

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> <div style="border: 1px solid black; padding: 2px; text-align: center;"> ○ ○ ● ○ </div> <p>Climb with help ○</p>	<p>Defense</p> <p>Cargo pick up</p> <p>Hatch pick up</p> <p>Speed</p>
		<p>Weak Good Great</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 2px;"> ● ● ● </div> <div style="border: 1px solid black; padding: 2px;"> ○ ○ ○ </div> <div style="border: 1px solid black; padding: 2px;"> ○ ○ ○ </div> </div>

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

Scouter Name Sarah B.

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 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 checked="" 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 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 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"/>

Position	
B1	<input type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input checked="" 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"/>	
<p>LEVEL 3</p> <p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input checked="" type="radio"/> <input type="radio"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input checked="" type="radio"/> <input type="radio"/></p>		<p>LEVEL 3</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input type="radio"/> <input type="radio"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input checked="" type="radio"/> <input checked="" type="radio"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input checked="" type="radio"/> <input type="radio"/></p>			
		<p>Hatch Cargo Hatch Cargo Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p>			
<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p>					
<p>SandStorm Hatch Cargo</p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p>					
		<p>Hatch Cargo Hatch Cargo Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p>			
<p>LEVEL 3</p> <p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p>		<p>LEVEL 3</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input type="radio"/> <input type="radio"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input type="radio"/> <input type="radio"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input type="radio"/> <input type="radio"/></p>			
		<p>Hatch Cargo Hatch Cargo Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p>			
		Near			

Scouter Name Alex M

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 ☐ ☒ ☐

[illegible]

Scouter Name Thomas B.

END GAME

Muple climb Help climb to L2 ○ Help climb to L3 ○	What Level can they climb to <div style="margin: 0 auto; width: 100px; text-align: center;"> 0 1 2 3 </div> Climb with help ○	Defense Cargo pick up Hatch pick up Speed	Weak Good Great
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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 Jacob Cox

END GAME

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

The diagram illustrates the deck layout of a ship, divided into 'Far' and 'Near' sections by a vertical dashed line. The layout is organized into three levels (LEVEL 1, LEVEL 2, LEVEL 3) with various stations and a central corridor.

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.
- LEVEL 2:** Hatch, Cargo.
- LEVEL 1:** Hatch, Cargo.

Central Corridor:

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

[Signature]

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> <table border="0"> <tr> <td>Defense</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Cargo pick up</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Hatch pick up</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Speed</td> <td></td> <td></td> <td></td> </tr> </table>	Defense				Cargo pick up				Hatch pick up				Speed			
Defense																		
Cargo pick up																		
Hatch pick up																		
Speed																		

Scouter Name Shirley K.

END GAME

Mutple climb	What Level can they climb to	Defense		WeakGoodGreat
Help climb to L2 ○		Cargo pick up		
Help climb to L3 ○	Climb with help ○	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	○	○			○	○						
			SandStorm	○	Hatch	○	Cargo	○	Hatch	○	Cargo	○
			Tele-Op	○		○		○		○		
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○	Hatch	○	Cargo	○	Hatch	○	Cargo	○
			Tele-Op	○		○		○		○		
			SandStorm	○	Hatch	○	Cargo	○	Hatch	○	Cargo	○
			Tele-Op	○		○		○		○		
			SandStorm	○	Hatch	○	Cargo	○	Hatch	○	Cargo	○
			Tele-Op	○		○		○		○		
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○	Hatch	○	Cargo	○	Hatch	○	Cargo	○
			Tele-Op	○		○		○		○		
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○	Hatch	○	Cargo	○	Hatch	○	Cargo	○
			Tele-Op	○		○		○		○		
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○	Hatch	○	Cargo	○	Hatch	○	Cargo	○
			Tele-Op	○		○		○		○		
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○	Hatch	○	Cargo	○	Hatch	○	Cargo	○
			Tele-Op	○		○		○		○		
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○	Hatch	○	Cargo	○	Hatch	○	Cargo	○
			Tele-Op	○		○		○		○		
			SandStorm	○								
			Tele-Op	○								
			SandStorm	○								
			Tele-Op	○								

✓ Follow

0 1 2 3
☐ ☒ ☐ ☐
 Climb with help ☐

Weak Good Great

	Blue	Green	Red
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 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 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"/>

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

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

Scouter Name TKOM 15 B.

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

Scouter Name Jacob Fox

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

○	○
---	---

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

○	○	○
---	---	---

Mutple 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
 [Weak] [Good] [Great]
 [Weak] [Good] [Great]
 [Weak] [Good] [Great]
 [Weak] [Good] [Great]

Scouter Name

Control



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 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 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 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"/>

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

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

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

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

Scouter Name Jacob Fox

END GAME

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

What Level can they climb to

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

Climb with help ☐

Weak Good Great

<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"/>

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				○	○	○	○					
				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	○	○	○	○	○	○		
				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								

Scouter Name Jerah E.

