatch Cargo Hatch Cargo Hatch Cargo

○ ○ ○ ○ ○ ○

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

○ ○

○ ○

Scouter Name

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

○	○	○
---	---	---

A 3x10 grid of circles. The first row has 3 circles, the second row has 10 circles, and the third row has 10 circles. In total, there are 23 circles. 5 circles are shaded black: the first circle in the first row, the first circle in the second row, the first circle in the third row, the eighth circle in the third row, and the ninth circle in the third row.

A 4x10 grid of circles. The circles are arranged in 4 rows and 10 columns. The following circles are shaded black: (Row 1, Column 2), (Row 2, Column 1), (Row 3, Column 4), and (Row 4, Column 3). All other circles are white.

B1	<input checked="" type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input type="radio"/>
R3	<input type="radio"/>



Far

Played defense ☐

	LEVEL 3	
	Hatch	Cargo
SandStorm	<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>

	LEVEL 2	
	Hatch	Cargo
SandStorm	<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>

	LEVEL 1	
	Hatch	Cargo
SandStorm	<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>

LEVEL 3

Hatch	Cargo
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>

LEVEL 2

Hatch	Cargo
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>

LEVEL 1

Hatch	Cargo
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>

[illegible]

	Hatch	Cargo
SandStorm	<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>

	Hatch	Cargo
SandStorm	<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>

[illegible]

	LEVEL 3	
	Hatch	Cargo
SandStorm	<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>

	LEVEL 2	
	Hatch	Cargo
SandStorm	<input type="radio"/>	<input type="radio"/>
Tele-Op	<input checked="" type="radio"/>	<input type="radio"/>

	LEVEL 1	
	Hatch	Cargo
SandStorm	<input type="radio"/>	<input type="radio"/>
Tele-Op	<input checked="" type="radio"/>	<input checked="" type="radio"/>

LEVEL 3

Hatch	Cargo
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>

LEVEL 2

Hatch	Cargo
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>

LEVEL 1

Hatch	Cargo
<input type="radio"/>	<input type="radio"/>
<input checked="" type="radio"/>	<input type="radio"/>

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 ☐

WeakGoodGreat

Defense

Cargo pick up

Hatch pick up

Speed

Pre Game

Match 0 1 2 3 4 5 6 7 8 9

●	○	○							
●			○	○	○	○	○	○	○
			○	○	○	○	○	○	○

Start level 1 2

●	○
---	---

Cross Hab Line Yes No

●	○
---	---

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

●	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

Position

B1	○
B2	○
B3	●
R1	○
R2	○
R3	○

		Far		Played defense ○												
		LEVEL 3		LEVEL 3												
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo						
SandStorm	○	○	○	○	○	○	○	○	○	○						
Tele-Op	○	○	○	○	○	○	○	○	○	○						
		LEVEL 2		LEVEL 2												
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo						
SandStorm	○	○	○	○	○	○	○	○	○	○						
Tele-Op	○	○	○	○	○	○	○	○	○	○						
		LEVEL 1		LEVEL 1												
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo						
SandStorm	○	○	○	○	○	○	○	○	○	○						
Tele-Op	○	○	○	○	○	○	○	○	○	○						
				Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo					
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo						
SandStorm	○	○	○	○	○	○	○	○	○	○						
Tele-Op	○	○	○	○	●	○	○	○	○	○						
				<div style="border: 1px solid black; width: 100%; height: 100%;"></div>												
	Hatch	Cargo														
SandStorm	○	○														
Tele-Op	○	○														
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo						
SandStorm	○	○	○	○	○	○	○	○	○	○						
Tele-Op	○	○	○	○	○	○	○	○	○	○						
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo						
SandStorm	○	○	○	○	○	○	○	○	○	○						
Tele-Op	○	○	○	○	○	○	○	○	○	○						
		LEVEL 3		LEVEL 3												
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo						
SandStorm	○	○	○	○	○	○	○	○	○	○						
Tele-Op	○	○	○	○	○	○	○	○	○	○						
		LEVEL 2		LEVEL 2												
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo										

Scouter Name _____

2

X

END GAME

Mutple climb
Help climb to L2 ○
Help climb to L3 ○

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

Climb with help ○

Defense
Cargo pick up
Hatch pick up
Speed

Weak Good Great

●	○	○									
●	○	○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	●	○	○	○	○	○

0542

A 4x10 grid of circles. The circles are arranged in 4 rows and 10 columns. The following circles are filled with black ink: (Row 1, Column 1), (Row 1, Column 5), (Row 2, Column 6), (Row 3, Column 4), (Row 4, Column 9), and (Row 4, Column 10).

