

[illegible]

Position

- ☐ Red 1
- ☐ Red 2
- ☐ Red 3
- ☐ Blue 1
- ☐ Blue 2
- ☐ Blue 3

Starting level
☐ 1 ☐ 2

Cross Hab Line
☐ YES ☐ NO

[illegible]

END GAME

Multiple Climb

- ☐ L2 Help Climb
- ☐ L3 Help Climb

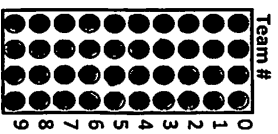
Level Climb
Choose ONE

- ☐ No Climb
- ☐ Level 1
- ☐ Level 2
- ☐ Level 3
- ☐ Climb w/ help

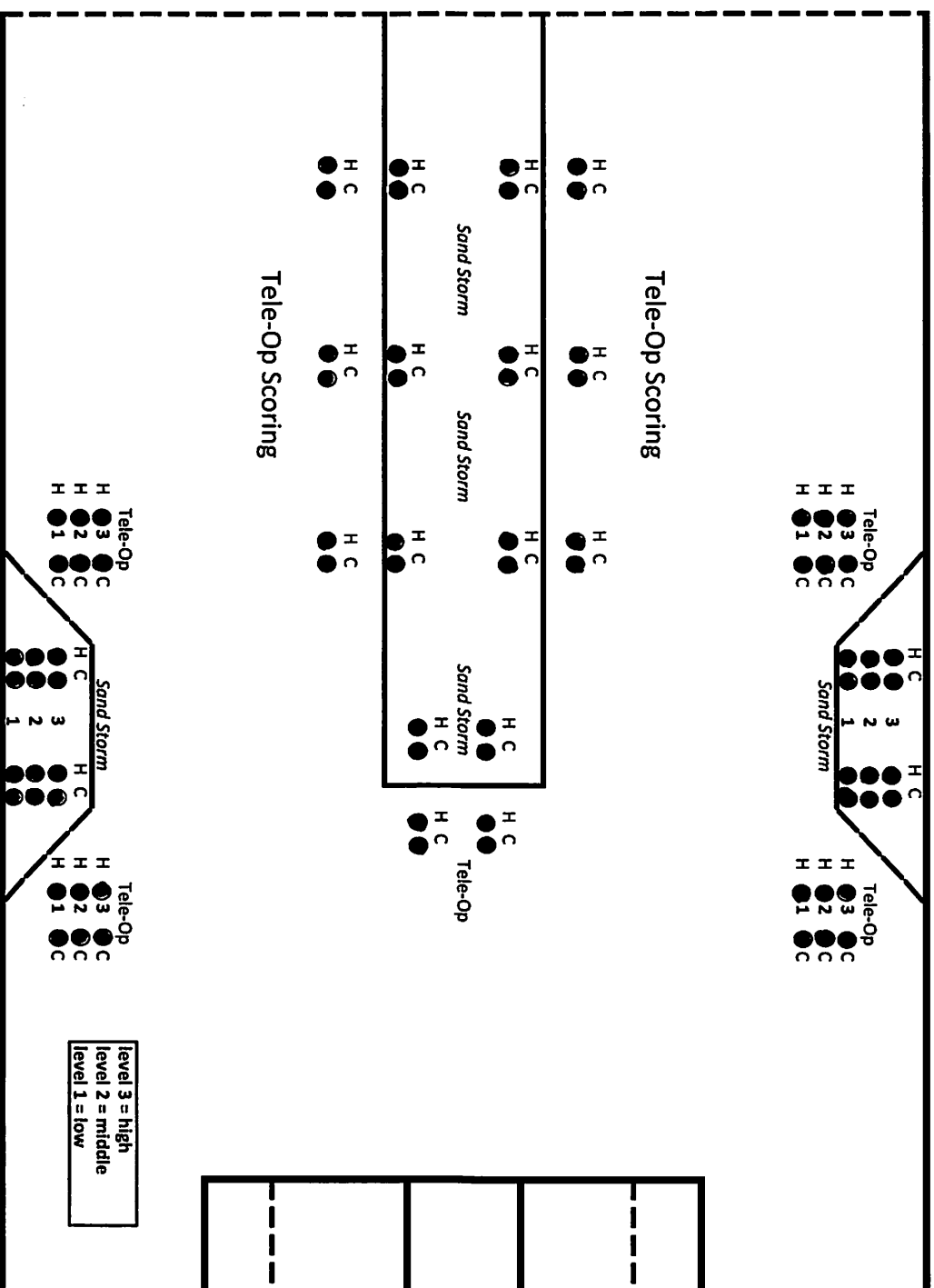
Weak Good Great

Defense Cargo P/U Hatch P/U Speed

○ Played Defense



- Position**
 ● Red 1
 ● Red 2
 ● Red 3
 ● Blue 1
 ● Blue 2
 ● Blue 3
- Starting level**
 ● 1 ● 2
- Cross Hab line**
 ● YES ● NO



- END GAME**

 - **Multiple Climb**
 - L2 Help Climb
 - L3 Help Climb
 - **Level Climb**
 - Choose ONE
 - No Climb
 - Level 1
 - Level 2
 - Level 3
 - Climb w/ help
 - **Weak**
 - **Good**
 - **Great**
 - **Defense**
 - **Cargo P/U**
 - **Hatch P/U**
 - **Speed**
 - **Played Defense**

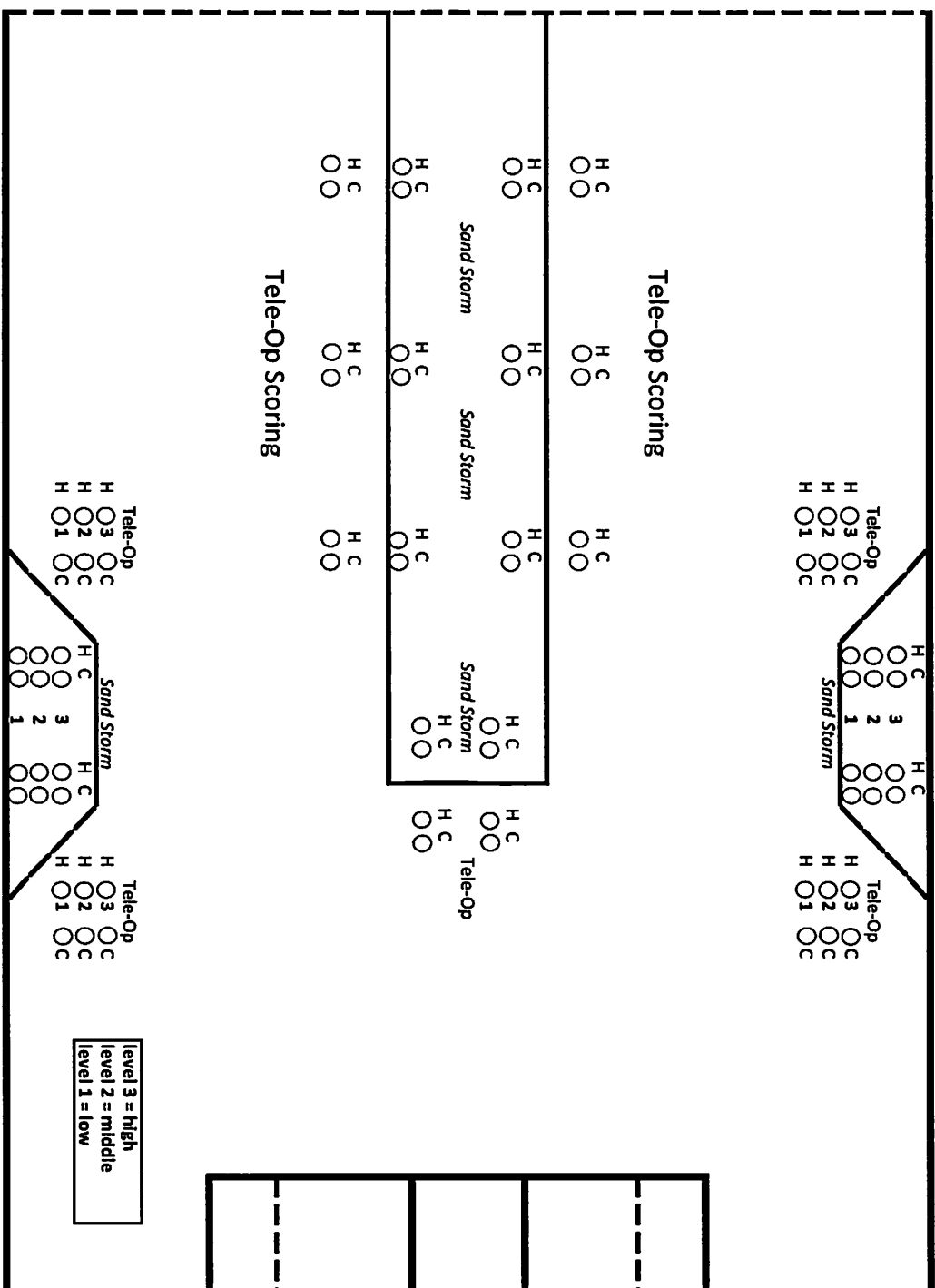
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Team #	0	1	2	3	4	5	6	7	8	9
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- Position
- ☐ Red 1
 - ☐ Red 2
 - ☐ Red 3
 - ☐ Blue 1
 - ☐ Blue 2
 - ☐ Blue 3

- Starting Level
- ☐ 1
 - ☐ 2

- Cross Hab Line
- ☐ YES
 - ☐ NO



END GAME

- Multiple Climb
- ☐ L2 Help Climb
 - ☐ L3 Help Climb

- Level Climb
- Choose ONE
- ☐ No Climb
 - ☐ Level 1
 - ☐ Level 2
 - ☐ Level 3
 - ☐ Climb w/ help