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>Defense</p> <p>Cargo pick up</p> <p>Hatch pick up</p> <p>Speed</p>
---	---	---

Weak

Good

Great

[illegible]Scouter Name Thomas B.

END GAME

<p>Mutple climb</p> <p>Help climb to L2 <input type="radio"/></p> <p>Help climb to L3 <input type="radio"/></p>	<p>What Level can they climb to</p> <div style="text-align: center;"> 0 1 2 3 <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> </div> <p>Climb with help <input type="radio"/></p>	<p>Defense <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p> <p>Cargo pick up <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p> <p>Hatch pick up <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p> <p>Speed <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p>
--	---	---

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

Scouter Name *W*

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 Syrah 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

Played defense ○

Scouter Name *C. [signature]*

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 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
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 ☒

		Far		Played defense ○	
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 Hatch Cargo			
SandStorm		○ ○ ○ ○ ○ ○		Tele-Op	
Tele-Op		○ ○ ○ ○ ○ ○		○ ○ ○ ○ ○ ○	
Hatch Cargo		Hatch Cargo		Hatch Cargo	
SandStorm		○ ○		Tele-Op	
Tele-Op		○ ○		○ ○	
Hatch Cargo		Hatch Cargo		Hatch Cargo	
SandStorm		○ ○		Tele-Op	
Tele-Op		● ●		○ ○	
		Hatch Cargo Hatch Cargo Hatch Cargo			
SandStorm		○ ○ ● ○ ○ ○		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			

Scouter Name

Garratt

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 vertical dashed line. The layout is organized into three levels (LEVEL 1, LEVEL 2, LEVEL 3) with various rooms and equipment.

Far 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.

A large rectangular area is marked with a dashed line, spanning across the levels. The layout is symmetrical, with rooms and equipment mirrored on both sides of the dashed line.

Jacob Cox

Mutple 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 ○
 Climb with help ○ 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 ○	
LEVEL 3		LEVEL 3		LEVEL 3	
Hatch Cargo		Hatch Cargo		Hatch Cargo	
SandStorm ○ ○		○ ○		○ ○	
Tele-Op ○ ○		○ ○		○ ○	
LEVEL 2		LEVEL 2		LEVEL 2	
Hatch Cargo		Hatch Cargo		Hatch Cargo	
SandStorm ○ ○		○ ○		○ ○	
Tele-Op ○ ○		○ ○		○ ○	
LEVEL 1		LEVEL 1		LEVEL 1	
Hatch Cargo		Hatch Cargo		Hatch Cargo	
SandStorm ○ ○		○ ○		○ ○	
Tele-Op ○ ○		○ ○		○ ○	
		Hatch Cargo Hatch Cargo Hatch Cargo			
SandStorm ○ ○		○ ○ ○ ○ ○ ○		○ ○	
Tele-Op ○ ○		○ ○ ○ ○ ○ ○		○ ○	
Hatch Cargo		Hatch Cargo		Hatch Cargo	
SandStorm ○ ○		○ ○		○ ○	
Tele-Op ○ ○		○ ○		○ ○	
Hatch Cargo		Hatch Cargo		Hatch Cargo	
SandStorm ○ ○		○ ○		○ ○	
Tele-Op ○ ○		○ ○		○ ○	
LEVEL 3		LEVEL 3		LEVEL 3	
Hatch Cargo		Hatch Cargo		Hatch Cargo	
SandStorm ○ ○		○ ○		○ ○	
Tele-Op ○ ○		○ ○		○ ○	
LEVEL 2		LEVEL 2		LEVEL 2	
Hatch Cargo		Hatch Cargo		Hatch Cargo	
SandStorm ○ ○		○ ○		○ ○	
Tele-Op ○ ○		○ ○		○ ○	
LEVEL 1		LEVEL 1		LEVEL 1	
Hatch Cargo		Hatch Cargo		Hatch Cargo	
SandStorm ○ ○		○ ○		○ ○	
Tele-Op ○ ○		○ ○		○ ○	
		Near			

Scouter Name Thomas B.

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	○	○	○

Mutple climb

Help climb to L2 ☐

Help climb to L3 ☐

What Level can they climb to

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

Climb with help ☐

Defense

Cargo pick up ☒

Hatch pick up ☐

Speed ☒

Weak **Good** **Great**

<input checked="" 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"/>

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

Scouter Name Talbot Cox

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 ☐

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

Scouter Name Thymas B.

