

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 <input type="checkbox"/>
<p>LEVEL 3</p> <p>Hatch Cargo</p> <p>SandStorm <input type="checkbox"/> <input type="checkbox"/></p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p>SandStorm <input type="checkbox"/> <input type="checkbox"/></p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p>SandStorm <input type="checkbox"/> <input type="checkbox"/></p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/></p>	<p>LEVEL 3</p> <p>Hatch Cargo</p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p><input type="checkbox"/> <input type="checkbox"/></p>
<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>
<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>
<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>
<p>LEVEL 3</p> <p>Hatch Cargo</p> <p>SandStorm <input type="checkbox"/> <input type="checkbox"/></p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p>SandStorm <input type="checkbox"/> <input type="checkbox"/></p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p>SandStorm <input type="checkbox"/> <input type="checkbox"/></p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/></p>	<p>LEVEL 3</p> <p>Hatch Cargo</p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p><input type="checkbox"/> <input type="checkbox"/></p>
<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>
<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>
<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>
Near	

Scouter Name

per 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 ☐ ☐ ☐

Match 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 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

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

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

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

END GAME

		END GAME			Weak Good Great		
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"/>		0 1 2 3	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>

The diagram illustrates the deck layout of a ship, organized into three levels (LEVEL 1, LEVEL 2, LEVEL 3) and two main sections: 'Far' and 'Near'.

Far Section:

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

Near Section:

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

A large rectangular area, outlined with a dashed line, is located in the center of the diagram. It contains a small icon of a person standing near the bottom right corner.

Kayla Kosior

	Blue	Black	White
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		Played defense ●	
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	Hatch Cargo	
		SandStorm	○ ○	SandStorm	○ ○
		Tele-Op	○ ○	Tele-Op	○ ○
		Hatch Cargo	Hatch Cargo	Hatch Cargo	
		SandStorm	○ ○	SandStorm	○ ○
		Tele-Op	○ ○	Tele-Op	○ ○
		Hatch Cargo	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			

Scouter Name **Aditya Jain**

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 ☐

Weak Good Great

Defense ☐ ☐ ☐

Cargo pick up ☐ ☐ ☐

Hatch pick up ☐ ☐ ☐

Speed ☐ ☐ ☐

Multiple climb Help climb to L2 <input type="radio"/> Help climb to L3 <input type="radio"/>		What Level can they climb to <div style="border: 1px solid black; padding: 2px; display: inline-block;"> 0 1 2 3 <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> </div>	Defense <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Cargo pick up <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Hatch pick up <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Speed <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
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Match 0 1 2 3 4 5 6 7 8 9 **Team #** 0 1 2 3 4 5 6 7 8 9 **Position**

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

Start level 1 2 **Cross Hab Line** Yes No

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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		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	○	○	○	○																																											
<div style="display: flex; justify-content: space-between;"> <div style="width: 30%;"> <table style="width: 100%;"> <tr> <td></td> <td>Hatch</td> <td>Cargo</td> </tr> <tr> <td>SandStorm</td> <td>○</td> <td>○</td> </tr> <tr> <td>Tele-Op</td> <td>○</td> <td>○</td> </tr> </table> </div> <div style="width: 40%; border: 1px solid black; height: 100px;"></div> <div style="width: 30%;"> <table style="width: 100%;"> <tr> <td>Hatch</td> <td>Cargo</td> <td>Hatch</td> <td>Cargo</td> <td>Hatch</td> <td>Cargo</td> </tr> <tr> <td>○</td> <td>○</td> <td>○</td> <td>○</td> <td>○</td> <td>○</td> </tr> </table> </div> </div> <hr style="border-top: 1px dashed black; margin: 10px 0;"/> <div style="display: flex; justify-content: space-between;"> <div style="width: 30%;"> <table style="width: 100%;"> <tr> <td></td> <td>Hatch</td> <td>Cargo</td> </tr> <tr> <td>SandStorm</td> <td>○</td> <td>○</td> </tr> <tr> <td>Tele-Op</td> <td>○</td> <td>○</td> </tr> </table> </div> <div style="width: 40%; border: 1px solid black; height: 100px;"></div> <div style="width: 30%;"> <table style="width: 100%;"> <tr> <td>Hatch</td> <td>Cargo</td> <td>Hatch</td> <td>Cargo</td> <td>Hatch</td> <td>Cargo</td> </tr> <tr> <td>○</td> <td>○</td> <td>○</td> <td>○</td> <td>○</td> <td>○</td> </tr> </table> </div> </div>							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																																										
○	○	○	○	○	○																																										
		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 _____

Dante Calo

END GAME

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

Scouter Name _____

Dante Calò