

Scouter: \_\_\_\_\_

Match # \_\_\_\_\_












Team # \_\_\_\_\_

Blue Alliance ☐












Red Alliance ☐

	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"/>

	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"/>

Blue Scoring Table				Blue Human Player				Red Scoring Table				Left community:	
<u>Auton</u>	Red Human Player			Middle			Red Scoring Table						
Top										YES	<input type="radio"/>		
Mid	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	NO	<input type="radio"/>		
Floor		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				

Charge Station: *Select 1* On Station YES ☐ Balanced YES ☐ Not attempted ☐

Blue Scoring Table				Blue Human Player				Red Scoring Table			
<u>Teleop</u>	Red Human Player			Middle			Red Scoring Table				
Top											
Mid	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Floor		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		

Pick Up Pieces From:

Floor	YES	<input type="radio"/>	NO	<input type="radio"/>	
Single Sub.	YES	<input type="radio"/>	NO	<input type="radio"/>	
Double Sub.	Slider	YES	<input type="radio"/>	NO	<input type="radio"/>
	Chute	YES	<input type="radio"/>	NO	<input type="radio"/>

Travel Route: *Mark All that apply*

Between human player & charge station	<input type="radio"/>
Over charge station	<input type="radio"/>
Between scoring table & charge station	<input type="radio"/>

**End Game:**

Charge Station: *Select 1* On Station YES ☐ Balanced YES ☐ Not attempted ☐

Parked in communitiy

YES	<input type="radio"/>	NO	<input type="radio"/>
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