

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"/>
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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"/>
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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"/>

Figure 1 illustrates the experimental design, showing three levels (LEVEL 1, LEVEL 2, LEVEL 3) for SandStorm and Tele-Op teams. The design is divided into 'Far' and 'Near' regions. Each level has 'Hatch' and 'Cargo' tasks. The 'Played defense' column shows the status of the defense (O for open, ● for closed).

Region	Level	Team	Task	Played defense
Far	LEVEL 3	SandStorm	Hatch	●
			Cargo	○
	Tele-Op	Hatch	○	
		Cargo	●	
	LEVEL 2	SandStorm	Hatch	●
			Cargo	○
	Tele-Op	Hatch	○	
		Cargo	●	
	LEVEL 1	SandStorm	Hatch	●
			Cargo	○
	Tele-Op	Hatch	○	
		Cargo	●	
Near	LEVEL 3	SandStorm	Hatch	○
			Cargo	●
	Tele-Op	Hatch	●	
		Cargo	○	
	LEVEL 2	SandStorm	Hatch	○
			Cargo	●
	Tele-Op	Hatch	●	
		Cargo	○	
	LEVEL 1	SandStorm	Hatch	●
			Cargo	○
	Tele-Op	Hatch	○	
		Cargo	●	

Scouter Name

Brendan

END GAME

Mutiple climb

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