

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"/>
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Team #	0	1	2	3	4	5	6	7	8	9
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Position	
B1	<input type="radio"/>
B2	<input type="radio"/>
B3	<input type="radio"/>
R1	<input type="radio"/>
R2	<input checked="" type="radio"/>
R3	<input type="radio"/>

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

	Far	Played defense <input type="radio"/>	Scouter Name																				
LEVEL 3		LEVEL 3																					
Hatch Cargo		Hatch Cargo																					
SandStorm <input type="radio"/>	<input type="radio"/>	<input type="radio"/>																					
Tele-Op <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"/>																					
Tele-Op <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"/>																					
Tele-Op <input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>																					
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;"></td> <td style="width: 12.5%; text-align: center;">Hatch</td> <td style="width: 12.5%; text-align: center;">Cargo</td> <td style="width: 12.5%; text-align: center;">Hatch</td> <td style="width: 12.5%; text-align: center;">Cargo</td> <td style="width: 12.5%; text-align: center;">Hatch</td> <td style="width: 12.5%; text-align: center;">Cargo</td> </tr> <tr> <td>SandStorm</td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> </tr> <tr> <td>Tele-Op</td> <td><input checked="" type="radio"/></td> <td><input checked="" type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> </tr> </table>				Hatch	Cargo	Hatch	Cargo	Hatch	Cargo	SandStorm	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tele-Op	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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LEVEL 2		LEVEL 2																					
Hatch Cargo		Hatch Cargo																					
SandStorm <input type="radio"/>	<input type="radio"/>	<input type="radio"/>																					
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LEVEL 1		LEVEL 1																					
Hatch Cargo		Hatch Cargo																					
SandStorm <input type="radio"/>	<input type="radio"/>	<input type="radio"/>																					
Tele-Op <input type="radio"/>	<input type="radio"/>	<input type="radio"/>																					
Near																							

END GAME

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

What Level can they climb to

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

 Climb with help ☐

WeakGoodGreat
 Defense

<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
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 Cargo pick up

<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
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 Hatch pick up

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

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