- Weak
- Good
- Great
- ☐ Defense
 - ☐ Cargo P/U
 - ☐ Hatch P/U
 - ☐ Speed

- ☐ Played Defense

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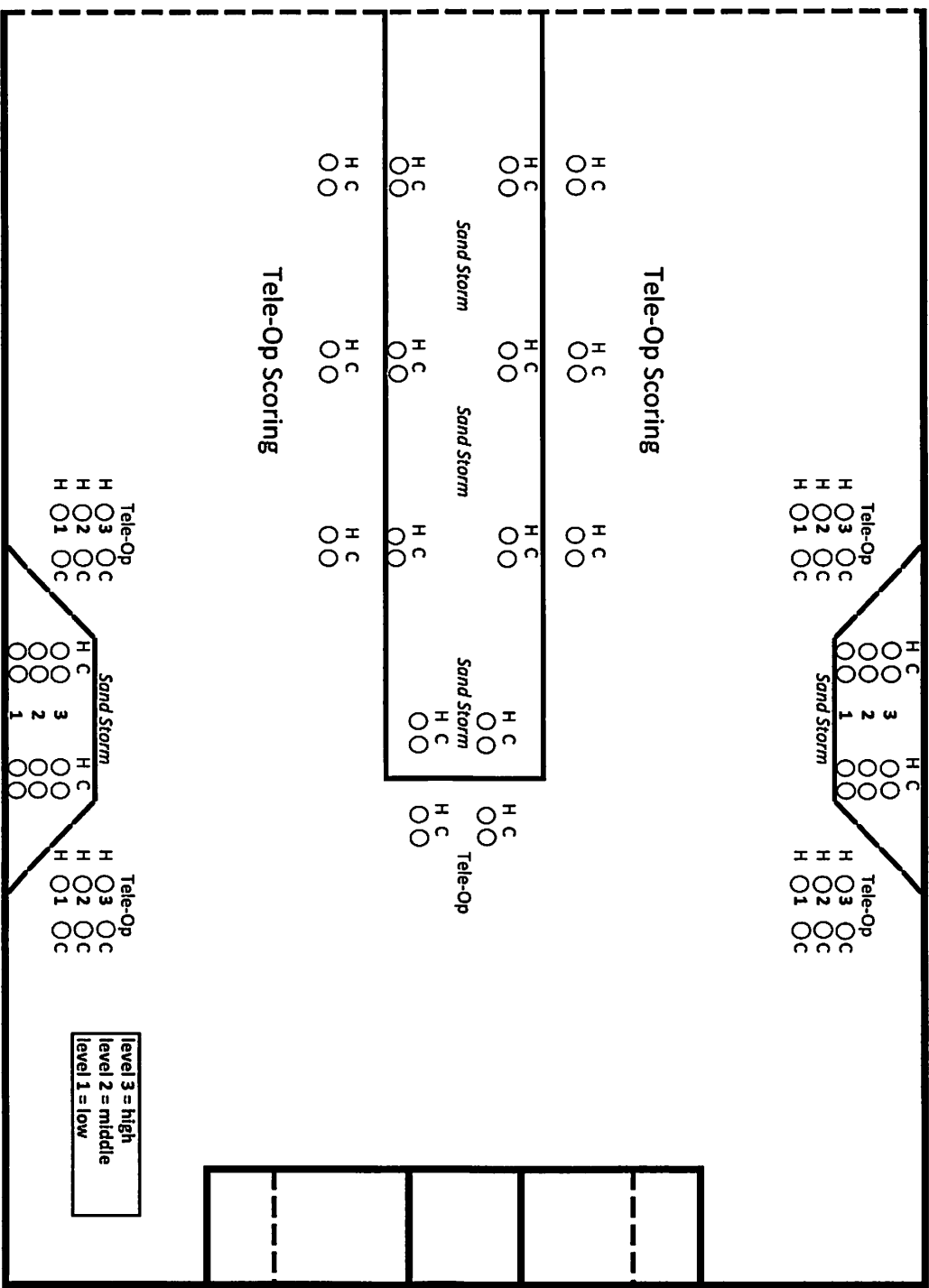
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Team #	0	1	2	3	4	5	6	7	8	9
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Position	
Red 1	<input type="radio"/>
Red 2	<input type="radio"/>
Red 3	<input type="radio"/>
Blue 1	<input type="radio"/>
Blue 2	<input type="radio"/>
Blue 3	<input type="radio"/>

Starting Level
☐ 1 ☒ 2

Cross Hab Line
☒ YES ☐ NO



END GAME

Multiple Climb
☐ L2 Help Climb
☐ L3 Help Climb

Level Climb
 Choose ONE
☐ No Climb
☐ Level 1
☐ Level 2
☐ Level 3
☐ Climb w/ help

Great
 Good
 Weak
☐ Defense
☐ Cargo P/U
☐ Hatch P/U
☐ Speed

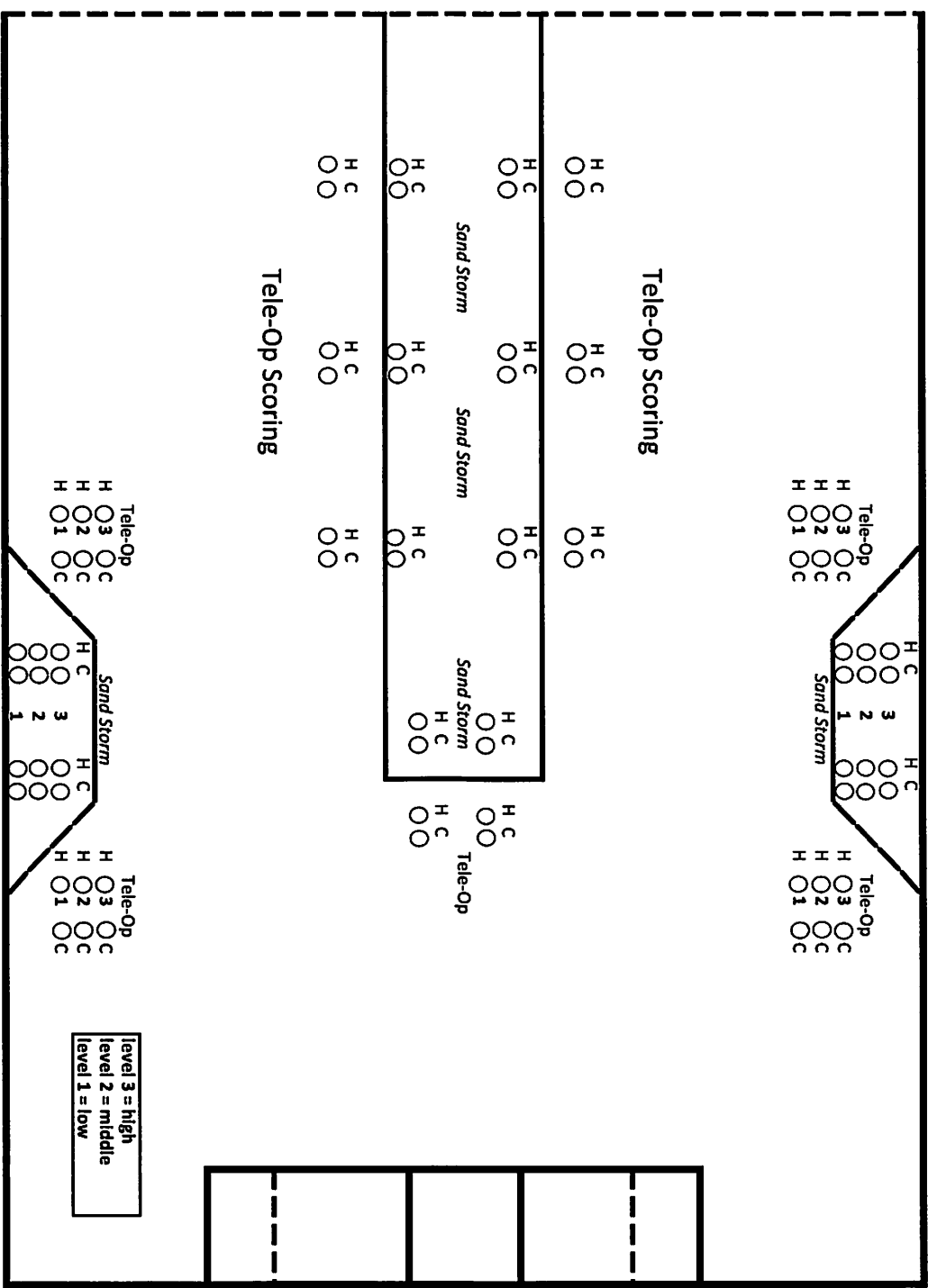
☐ Played Defense

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Team #	0	1	2	3	4	5	6	7	8	9
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- Position
- ☐ Red 1
 - ☐ Red 2
 - ☐ Red 3
 - ☒ Blue 1
 - ☐ Blue 2
 - ☐ Blue 3

- Starting Level
- ☒ 1
 - ☐ 2
- Cross Hab Line
- ☐ YES
 - ☒ NO



END GAME

- Multiple Climb
- ☐ L2 Help Climb
 - ☐ L3 Help Climb

- Level Climb
- Choose ONE
- ☐ No Climb
 - ☐ Level 1
 - ☐ Level 2
 - ☐ Level 3
 - ☐ Climb w/ help

