

# 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 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"/>

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

Position	
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"/>

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

		Far		Played defense <input type="radio"/>	
LEVEL 3		LEVEL 3			
Hatch Cargo		Hatch Cargo			
SandStorm	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
LEVEL 2		LEVEL 2			
Hatch Cargo		Hatch Cargo			
SandStorm	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
LEVEL 1		LEVEL 1			
Hatch Cargo		Hatch Cargo			
SandStorm	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
		Hatch Cargo		Hatch Cargo	
SandStorm		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Tele-Op		<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
		Hatch Cargo		Hatch Cargo	
SandStorm		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Tele-Op		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		Hatch Cargo		Hatch Cargo	
SandStorm		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Tele-Op		<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
LEVEL 3		LEVEL 3			
Hatch Cargo		Hatch Cargo			
SandStorm	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
LEVEL 2		LEVEL 2			
Hatch Cargo		Hatch Cargo			
SandStorm	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
LEVEL 1		LEVEL 1			
Hatch Cargo		Hatch Cargo			
SandStorm	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
		Near			

Scouter Name *SARAH ESPINOZA*

## END GAME

Multiple climb ☐ What Level can they climb to ☐ 0 ☐ 1 ☐ 2 ☐ 3 ☒ 3  
 Help climb to L2 ☐ Climb with help ☐  
 Help climb to L3 ☐

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

○	○
---	---

○	○
---	---

		Far		Played defense ○		Scouter Name <i>Ethan N</i>
LEVEL 3		LEVEL 3				
Hatch Cargo		Hatch Cargo				
SandStorm	○ ○	SandStorm	○ ○			
Tele-Op	○ ○	Tele-Op	○ ○			
LEVEL 2		LEVEL 2				
Hatch Cargo		Hatch Cargo				
SandStorm	○ ○	SandStorm	○ ○			
Tele-Op	○ ○	Tele-Op	○ ○			
LEVEL 1		LEVEL 1				
Hatch Cargo		Hatch Cargo				
SandStorm	○ ○	SandStorm	○ ○			
Tele-Op	○ ○	Tele-Op	○ ○			
		Hatch Cargo		Hatch Cargo		
SandStorm		○ ○	SandStorm	○ ○	○ ○	
Tele-Op		○ ○	Tele-Op	○ ○	○ ○	
Hatch Cargo		Hatch Cargo				
SandStorm	○ ○	SandStorm	○ ○			
Tele-Op	○ ○	Tele-Op	○ ○			
Hatch Cargo		Hatch Cargo				
SandStorm	○ ○	SandStorm	○ ○			
Tele-Op	○ ○	Tele-Op	○ ○			
LEVEL 3		LEVEL 3				
Hatch Cargo		Hatch Cargo				
SandStorm	○ ○	SandStorm	○ ○			
Tele-Op	○ ○	Tele-Op	○ ○			
LEVEL 2		LEVEL 2				
Hatch Cargo		Hatch Cargo				
SandStorm	○ ○	SandStorm	○ ○			
Tele-Op	○ ○	Tele-Op	○ ○			
LEVEL 1		LEVEL 1				
Hatch Cargo		Hatch Cargo				
SandStorm	○ ○	SandStorm	○ ○			
Tele-Op	○ ○	Tele-Op	○ ○			
		Near				

## END GAME

Mutiple climb		What Level can they climb to	Defense	Weak	Good	Great
Help climb to L2	○	0 1 2 3	Cargo pick up	○	○	○
Help climb to L3	○	○ ○ ○ ○	Hatch pick up	○	○	○
		Climb with help ○	Speed	○	○	○



# Pre Game

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

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

Start level ☐ 1 ☒ 2

Cross Hab Line Yes ☒ No ☐

Far

Played defense ☒

Scouter Name *Lia Smith*

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	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

	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"/>

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

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 ☐ ☐ ☐

## 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		
SandStorm	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
			LEVEL 2			LEVEL 2				
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
			LEVEL 1			LEVEL 1				
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
			Hatch	Cargo	Hatch	Cargo	Hatch	Cargo		
	SandStorm	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
	Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
	Hatch	Cargo							<input type="radio"/>	<input type="radio"/>
	SandStorm	<input type="radio"/>							<input type="radio"/>	<input type="radio"/>
	Tele-Op	<input type="radio"/>							<input type="radio"/>	<input type="radio"/>
			Hatch	Cargo	Hatch	Cargo	Hatch	Cargo		
	SandStorm	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
	Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
			Hatch	Cargo	Hatch	Cargo	Hatch	Cargo		
	SandStorm	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
	Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
			LEVEL 3			LEVEL 3				
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
			LEVEL 2			LEVEL 2				
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
			LEVEL 1			LEVEL 1				
	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	Hatch	Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Tele-Op	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
			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> <p style="text-align: center;">0 1 2 3</p> <p style="text-align: center;">● ○ ○ ○</p> <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>
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<b>Mutple climb</b>	<b>What Level can they climb to</b>	<b>Defense</b>			
Help climb to L2 ○	0 1 2 3 	Cargo pick up 			
Help climb to L3 ○		Hatch pick up 			
	Climb with help○ 	Speed 