

Pre Game

Match	0	1	2	3	4	5	6	7	8	9
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Team #	0	1	2	3	4	5	6	7	8	9
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

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

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

Figure 1 displays the spatial distribution of SandStorm and Tele-Op units across three levels (LEVEL 1, LEVEL 2, LEVEL 3) for three different defense strategies: Far, Played defense, and Near. The units are positioned relative to a central point, with a dashed line indicating a boundary. The 'Far' strategy shows units mostly in the upper half, while the 'Near' strategy shows units mostly in the lower half. The 'Played defense' strategy shows a more balanced distribution.

Strategy	Level	Unit Type	Hatch	Cargo	
Far	LEVEL 3	SandStorm	○	○	
		Tele-Op	○	○	
	LEVEL 2	SandStorm	○	○	
		Tele-Op	○	○	
	LEVEL 1	SandStorm	○	⊗	
		Tele-Op	⊗	○	
	Played defense	LEVEL 3	SandStorm	○	○
			Tele-Op	○	○
		LEVEL 2	SandStorm	○	⊗
			Tele-Op	⊗	○
		LEVEL 1	SandStorm	○	○
			Tele-Op	○	○
Near	LEVEL 3	SandStorm	⊗	○	
		Tele-Op	○	⊗	
	LEVEL 2	SandStorm	○	⊗	
		Tele-Op	⊗	○	
	LEVEL 1	SandStorm	○	○	
		Tele-Op	○	○	

Scouter Name BK Tenney

	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	○

Far

Played defense ☐

LEVEL 3

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

LEVEL 2

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

LEVEL 1

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

LEVEL 3

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

LEVEL 2

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

LEVEL 1

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

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

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

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

LEVEL 3

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

LEVEL 2

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

LEVEL 1

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

LEVEL 3

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

LEVEL 2







































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

LEVEL 1

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

Near

END GAME

Mutiple climb What Level can they climb to Defense Weak Good Great
 Help climb to L2 0 1 2 3
 Help climb to L3                                      

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	○	○	○	○	○	○	○	○

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

	Weak	Good	Great
Defense			
Cargo pick up			
Hatch pick up			
Speed			

[illegible]

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
☐ ☐
☐ ☐

No Show

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

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

END GAME

Multiple 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

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

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

--	--

Far

Plaved 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 ○ ○ ○