Mutple climb
Help climb to L2 ○
Help climb to L3 ○
What Level can they climb to
 0 1 2 3
 ○ ● ● ● ●
Climb with help ○

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 shows a three-level building layout. The levels are labeled LEVEL 1, LEVEL 2, and LEVEL 3. Each level has a central hallway and several rooms. The rooms are labeled SandStorm, Tele-Op, Hatch, and Cargo. The layout is symmetrical across the levels. The central hallway is a vertical corridor that runs through the center of each level. The rooms are arranged around this hallway. The diagram includes a dashed line representing a boundary or a change in level. The layout is as follows:

- LEVEL 3:**
 - SandStorm (left), Hatch (left), Cargo (left)
 - SandStorm (right), Hatch (right), Cargo (right)
- LEVEL 2:**
 - SandStorm (left), Hatch (left), Cargo (left)
 - SandStorm (right), Hatch (right), Cargo (right)
- LEVEL 1:**
 - SandStorm (left), Hatch (left), Cargo (left)
 - SandStorm (right), Hatch (right), Cargo (right)

The central hallway is a vertical corridor that runs through the center of each level. The rooms are arranged around this hallway. The diagram includes a dashed line representing a boundary or a change in level. The layout is as follows:

- LEVEL 3:**
 - SandStorm (left), Hatch (left), Cargo (left)
 - SandStorm (right), Hatch (right), Cargo (right)
- LEVEL 2:**
 - SandStorm (left), Hatch (left), Cargo (left)
 - SandStorm (right), Hatch (right), Cargo (right)
- LEVEL 1:**
 - SandStorm (left), Hatch (left), Cargo (left)
 - SandStorm (right), Hatch (right), Cargo (right)

Scouter Name

board

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 ○

Defense

Cargo pick up

Hatch pick up

Speed

Weak Good Great

The diagram illustrates the layout of a game area, divided into three levels (LEVEL 1, LEVEL 2, LEVEL 3) for two teams: SandStorm and Tele-Op. The layout is symmetrical around a central horizontal dashed line.

Top Section:

- LEVEL 3:** Hatch and Cargo areas. SandStorm and Tele-Op positions are shown as circles.
- LEVEL 2:** Hatch and Cargo areas. SandStorm and Tele-Op positions are shown as circles.
- LEVEL 1:** Hatch and Cargo areas. SandStorm and Tele-Op positions are shown as circles.

Middle Section:

- A large black rectangle obscures the middle portion of the diagram.
- Below the rectangle, the layout continues with Hatch and Cargo areas for SandStorm and Tele-Op teams.

Bottom Section:

- LEVEL 3:** Hatch and Cargo areas. SandStorm and Tele-Op positions are shown as circles.
- LEVEL 2:** Hatch and Cargo areas. SandStorm and Tele-Op positions are shown as circles.
- LEVEL 1:** Hatch and Cargo areas. SandStorm and Tele-Op positions are shown as circles.

Labels and Markers:

- Far:** Located at the top left of the diagram.
- Near:** Located at the bottom center of the diagram.
- Played defense ●:** A black circle marker located in the bottom right section of the diagram.

Scouter Name Darrah E.

Mutple climb
Help climb to L2 ○
Help climb to L3 ○
What Level can they climb to
 0 1 2 3
 ○ ● ● ●
Climb with help ○

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	

[illegible]

Scouter Name Alex M

END GAME

[illegible]

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

CAD

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
	<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 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"/>

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

Scouter Name *Thomas B.*

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

Start level 1 2 Cross Hab Line Yes No

Scouter Name

V Garrett

WeakGoodGreat

	1	2	3
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 <input type="radio"/>	
<p>LEVEL 3</p> <p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p>SandStorm <input checked="" type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p>		<p>LEVEL 3</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input type="radio"/> <input type="radio"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input type="radio"/> <input checked="" type="radio"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input type="radio"/> <input type="radio"/></p>		Scouter Name A/cxN	
		<p>Hatch Cargo Hatch Cargo Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p>			
<p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input checked="" type="radio"/> <input type="radio"/></p>					
<p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p>					
		<p>Hatch Cargo Hatch Cargo Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p>			
<p>LEVEL 3</p> <p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p>SandStorm <input type="radio"/> <input type="radio"/></p> <p>Tele-Op <input type="radio"/> <input type="radio"/></p>		<p>LEVEL 3</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input type="radio"/> <input type="radio"/></p> <p>LEVEL 2</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input type="radio"/> <input type="radio"/></p> <p>LEVEL 1</p> <p>Hatch Cargo</p> <p><input type="radio"/> <input type="radio"/></p> <p><input type="radio"/> <input type="radio"/></p>			
		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

○	○
---	---

○	○
---	---

		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		○ ○		○ ○	
		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 Jacob Fox

END GAME

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

What Level can they climb to

○	○	○	○
---	---	---	---

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

Scouter Name Sarah Espinoza

WeakGoodGreat

Defense
Cargo pick up
Hatch pick up
Speed