B1	<input type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input type="radio"/>
R3	<input checked="" type="radio"/>

Cross Hab Line Yes No ☒ ☐

Played defense ○

For Gargi

LEVEL 3
Hatch Cargo

LEVEL 2
Hatch Cargo

LEVEL 1
Hatch Cargo

LEVEL 3
Hatch Cargo

LEVEL 2
Hatch Cargo

LEVEL 1
Hatch Cargo

Hatch	Cargo	Hatch	Cargo	Hatch	Cargo
○	○	○	○	○	○
○	○	○	○	○	○

Hatch Cargo

Hatch Cargo

Hatch	Cargo	Hatch	Cargo	Hatch	Cargo
○	○	○	○	○	○
○	○	○	○	○	○

LEVEL 3
Hatch Cargo

LEVEL 2
Hatch Cargo

LEVEL 1
Hatch Cargo

LEVEL 3
Hatch Cargo

LEVEL 2
Hatch Cargo

LEVEL 1
Hatch Cargo

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	4/5	0/5	0/5
Cargo pick up	0/5	4/5	0/5
Hatch pick up	4/5	0/5	0/5
Speed	4/5	0/5	0/5

Pre Game

Match 0 1 2 3 4 5 6 7 8 9

●	○	○							
●									
					●				

Start level 1 2

●	○
---	---

Cross Hab Line Yes No

●	○
---	---

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

○	○	○	●	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

Position

B1	○
B2	●
B3	○
R1	○
R2	○
R3	○

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

END GAME

END GAME

<p>Mutple climb</p> <p>Help climb to L2 ○</p> <p>Help climb to L3 ○</p>	<p>What Level can they climb to</p> <div style="border: 1px solid black; padding: 2px; text-align: center;"> 0 1 2 3 </div> <p>Climb with help ○</p>	<p style="text-align: right;">Weak Good Great</p> <p>Defense </p> <p>Cargo pick up </p> <p>Hatch pick up </p> <p>Speed </p>
---	---	---

Pre Game

Match 0 1 2 3 4 5 6 7 8 9

●	○	○							
●	○	○	○	○	○	○	○	○	○
○	○	○	○	●	○	○	○	○	○

Start level 1 2

●	○
---	---

Cross Hab Line Yes No

●	○
---	---

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

○	○	○	○	○	○	○	○	●	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

Position

B1	○
B2	○
B3	●
R1	○
R2	○
R3	○

Far				Played defense ○					
				LEVEL 3					
		Hatch	Cargo			Hatch	Cargo		
SandStorm	○	○		○	○				
Tele-Op	○	○		○	○				
				LEVEL 2					
		Hatch	Cargo			Hatch	Cargo		
SandStorm	○	○		○	○				
Tele-Op	○	○		○	○				
				LEVEL 1					
		Hatch	Cargo			Hatch	Cargo		
SandStorm	○	○		○	○				
Tele-Op	●	○		○	○				
				Hatch	Cargo	Hatch	Cargo	Hatch	Cargo
		SandStorm	○	○		○	○	○	○
		Tele-Op	●	○		○	○	○	○
<div style="position: absolute; top: 0; right: 0; width: 100%; height: 100%; background: linear-gradient(to right, transparent 49%, black 49% 51%, black 51% 53%, transparent 53%);"></div>									
				Hatch	Cargo	Hatch	Cargo	Hatch	Cargo
		SandStorm	○	○		○	○	○	○
		Tele-Op	○	○		○	○	○	○
				Hatch	Cargo	Hatch	Cargo	Hatch	Cargo
		SandStorm	○	○		○	○	○	○
		Tele-Op	○	○		○	○	○	○
				LEVEL 3					
		Hatch	Cargo			Hatch	Cargo		
SandStorm	○	○		○	○				
Tele-Op	○	○		○	○				
				LEVEL 2					
		Hatch	Cargo			Hatch	Cargo		
SandStorm	○	○		○	○				
Tele-Op	○	○		○	○				
				LEVEL 1					
		Hatch	Cargo			Hatch	Cargo		
SandStorm	○	○		○	○				
Tele-Op	○	○		○	○				