- Weak
- Good
- Great
- ☐ Defense
 - ☐ Cargo P/U
 - ☐ Hatch P/U
 - ☐ Speed

- ☐ Played Defense

Match #	0	1	2	3	4	5	6	7	8	9
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Team #	0	1	2	3	4	5	6	7	8	9
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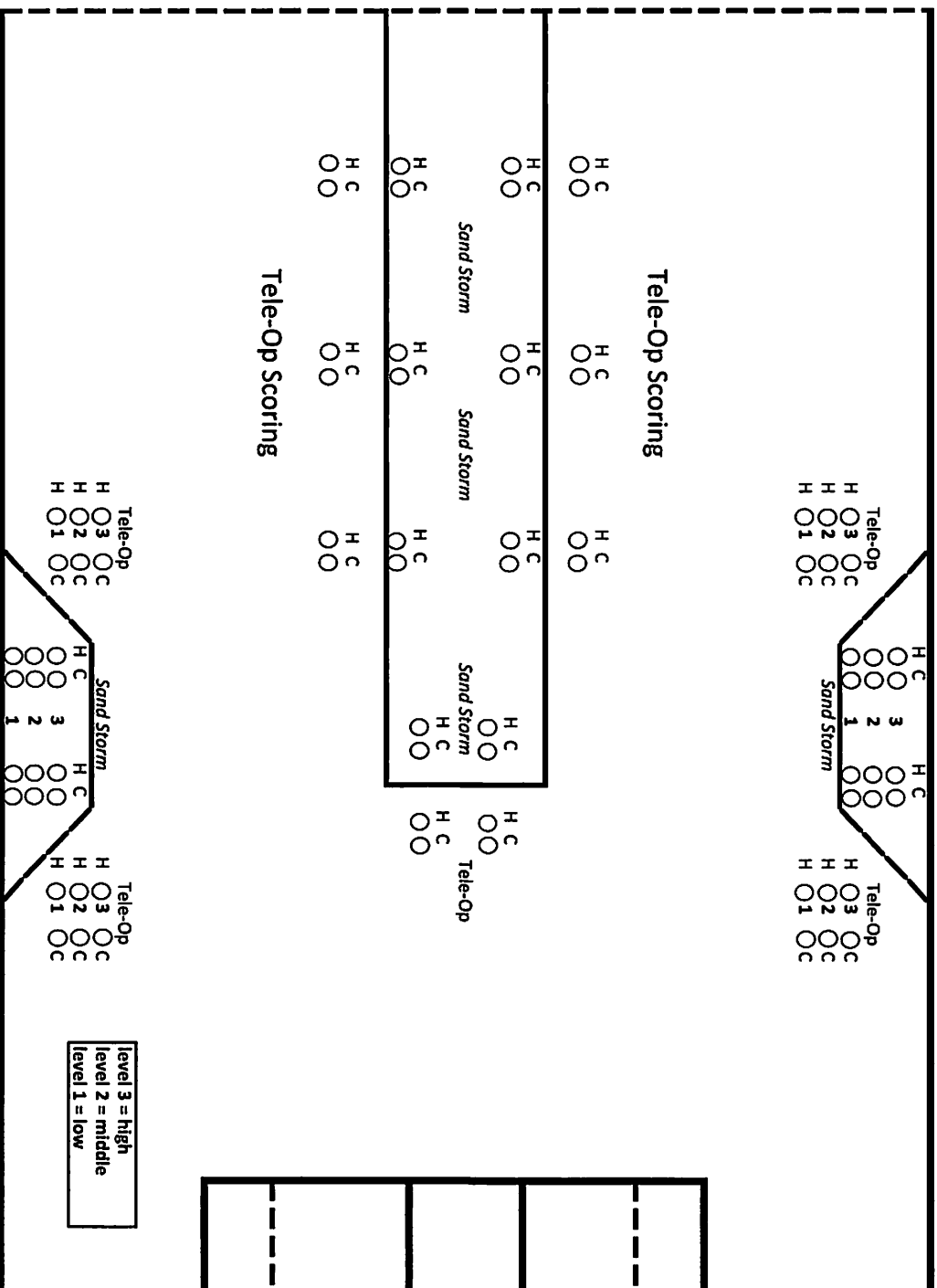
- Position
- ☐ Red 1
 - ☐ Red 2
 - ☒ Red 3
 - ☐ Blue 1
 - ☐ Blue 2
 - ☐ Blue 3

Starting Level

☒ 1 ☐ 2

Cross Hab Line

☐ YES ☒ NO



END GAME

- Multiple Climb
- ☐ L2 Help Climb
 - ☐ L3 Help Climb

- Level Climb
- Choose ONE
- ☐ No Climb
 - ☐ Level 1
 - ☐ Level 2
 - ☐ Level 3
 - ☐ Climb w/ help

- Weak
- Good
- Great
- ☐ Defense
 - ☐ Cargo P/U
 - ☐ Hatch P/U
 - ☐ Speed

☐ Played Defense

[illegible]

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

- Position**
- ☐ Red 1
- ☒ Red 2
- ☐ Red 3
- ☐ Blue 1
- ☐ Blue 2
- ☐ Blue 3

- Starting Level**
○ 1 ● 2

- Cross Hab Line**
☐ YES ☒ NO

Tele-Op Scoring

○₁ ○₂ ○₃ ○₄ ○₅ ○₆ ○₇ ○₈ ○₉ ○₁₀ ○₁₁ ○₁₂ ○₁₃ ○₁₄ ○₁₅ ○₁₆ ○₁₇ ○₁₈ ○₁₉ ○₂₀ ○₂₁ ○₂₂ ○₂₃ ○₂₄ ○₂₅ ○₂₆ ○₂₇ ○₂₈ ○₂₉ ○₃₀ ○₃₁ ○₃₂ ○₃₃ ○₃₄ ○₃₅ ○₃₆ ○₃₇ ○₃₈ ○₃₉ ○₄₀ ○₄₁ ○₄₂ ○₄₃ ○₄₄ ○₄₅ ○₄₆ ○₄₇ ○₄₈ ○₄₉ ○₅₀ ○₅₁ ○₅₂ ○₅₃ ○₅₄ ○₅₅ ○₅₆ ○₅₇ ○₅₈ ○₅₉ ○₆₀ ○₆₁ ○₆₂ ○₆₃ ○₆₄ ○₆₅ ○₆₆ ○₆₇ ○₆₈ ○₆₉ ○₇₀ ○₇₁ ○₇₂ ○₇₃ ○₇₄ ○₇₅ ○₇₆ ○₇₇ ○₇₈ ○₇₉ ○₈₀ ○₈₁ ○₈₂ ○₈₃ ○₈₄ ○₈₅ ○₈₆ ○₈₇ ○₈₈ ○₈₉ ○₉₀ ○₉₁ ○₉₂ ○₉₃ ○₉₄ ○₉₅ ○₉₆ ○₉₇ ○₉₈ ○₉₉ ○₁₀₀ ○₁₀₁ ○₁₀₂ ○₁₀₃ ○₁₀₄ ○₁₀₅ ○₁₀₆ ○₁₀₇ ○₁₀₈ ○₁₀₉ ○₁₁₀ ○₁₁₁ ○₁₁₂ ○₁₁₃ ○₁₁₄ ○₁₁₅ ○₁₁₆ ○₁₁₇ ○₁₁₈ ○₁₁₉ ○₁₂₀ ○₁₂₁ ○₁₂₂ ○₁₂₃ ○₁₂₄ ○₁₂₅ ○₁₂₆ ○₁₂₇ ○₁₂₈ ○₁₂₉ ○₁₃₀ ○₁₃₁ ○₁₃₂ ○₁₃₃ ○₁₃₄ ○₁₃₅ ○₁₃₆ ○₁₃₇ ○₁₃₈ ○₁₃₉ ○₁₄₀ ○₁₄₁ ○₁₄₂ ○₁₄₃ ○₁₄₄ ○₁₄₅ ○₁₄₆ ○₁₄₇ ○₁₄₈ ○₁₄₉ ○₁₅₀ ○₁₅₁ ○₁₅₂ ○₁₅₃ ○₁₅₄ ○₁₅₅ ○₁₅₆ ○₁₅₇ ○₁₅₈ ○₁₅₉ ○₁₆₀ ○₁₆₁ ○₁₆₂ ○₁₆₃ ○₁₆₄ ○₁₆₅ ○₁₆₆ ○₁₆₇ ○₁₆₈ ○₁₆₉ ○₁₇₀ ○₁₇₁ ○₁₇₂ ○₁₇₃ ○₁₇₄ ○₁₇₅ ○₁₇₆ ○₁₇₇ ○₁₇₈ ○₁₇₉ ○₁₈₀ ○₁₈₁ ○₁₈₂ ○₁₈₃ ○₁₈₄ ○₁₈₅ ○₁₈₆ ○₁₈₇ ○₁₈₈ ○₁₈₉ ○₁₉₀ ○₁₉₁ ○₁₉₂ ○₁₉₃ ○₁₉₄ ○₁₉₅ ○₁₉₆ ○₁₉₇ ○₁₉₈ ○₁₉₉ ○₂₀₀ ○₂₀₁ ○₂₀₂ ○₂₀₃ ○₂₀₄ ○₂₀₅ ○₂₀₆ ○₂₀₇ ○₂₀₈ ○₂₀₉ ○₂₁₀ ○₂₁₁ ○₂₁₂ ○₂₁₃ ○₂₁₄ ○₂₁₅ ○₂₁₆ ○₂₁₇ ○₂₁₈ ○₂₁₉ ○₂₂₀ ○₂₂₁ ○₂₂₂ ○₂₂₃ ○₂₂₄ ○₂₂₅ ○₂₂₆ ○₂₂₇ ○₂₂₈ ○₂₂₉ ○₂₃₀ ○₂₃₁ ○₂₃₂ ○₂₃₃ ○₂₃₄ ○₂₃₅ ○₂₃₆ ○₂₃₇ ○₂₃₈ ○₂₃₉ ○₂₄₀ ○₂₄₁ ○₂₄₂ ○₂₄₃ ○₂₄₄ ○₂₄₅ ○₂₄₆ ○₂₄₇ ○₂₄₈ ○₂₄₉ ○₂₅₀ ○₂₅₁ ○₂₅₂ ○₂₅₃ ○₂₅₄ ○₂₅₅ ○₂₅₆ ○₂₅₇ ○₂₅₈ ○₂₅₉ ○₂₆₀ ○₂₆₁ ○₂₆₂ ○₂₆₃ ○₂₆₄ ○₂₆₅ ○₂₆₆ ○₂₆₇ ○₂₆₈ ○₂₆₉ ○₂₇₀ ○₂₇₁ ○₂₇₂ ○₂₇₃ ○₂₇₄ ○₂₇₅ ○₂₇₆ ○₂₇₇ ○₂₇₈ ○₂₇₉ ○₂₈₀ ○₂₈₁ ○₂₈₂ ○₂₈₃ ○₂₈₄ ○₂₈₅ ○₂₈₆ ○₂₈₇ ○₂₈₈ ○₂₈₉ ○₂₉₀ ○₂₉₁ ○₂₉₂ ○₂₉₃ ○₂₉₄ ○₂₉₅ ○₂₉₆ ○₂₉₇ ○₂₉₈ ○₂₉₉ ○₃₀₀ ○₃₀₁ ○₃₀₂ ○₃₀₃ ○₃₀₄ ○₃₀₅ ○₃₀₆ ○₃₀₇ ○₃₀₈ ○₃₀₉ ○₃₁₀ ○₃₁₁ ○₃₁₂ ○₃₁₃ ○₃₁₄ ○₃₁₅ ○₃₁₆ ○₃₁₇ ○₃₁₈ ○₃₁₉ ○₃₂₀ ○₃₂₁ ○₃₂₂ ○₃₂₃ ○₃₂₄ ○₃₂₅ ○₃₂₆ ○₃₂₇ ○₃₂₈ ○₃₂₉ ○₃₃₀ ○₃₃₁ ○₃₃₂ ○₃₃₃ ○₃₃₄ ○₃₃₅ ○₃₃₆ ○₃₃₇ ○₃₃₈ ○₃₃₉ ○₃₄₀ ○₃₄₁ ○₃₄₂ ○₃₄₃ ○₃₄₄ ○₃₄₅ ○₃₄₆ ○₃₄₇ ○₃₄₈ ○₃₄₉ ○₃₅₀ ○₃₅₁ ○₃₅₂ ○₃₅₃ ○₃₅₄ ○₃₅₅ ○₃₅₆ ○₃₅₇ ○₃₅₈ ○₃₅₉ ○₃₆₀ ○₃₆₁ ○₃₆₂ ○₃₆₃ ○₃₆₄ ○₃₆₅ ○₃₆₆ ○₃₆₇ ○₃₆₈ ○₃₆₉ ○₃₇₀ ○₃₇₁ ○₃₇₂ ○₃₇₃ ○₃₇₄ ○₃₇₅ ○₃₇₆ ○₃₇₇ ○₃₇₈ ○₃₇₉ ○₃₈₀ ○₃₈₁ ○₃₈₂ ○₃₈₃ ○₃₈₄ ○₃₈₅ ○₃₈₆ ○₃₈₇ ○₃₈₈ ○₃₈₉ ○₃₉₀ ○₃₉₁ ○₃₉₂ ○₃₉₃ ○₃₉₄ ○₃₉₅ ○₃₉₆ ○₃₉₇ ○₃₉₈ ○₃₉₉ ○₄₀₀ ○₄₀₁ ○₄₀₂ ○₄₀₃ ○₄₀₄ ○₄₀₅ ○₄₀₆ ○₄₀₇ ○₄₀₈ ○₄₀₉ ○₄₁₀ ○₄₁₁ ○₄₁₂ ○₄₁₃ ○₄₁₄ ○₄₁₅ ○₄₁₆ ○₄₁₇ ○₄₁₈ ○₄₁₉ ○₄₂₀ ○<

