

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 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 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"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<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 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"/>		Scouter Name <u>EG</u>
LEVEL 3		LEVEL 3		LEVEL 3		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	Tele-Op	<input type="radio"/>	<input type="radio"/>	
LEVEL 2		LEVEL 2		LEVEL 2		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	Tele-Op	<input type="radio"/>	<input type="radio"/>	
LEVEL 1		LEVEL 1		LEVEL 1		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	Tele-Op	<input type="radio"/>	<input type="radio"/>	
		Hatch Cargo		Hatch Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	Tele-Op	<input type="radio"/>	<input checked="" type="radio"/>	
		Hatch Cargo		Hatch Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	Tele-Op	<input type="radio"/>	<input checked="" type="radio"/>	
		Hatch Cargo		Hatch Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	Tele-Op	<input type="radio"/>	<input type="radio"/>	
LEVEL 3		LEVEL 3		LEVEL 3		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	Tele-Op	<input type="radio"/>	<input type="radio"/>	
LEVEL 2		LEVEL 2		LEVEL 2		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	Tele-Op	<input type="radio"/>	<input type="radio"/>	
LEVEL 1		LEVEL 1		LEVEL 1		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	<input type="radio"/>	<input type="radio"/>	SandStorm	<input type="radio"/>	<input type="radio"/>	
Tele-Op	<input type="radio"/>	<input type="radio"/>	Tele-Op	<input 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 ☐

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

			Far	Played defense
			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	
	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	
	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"/>
	SandStorm	Hatch Cargo	Hatch Cargo	Hatch Cargo
	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"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
	SandStorm	Hatch Cargo		
	Tele-Op	<input type="radio"/> <input type="radio"/>		
		<input type="radio"/> <input type="radio"/>		
	SandStorm	Hatch Cargo		
	Tele-Op	<input type="radio"/> <input type="radio"/>		
		<input type="radio"/> <input type="radio"/>		
	SandStorm	Hatch Cargo	Hatch Cargo	Hatch Cargo
	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"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
			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	
	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	
	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 E.

	Weak	Good	Great
Defense			
Cargo pick up			
Hatch pick up			
Speed			

				Far		Played defense					
				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"/>	<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"/>	<input type="radio"/>	<input 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"/>	<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	
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	
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	
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 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 Lia Smith

Multiple 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 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"/>	<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"/>

Team #	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 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 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 type="radio"/>
B3	<input checked="" 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 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 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 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

Layne M.

*Did not move

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 illustrates the deck layout of a ship, divided into 'Far' and 'Near' sections by a dashed line. The layout is organized into three levels (LEVEL 1, LEVEL 2, LEVEL 3) for each section. Stations are labeled with their names and the type of equipment or status they represent (Hatch, Cargo, SandStorm, Tele-Op). Circular icons are used to represent specific equipment or status at various stations.

Far Section:

- LEVEL 3:** Hatch (○), Cargo (○)
- LEVEL 2:** Hatch (○), Cargo (○)
- LEVEL 1:** Hatch (○), Cargo (○)

Near Section:

- LEVEL 3:** Hatch (○), Cargo (○)
- LEVEL 2:** Hatch (○), Cargo (○)
- LEVEL 1:** Hatch (○), Cargo (○)

Stations and Equipment:

- SandStorm:** Represented by a circular icon with a crosshair.
- Tele-Op:** Represented by a circular icon with a crosshair.
- Hatch:** Represented by a circular icon with a crosshair.
- Cargo:** Represented by a circular icon with a crosshair.

Scouter Name Jacob Cox

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

0	1	2	3
---	---	---	---

Climb with help ☐

Cargo pick up

Hatch pick up

Speed

WeakGoodGreat

Scouter Name

Barrett V



	<div style="border: 1px solid black; padding: 2px;">Far</div>	Played defense ○
	LEVEL 3 Hatch Cargo	LEVEL 3 Hatch Cargo
SandStorm	○ ○	○ ○
Tele-Op	○ ○	○ ○
	LEVEL 2 Hatch Cargo	LEVEL 2 Hatch Cargo
SandStorm	○ ○	○ ○
Tele-Op	○ ○	○ ○
	LEVEL 1 Hatch Cargo	LEVEL 1 Hatch Cargo
SandStorm	○ ○	○ ○
Tele-Op	○ ○	○ ○
	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	LEVEL 3 Hatch Cargo
SandStorm	○ ○	○ ○
Tele-Op	○ ○	○ ○
	LEVEL 2 Hatch Cargo	LEVEL 2 Hatch Cargo
SandStorm	○ ○	○ ○
Tele-Op	○ ○	○ ○
	LEVEL 1 Hatch Cargo	LEVEL 1 Hatch Cargo
SandStorm	○ ○	○ ○
Tele-Op	○ ○	○ ○
	<div style="border: 1px solid black; padding: 2px;">Near</div>	

Scouter Name | Carol | OK

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 ○	
		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

Layne M.

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 ☒ ☐ ☐

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

Scouter Name EU

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>
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[illegible]

Alex M
Lith

Multiple 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 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"/>
	<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"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<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"/>	<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 type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input checked="" 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 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 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 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 checked="" type="radio"/> <input type="radio"/>		<input checked="" type="radio"/> <input checked="" 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 E.

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 ☐ ☒ ☐