Scouter Name

पूर्वदाि

END GAME

END GAME

<p>Multiple climb</p> <p>Help climb to L2 <input type="radio"/></p> <p>Help climb to L3 <input type="radio"/></p>	<p>What Level can they climb to</p> <p style="text-align: center;">0 1 2 3</p> <p style="text-align: center;"> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> </p> <p>Climb with help <input type="radio"/></p>	<p>Defense</p> <p>Cargo pick up</p> <p>Hatch pick up</p> <p>Speed</p>
		<p>Weak Good Great</p> <p> <input type="radio"/> <input type="radio"/> <input type="radio"/> </p> <p> <input type="radio"/> <input type="radio"/> <input type="radio"/> </p> <p> <input type="radio"/> <input type="radio"/> <input type="radio"/> </p> <p> <input type="radio"/> <input type="radio"/> <input type="radio"/> </p>

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 A/eX M

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

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 ○ ○ ○

[illegible]Scouter Name Lia Smith

Multiple climb ☐

Help climb to L2 ☐

Help climb to L3 ☐

What Level can they climb to

0	1	2	3
		●	●

Climb with help ☐

END GAME

	Weak	Good	Great
Defense	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
Cargo pick up	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
Hatch pick up	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
Speed	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>

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	Plaved defense ○
<p>LEVEL 3</p> <p>Hatch Cargo</p> <p>SandStorm ○ ○</p> <p>Tele-Op ○ ○</p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p>SandStorm ○ ○</p> <p>Tele-Op ○ ○</p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p>SandStorm ○ ○</p> <p>Tele-Op ○ ○</p>	<p>LEVEL 3</p> <p>Hatch Cargo</p> <p>○ ○</p> <p>○ ○</p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p>○ ○</p> <p>○ ○</p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p>○ ○</p> <p>○ ○</p>
<p>SandStorm Hatch Cargo</p> <p>Tele-Op ○ ○</p>	<p>Hatch Cargo Hatch Cargo Hatch Cargo</p> <p>○ ○ ○ ○ ○ ○</p> <p>○ ○ ○ ○ ○ ○</p>
<p>SandStorm Hatch Cargo</p> <p>Tele-Op ○ ○</p>	
<p>SandStorm Hatch Cargo</p> <p>Tele-Op ○ ○</p>	
<p>SandStorm Hatch Cargo</p> <p>Tele-Op ○ ○</p>	<p>Hatch Cargo Hatch Cargo Hatch Cargo</p> <p>○ ○ ○ ○ ○ ○</p> <p>○ ○ ○ ○ ○ ○</p>
<p>LEVEL 3</p> <p>Hatch Cargo</p> <p>SandStorm ○ ○</p> <p>Tele-Op ○ ○</p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p>SandStorm ○ ○</p> <p>Tele-Op ○ ○</p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p>SandStorm ○ ○</p> <p>Tele-Op ○ ○</p>	<p>LEVEL 3</p> <p>Hatch Cargo</p> <p>○ ○</p> <p>○ ○</p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p>○ ○</p> <p>○ ○</p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p>○ ○</p> <p>○ ○</p>
Near	

Scouter Name

Ethan N

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

○	○	○
---	---	---

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

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

Tele-Op ○ ○

Hatch Cargo

○ ○

Hatch Cargo

○ ○

Hatch Cargo

○ ○

SandStorm Hatch Cargo

Tele-Op ○ ○

Hatch Cargo

○ ○

SandStorm Hatch Cargo

Tele-Op ○ ○

Hatch Cargo

○ ○

SandStorm Hatch Cargo

Tele-Op ○ ○

Hatch Cargo

○ ○

Hatch Cargo

○ ○

Hatch Cargo

○ ○

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

○ ○

○ ○

Scouter Name Sarah F. Spinoza

Played defense ●

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 ○ ○ ○

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Position	
B1	<input type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input checked="" type="radio"/>
R3	<input checked="" type="radio"/>

Start level ☒ 1 ☐ 2 Cross Hab Line Yes ☐ No ☒

Far

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

Tele-Op ☐ ☐ ☐ ☐

SandStorm Hatch Cargo

Tele-Op ☐ ☐ ☐ ☐

SandStorm Hatch Cargo

Tele-Op ☐ ☐ ☐ ☐

SandStorm Hatch Cargo

Tele-Op ☐ ☐ ☐ ☐

SandStorm Hatch Cargo

Tele-Op ☐ ☐ ☐ ☐

SandStorm 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

Scouter Name

Per G

END GAME

Mutiple climb ☐
 Help climb to L2 ☐
 Help climb to L3 ☐

What Level can they climb to

0	1	2	3
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Climb with help ☐

	Weak	Good	Great
Defense	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Cargo pick up	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Hatch pick up	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Speed	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>