The diagram illustrates a four-stage sand storm simulation. Stage 1 shows a single black dot labeled 'H C' with '00' below it. Stage 2 shows two black dots, each labeled 'H C' with '00' below it. Stage 3 shows four black dots, each labeled 'H C' with '00' below it. Stage 4 shows eight black dots, each labeled 'H C' with '00' below it. The stages are labeled 'Sand Storm' and 'Tele-Op'.

○ H
○ C

○ H
○ C

○ H
○ C

Tele-Op Scoring

Tele-Op Sand Storm Tele-Op

H O3 Oc H C H O3 Oc

H O2 Oc H C H O2 Oc

H O1 Oc 3 H O1 Oc

Sand Storm

H C	H C
○ ○	○ ○
○ ○	○ ○
○ ○	○ ○
3	
2	
1	

level 3 = high
level 2 = middle
level 1 = low

- END GAME**

- Multiple Climb
- L2 Help Climb
- L3 Help Climb

- Level Climb**
Choose ONE
- ☐ No Climb
 - ☐ Level 1
 - ☐ Level 2
 - ☐ Level 3
 - ☐ Climb w/ help

- | | | |
|-------|-----------------------|-----------|
| Great | <input type="radio"/> | Defense |
| Good | <input type="radio"/> | Cargo P/U |
| Weak | <input type="radio"/> | Hatch P/U |
| | <input type="radio"/> | Speed |

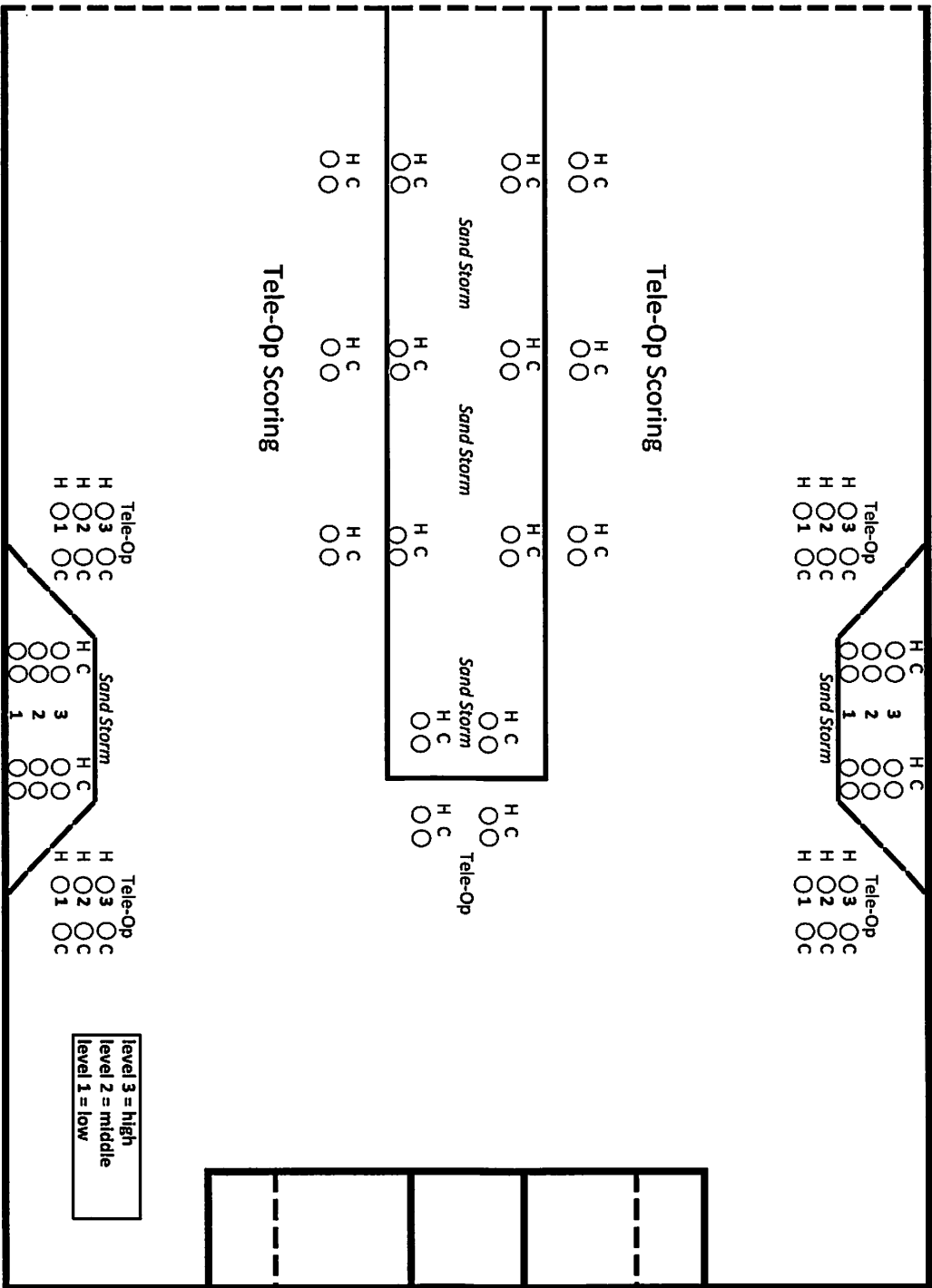
- Played Defense**

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"/>
	<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"/>
	<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"/>

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"/>
	<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"/>
	<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
- ☒ Red 1
 - ☐ Red 2
 - ☐ Red 3
 - ☐ Blue 1
 - ☐ Blue 2
 - ☐ Blue 3

