

## Pre Game

Match 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 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"/>

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 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 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"/>

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"/>

The diagram illustrates the deck layout of a ship, divided into 'Far' and 'Near' sections by a dashed line. It shows three levels (LEVEL 1, LEVEL 2, LEVEL 3) with various stations and their status. The legend indicates that a filled circle represents an occupied station and an empty circle represents an available station.

**Far Section:**

- LEVEL 3:**
  - SandStorm: Hatch (occupied), Cargo (available)
  - Tele-Op: Hatch (available), Cargo (occupied)
- LEVEL 2:**
  - SandStorm: Hatch (occupied), Cargo (available)
  - Tele-Op: Hatch (available), Cargo (occupied)
- LEVEL 1:**
  - SandStorm: Hatch (occupied), Cargo (available)
  - Tele-Op: Hatch (available), Cargo (occupied)

**Near Section:**

- LEVEL 3:**
  - SandStorm: Hatch (available), Cargo (occupied)
  - Tele-Op: Hatch (occupied), Cargo (available)
- LEVEL 2:**
  - SandStorm: Hatch (available), Cargo (occupied)
  - Tele-Op: Hatch (occupied), Cargo (available)
- LEVEL 1:**
  - SandStorm: Hatch (occupied), Cargo (available)
  - Tele-Op: Hatch (available), Cargo (occupied)

**Legend:**

- Occupied
- Available

Scouter Name

Brendan

## END GAME

Weak		Good		Great	
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	●	●	●	●	●