

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) with various stations and a central corridor.

**Legend:** Played defense ○

**Far Section (Left):**

- LEVEL 3:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○
- LEVEL 2:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○
- LEVEL 1:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○

**Far Section (Right):**

- LEVEL 3:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○
- LEVEL 2:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○
- LEVEL 1:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○

**Central Corridor:**

- SandStorm:** ○
- Tele-Op:** ●
- SandStorm:** ○
- Tele-Op:** ●
- SandStorm:** ○
- Tele-Op:** ○

**Near Section (Left):**

- LEVEL 3:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○
- LEVEL 2:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○
- LEVEL 1:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○

**Near Section (Right):**

- LEVEL 3:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○
- LEVEL 2:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○
- LEVEL 1:** Hatch ○, Cargo ○
- SandStorm:** ○
- Tele-Op:** ○

Scouter Name **P. J. J. J. J.**

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

What Level can they climb to

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

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	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		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							

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	Weak	Good	Great
Defense			
Cargo pick up			
Hatch pick up			
Speed			

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

Scouter Name Lukes

	Weak	Good	Great
Defense			
Cargo pick up			
Hatch pick up			
Speed			

Scouter Name Sarah E.

# 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

*Kia*

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

○	○	○
○	○	○
○	○	○
○	○	○

The diagram shows a three-level building layout. The levels are labeled LEVEL 1, LEVEL 2, and LEVEL 3. The layout is divided into three main sections: Far, Middle, and Near.

**Far Section:**

- LEVEL 3:** Hatch, Cargo. SandStorm (○), Tele-Op (○).
- LEVEL 2:** Hatch, Cargo. SandStorm (○), Tele-Op (○).
- LEVEL 1:** Hatch, Cargo. SandStorm (○), Tele-Op (○).

**Middle Section:**

- LEVEL 3:** Hatch, Cargo. SandStorm (○), Tele-Op (○).
- LEVEL 2:** Hatch, Cargo. SandStorm (○), Tele-Op (○).
- LEVEL 1:** Hatch, Cargo. SandStorm (○), Tele-Op (○).

**Near Section:**

- LEVEL 3:** Hatch, Cargo. SandStorm (○), Tele-Op (○).
- LEVEL 2:** Hatch, Cargo. SandStorm (○), Tele-Op (○).
- LEVEL 1:** Hatch, Cargo. SandStorm (○), Tele-Op (○).

**Doors:**

- Between Far and Middle sections: Level 3 (Hatch to Cargo), Level 2 (Hatch to Cargo), Level 1 (Hatch to Cargo).
- Between Middle and Near sections: Level 3 (Hatch to Cargo), Level 2 (Hatch to Cargo), Level 1 (Hatch to Cargo).

Ethiopia

	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	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							

1000

	Weak	Good	Great
Defense			
Cargo pick up			
Hatch pick up			
Speed			

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	●

The diagram illustrates a 3D environment with three levels (LEVEL 1, LEVEL 2, LEVEL 3) and a central corridor. The environment is divided into three main sections: Far, Middle, and Near.

**Far Section:**

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

**Middle 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 (○)

**Central Corridor:**

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

**Legend:**

- : Open circle
- : Filled circle

Scouter Name **Suryah F.**

## END GAME

**Mutiple climb**  
**Help climb to L2** ○  
**Help climb to L3** ○

**What Level can they climb to**  
 0 1 2 3  
 [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
	<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 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"/>

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

# 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 **Purvesi**

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  
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
○	○	○	○	○	○

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

○	○
---	---

Far

Played defense ●

Scouter Name

*Mike*

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 ○ ○ ○

Scouter Name

Garrett



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

Scouter Name \_\_\_\_\_

*Kir*

		<b>END GAME</b>		<b>Weak Good Great</b>			
Mutple climb		What Level can they climb to		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></div><div></div><div></div></div>
Help climb to L2	<input type="radio"/>		<div><div>0</div><div>1</div><div>2</div><div>3</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></div><div></div><div></div></div>
Help climb to L3	<input type="radio"/>		<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></div><div></div><div></div></div>
		Climb with help	<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></div><div></div><div></div></div>

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

## END GAME





# 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 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 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 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"/>	<input type="radio"/>	<input checked="" 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 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 ☐ ☐ ☐ ☐

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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

☒ ☒

Played defense ☐

Scouter Name

*Shah F.*

## END GAME

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

What Level can they climb to

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

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

○	○
---	---

○	○
---	---

*R2*

Scouter Name

*Edgar N*

Far

Played defense ○

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

○	○	○
○	○	○
○	○	○
○	○	○

# 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"/>

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

Scouter Name

Garrett V

## 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 ☐ ☐ ☐

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

[illegible]Scouter Name Luke S

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			