- Starting Level
- ☒ 1
 - ☐ 2
- Cross Hab Line
- ☒ YES
 - ☐ NO



END GAME

- Multiple Climb
- ☐ L2 Help Climb
 - ☐ L3 Help Climb

- Level Climb
- Choose ONE
- ☐ No Climb
 - ☐ Level 1
 - ☐ Level 2
 - ☐ Level 3
 - ☐ Climb w/ help

- Great
- Good
- Weak
- ☐ Defense
 - ☐ Cargo P/U
 - ☐ Hatch P/U
 - ☐ Speed

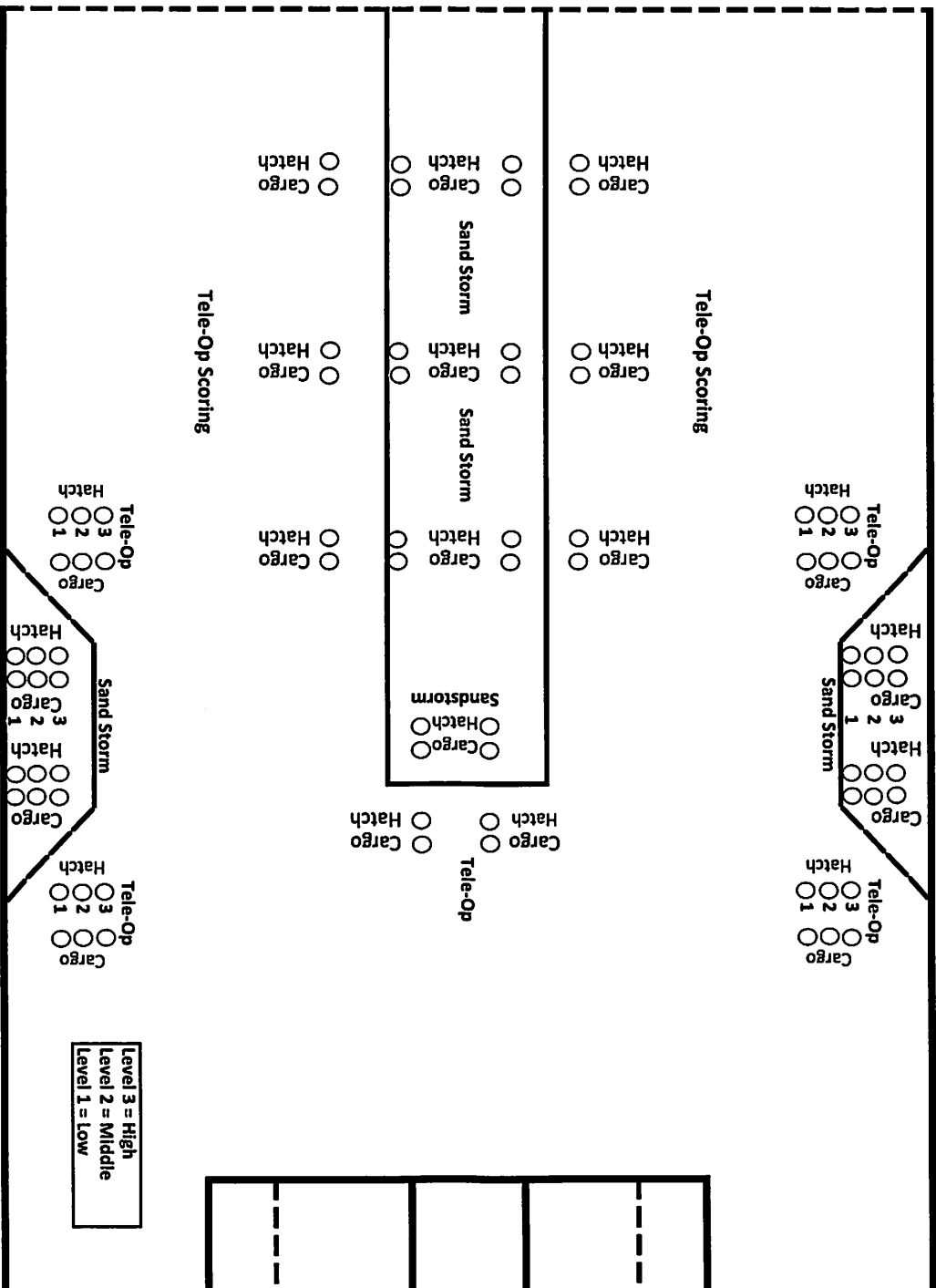
- ☐ Played Defense

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"/>
	<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"/>
	<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"/>

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"/>
	<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"/>
	<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
- ☐ Red 1
 - ☐ Red 2
 - ☐ Red 3
 - ☒ Blue 1
 - ☐ Blue 2
 - ☐ Blue 3

- Starting Level
- ☐ 1
 - ☒ 2
- Cross Hab Line
- ☐ YES
 - ☒ NO



END GAME

- Multiple Climb
- ☐ L2 Help Climb
 - ☐ L3 Help Climb

- Level Climb
- Choose ONE
- ☐ No Climb
 - ☐ Level 1
 - ☒ Level 2
 - ☐ Level 3
 - ☐ Climb w/ help

- Weak
- Good
- Great
- ☐ Defense
 - ☐ Cargo P/U
 - ☐ Hatch P/U
 - ☐ Speed

- ☐ Played Defense

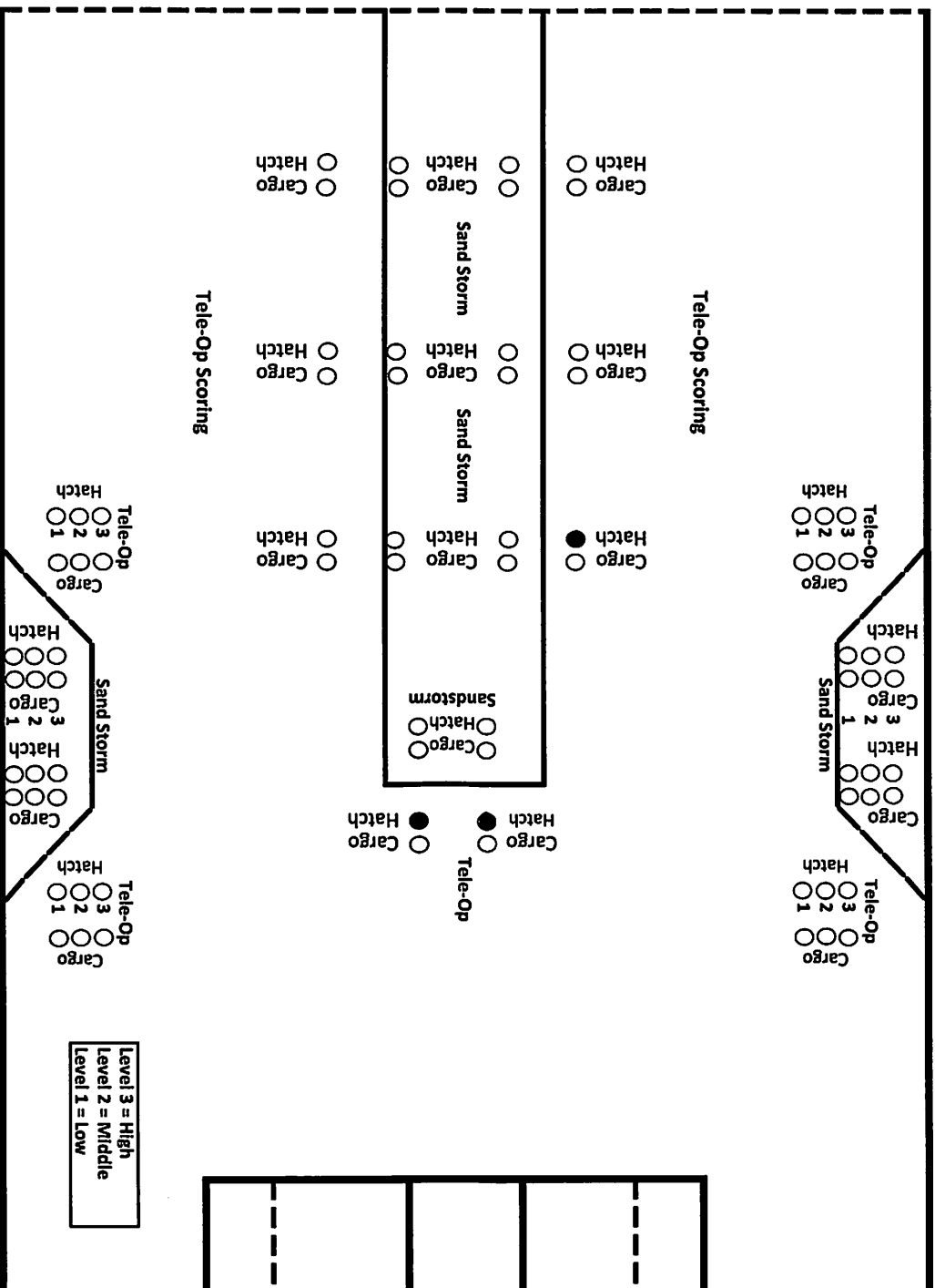
Match #	0	1	2	3	4	5	6	7	8	9
	●	●	●	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○

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

- Position
- Red 1
 - Red 2
 - Red 3
 - Blue 1
 - Blue 2
 - Blue 3

Starting Level
 ● 1 ○ 2

Cross Hab Line
 ● YES ○ NO



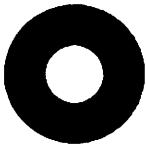
END GAME

- Multiple Climb
- L2 Help Climb
 - L3 Help Climb

- Level Climb
- Choose ONE
- No Climb
 - Level 1
 - Level 2
 - Level 3
 - Climb w/ help

