

Name: Jack Cox

Position

B1	<input type="radio"/>	R1	<input checked="" type="radio"/>	<input type="radio"/>
B2	<input type="radio"/>	R2	<input type="radio"/>	<input type="radio"/>
B3	<input type="radio"/>	R3	<input type="radio"/>	<input type="radio"/>

[illegible]

Auton	Tele-Op

Cross Initiation Line

Yes

No

Pick Up Power Cells During Auton

Trench Near Side

Trench Far Side

Rendezvous Zone

Opponent Trench Near

Opponent Trench Far

High Goal

5

4

3

2

1

Auton High Goal

5

4

3

2

1

Position Control

Quick

OK

Poor

Auton Low Goal		Low Goal										Rotation Control		
												Quick	OK	Poor
5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input 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"/>
4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input 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"/>
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 checked="" type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input 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"/>
1	<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 type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

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**End Game**

Climb		Accuracy %					Speed	Weak	Good	Great
Yes <input checked="" type="radio"/>	No <input type="radio"/>	0 <input type="radio"/>	25 <input type="radio"/>	50 <input type="radio"/>	75 <input type="radio"/>	100 <input checked="" type="radio"/>				
Climb Position							Defense			
Right <input checked="" type="radio"/>	Mid <input type="radio"/>	Left <input type="radio"/>								