

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

## END GAME

# Pre Game

Match	0	1	2	3	4	5	6	7	8	9

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

Position	
B1	
B2	
B3	
R1	
R2	
R3	

Start level ☐ 1 ☐ 2

Cross Hab Line ☐ Yes ☐ No

Far

Played defense ☐

Scouter Name

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

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

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

LEVEL 3  
Hatch Cargo  
☐ ☐  
☐ ☐

LEVEL 2  
Hatch Cargo  
☐ ☐  
☐ ☐

LEVEL 1  
Hatch Cargo  
☐ ☐  
☐ ☐

Hatch Cargo Hatch Cargo Hatch Cargo  
SandStorm ☐ ☐ ☐ ☐ ☐ ☐  
Tele-Op ☐ ☐ ☐ ☐ ☐ ☐

Hatch Cargo  
SandStorm ☐ ☐  
Tele-Op ☐ ☐

Hatch Cargo  
SandStorm ☐ ☐  
Tele-Op ☐ ☐

Hatch Cargo Hatch Cargo Hatch Cargo  
SandStorm ☐ ☐ ☐ ☐ ☐ ☐  
Tele-Op ☐ ☐ ☐ ☐ ☐ ☐

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

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

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

LEVEL 3  
Hatch Cargo  
☐ ☐  
☐ ☐

LEVEL 2  
Hatch Cargo  
☐ ☐  
☐ ☐

LEVEL 1  
Hatch Cargo  
☐ ☐  
☐ ☐

Near

## END GAME

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

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

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

[illegible]

Scouter Name BK Tennant

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 checked="" type="radio"/>	<input 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 ☐

Far

Played defense ☐

Scouter Name *PK Tanning*

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 ☐ ☐

# 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

1 2 Yes No

		Far		Plaved defense ○		Scouter Name
LEVEL 3		LEVEL 3		LEVEL 3		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	○ ○	SandStorm	○ ○	SandStorm	○ ○	
Tele-Op	○ ○	Tele-Op	○ ○	Tele-Op	○ ○	
LEVEL 2		LEVEL 2		LEVEL 2		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	○ ○	SandStorm	○ ○	SandStorm	○ ○	
Tele-Op	○ ○	Tele-Op	○ ○	Tele-Op	○ ○	
LEVEL 1		LEVEL 1		LEVEL 1		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	● ○	SandStorm	○ ○	SandStorm	○ ○	
Tele-Op	○ ○	Tele-Op	○ ○	Tele-Op	○ ○	
		Hatch Cargo		Hatch Cargo		
SandStorm	○ ○	SandStorm	○ ○	SandStorm	○ ○	
Tele-Op	○ ○	Tele-Op	○ ○	Tele-Op	○ ○	
		Hatch Cargo		Hatch Cargo		
SandStorm	○ ○	SandStorm	○ ○	SandStorm	○ ○	
Tele-Op	○ ○	Tele-Op	○ ○	Tele-Op	○ ○	
		Hatch Cargo		Hatch Cargo		
SandStorm	○ ○	SandStorm	○ ○	SandStorm	○ ○	
Tele-Op	○ ○	Tele-Op	○ ○	Tele-Op	○ ○	
LEVEL 3		LEVEL 3		LEVEL 3		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	○ ○	SandStorm	○ ○	SandStorm	○ ○	
Tele-Op	● ○	Tele-Op	○ ○	Tele-Op	○ ○	
LEVEL 2		LEVEL 2		LEVEL 2		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	○ ○	SandStorm	○ ○	SandStorm	○ ○	
Tele-Op	○ ○	Tele-Op	○ ○	Tele-Op	○ ○	
LEVEL 1		LEVEL 1		LEVEL 1		
Hatch Cargo		Hatch Cargo		Hatch Cargo		
SandStorm	○ ○	SandStorm	○ ○	SandStorm	○ ○	
Tele-Op	○ ○	Tele-Op	○ ○	Tele-Op	○ ○	
		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

# 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"/>

  

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

  

Start level	1	2
	<input checked="" type="radio"/>	<input type="radio"/>

Cross Hab Line	Yes	No
	<input type="radio"/>	<input checked="" type="radio"/>

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

## END GAME

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