- Weak
- Good
- Great
- Defense
 - Cargo P/U
 - Hatch P/U
 - Speed

- Played Defense



END GAME

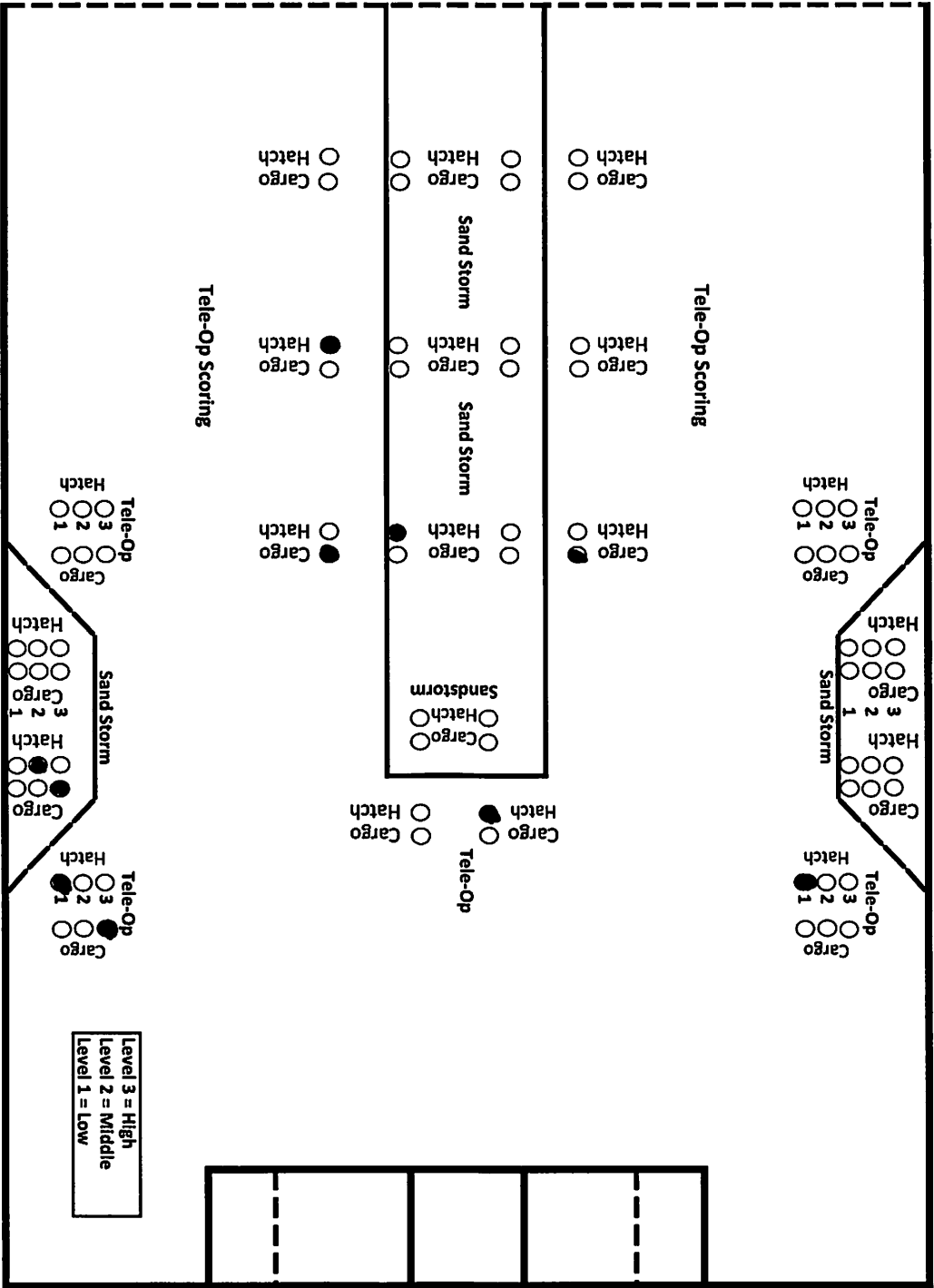
- Multiple Climb
- L2 Help Climb
- L3 Help Climb

- Level Climb
- Choose ONE
- No Climb
- Level 1
- Level 2
- Level 3
- Climb w/ help

- Weak
- Good
- Great
- Defense
- Cargo P/U
- Hatch P/U
- Speed

- Played Defense

Level 3 = High
Level 2 = Middle
Level 1 = Low



Match #

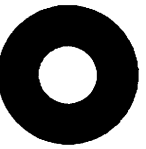
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Team #

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"/>
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- Position
- Red 1
 - Red 2
 - Red 3
 - Blue 1
 - Blue 2
 - Blue 3

- Starting Level
- 1
 - 2
- Cross Hab Line
- YES
 - NO



END GAME

- Multiple Climb
- L2 Help Climb
- L3 Help Climb

- Level Climb
- Choose ONE
- No Climb
- Level 1
- Level 2
- Level 3
- Climb w/ help

- Weak
- Good
- Great
- Defense
- Cargo P/U
- Hatch P/U
- Speed

- Played Defense

Match #

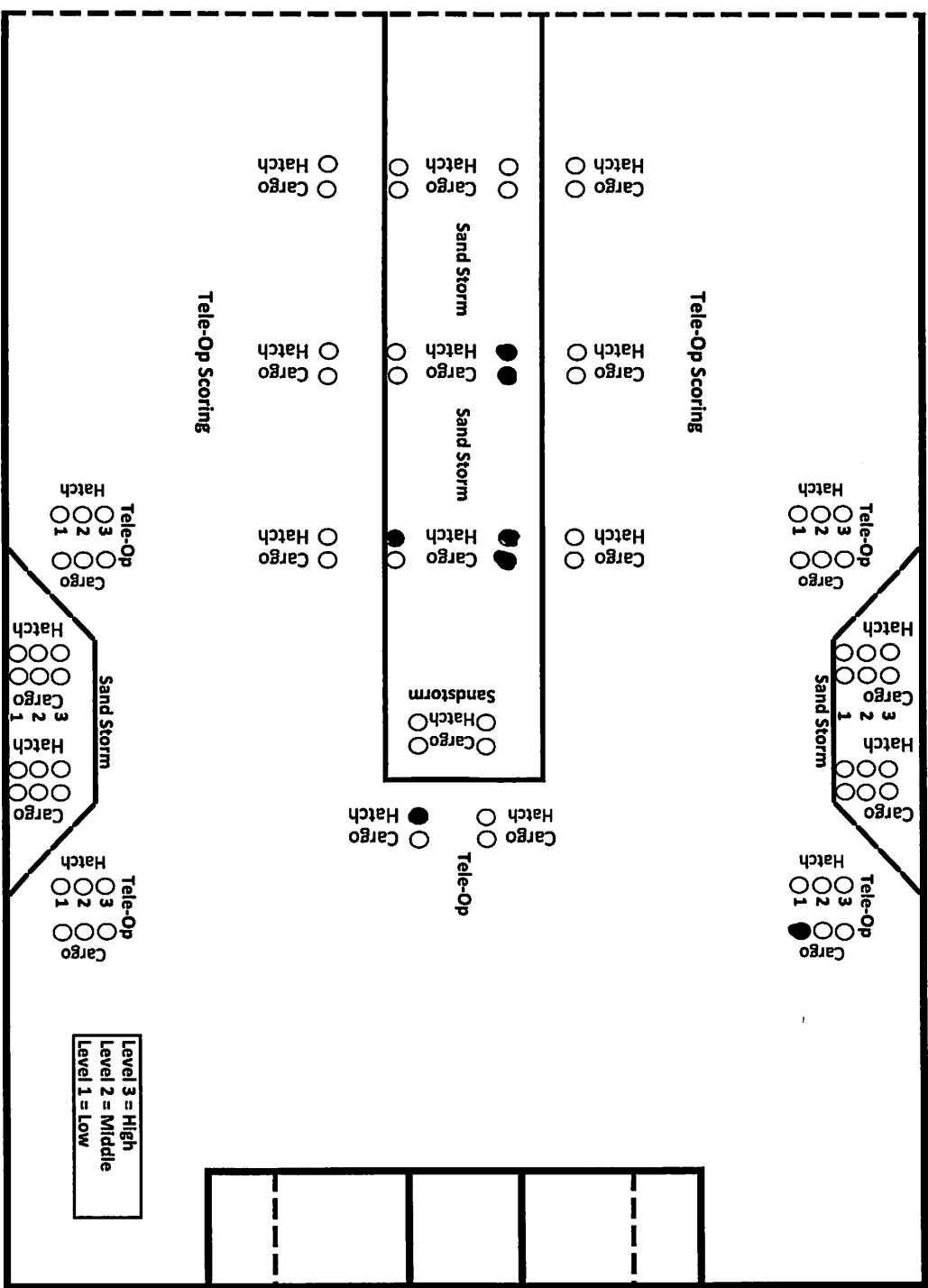
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●	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
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○	○	○	○	○	○	○	○	○	○

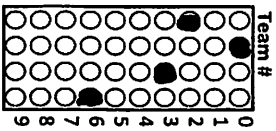
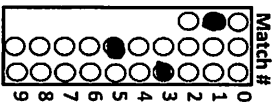
Team #

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

- Position
- Red 1
 - Red 2
 - Red 3
 - Blue 1
 - Blue 2
 - Blue 3

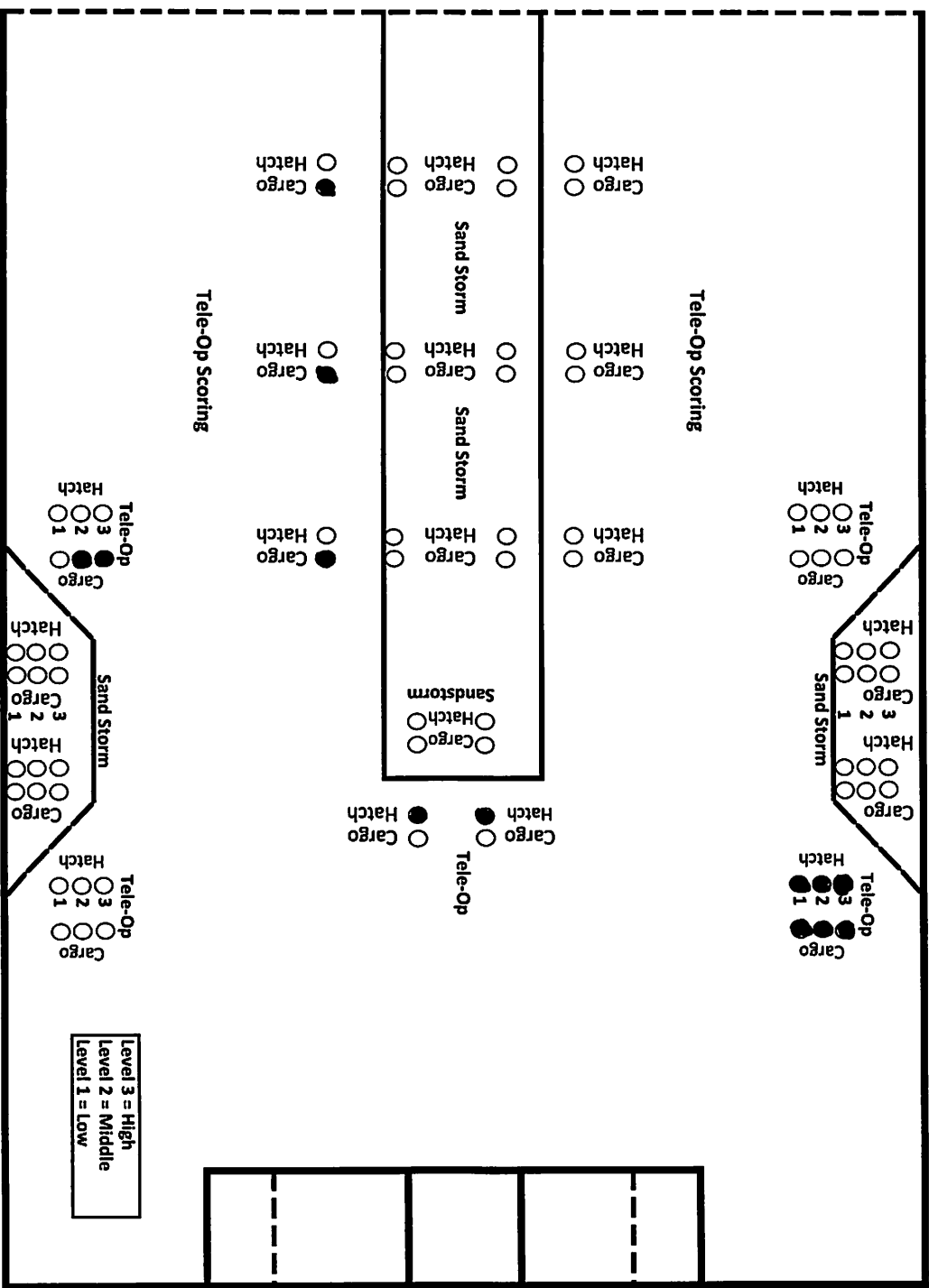
- Starting Level
- 1
 - 2
- Cross Hab Line
- YES
 - NO





- Position
- Red 1
 - Red 2
 - Red 3
 - Blue 1
 - Blue 2
 - Blue 3

- Starting Level
- 1
 - 2
- Cross Hab Line
- YES
 - NO



END GAME

- Multiple Climb
- L2 Help Climb
 - L3 Help Climb

- Level Climb
- Choose ONE
- No Climb
 - Level 1
 - Level 2
 - Level 3
 - Climb w/ help

- Weak
- Good
- Great
- Defense
 - Cargo P/U
 - Hatch P/U
 - Speed

- Played Defense

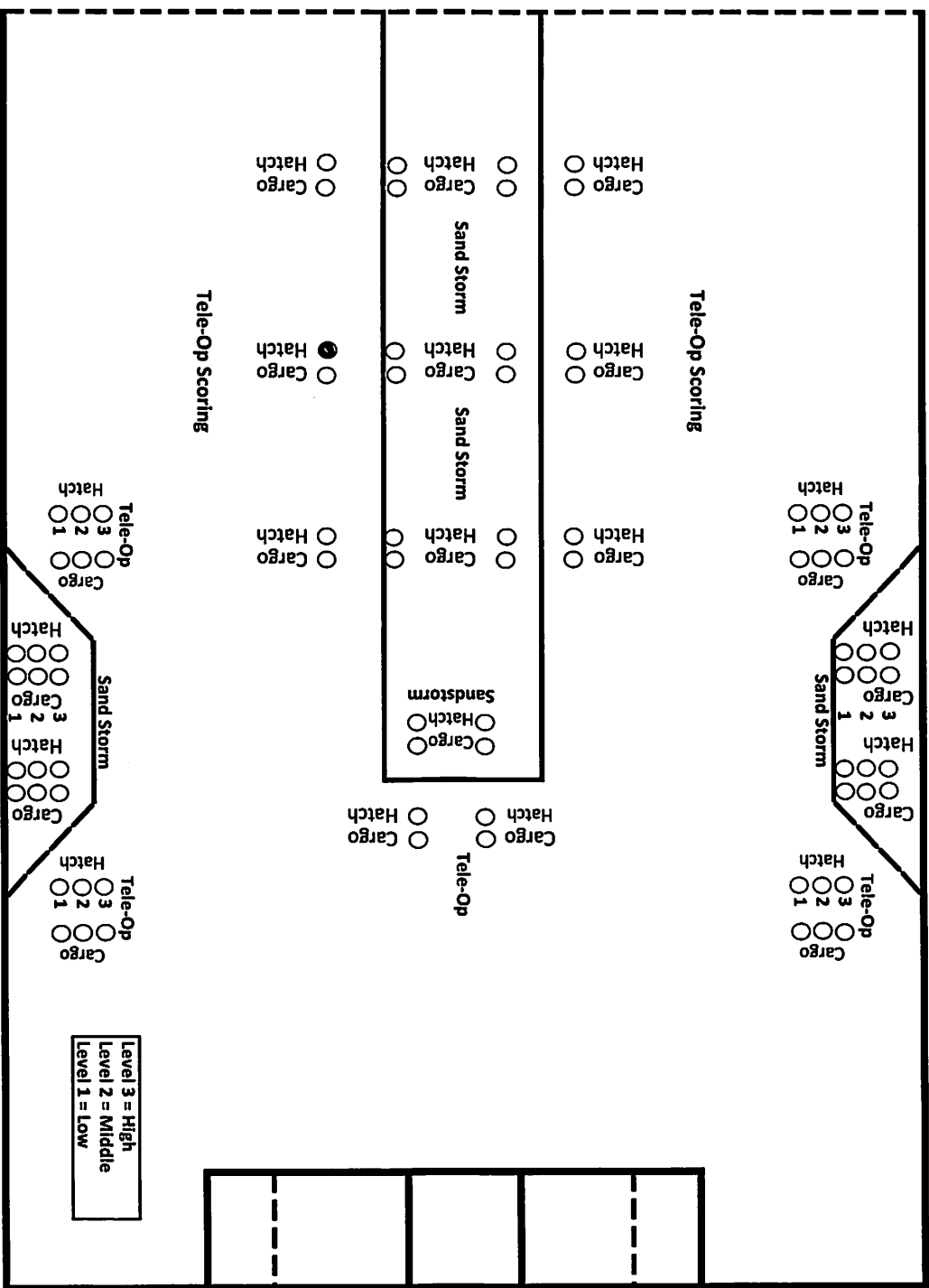
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Team #	0	1	2	3	4	5	6	7	8	9
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Position	Red 1	Red 2	Red 3	Blue 1	Blue 2	Blue 3
	<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"/>
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	<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"/>

Starting Level	1	2
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	<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"/>

Cross Hab Line	YES	NO
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	<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"/>
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	<input type="radio"/>	<input type="radio"/>



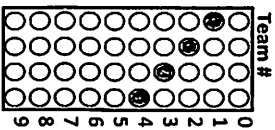
END GAME

Multiple Climb
☐ L2 Help Climb
☐ L3 Help Climb

Level Climb
 Choose ONE
☐ No Climb
☐ Level 1
☐ Level 2
☐ Level 3
☐ Climb w/ help

Weak
 Good
 Great
☐ Defense
☐ Cargo P/U
☐ Hatch P/U
☐ Speed

☐ Played Defense



- Position**
☐ Red 1
☐ Red 2
☐ Red 3
☐ Blue 1
☐ Blue 2
☒ Blue 3
- Starting level**
☐ 1 ☒ 2
- Cross Hab Line**
☒ YES ☐ NO



- END GAME**

Multiple Climb

 - 👉 L2 Help Climb
 - L3 Help Climb

Level Climb

Choose ONE

 - No Climb
 - Level 1
 - 👉 Level 2
 - Level 3
 - Climb w/ help

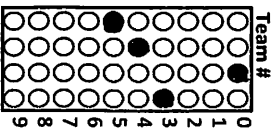
Weak

Good

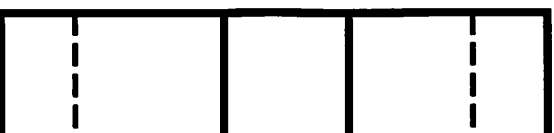
Great

 - Defense
 - Cargo P/U
 - 👉 Hatch P/U
 - Speed

○ Played Defense



- Position**
☒ Red 1
☐ Red 2
☐ Red 3
☐ Blue 1
☐ Blue 2
☐ Blue 3
- Starting level**
☒ 1 ☐ 2
- Cross Hab Line**
☒ YES ☐ NO



- END GAME**

 - Multiple Climb
 - L2 Help Climb
 - L3 Help Climb

Level Climb

Choose ONE

 - No Climb
 - Level 1
 - Level 2
 - Level 3
 - climb w/ help

Weak

Good

Great

 - Defense
 - Cargo P/U
 - Hatch P/U
 - Speed

Played Defense

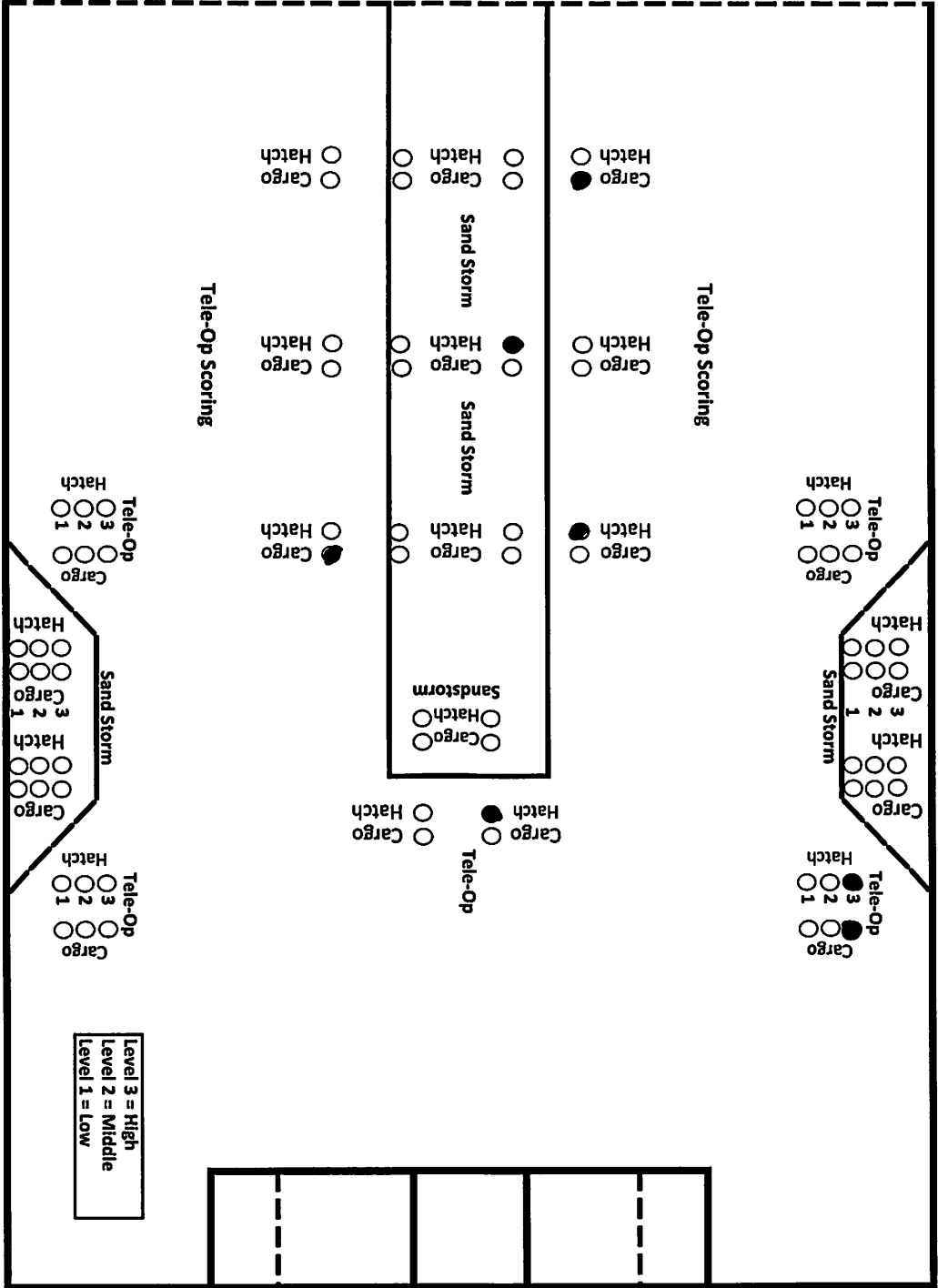
END GAME

- Multiple Climb
● L2 Help Climb
○ L3 Help Climb

- Level Climb
Choose ONE
○ No Climb
○ Level 1
○ Level 2
● Level 3
○ Climb w/ help

- Weak ● Good ○ Great ○
○ Defense
○ Cargo P/U
○ Hatch P/U
○ Speed

- Played Defense



Match #

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

Team #

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

- Position
- Red 1
 - Red 2
 - Red 3
 - Blue 1
 - Blue 2
 - Blue 3

- Starting Level
- 1
 - 2

- Cross Hab Line
- YES
 - NO

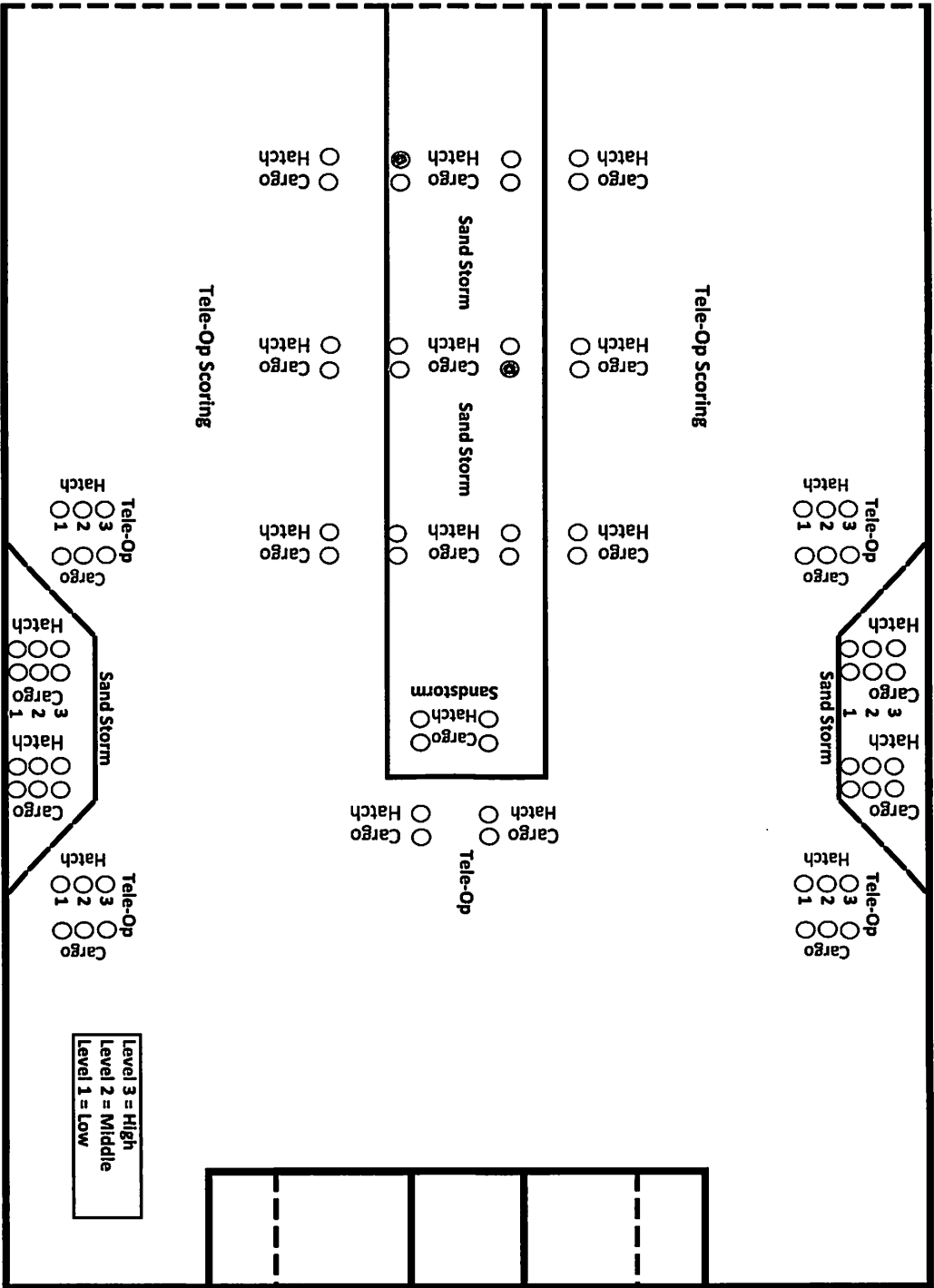
END GAME

- Multiple Climb
○ L2 Help Climb
○ L3 Help Climb

- Level Climb
Choose ONE
○ No Climb
○ Level 1
○ Level 2
○ Level 3
○ Climb w/ help

- Weak
Good
Great
Defense
Cargo P/U
Hatch P/U
Speed

Played Defense



Match #

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

Team #

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

- Position
- Red 1
 - Red 2
 - Red 3
 - Blue 1
 - Blue 2
 - Blue 3

- Starting Level
- 1
 - 2

- Cross Hab Line
- YES
 - NO