

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"/>

Auton

Human Player

Middle

Scoring Table

Top	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Mid	<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"/>

Left community:

YES ☐

NO ☐

Charge Station:

On Station YES ☐

Balanced YES ☐

Not attempted ☐

Select One

Teleop

Human Player

Middle

Scoring Table

Top	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Mid	<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"/>

Pick Up Pieces From:

Floor YES ☐ NO ☐

Single Sub. YES ☐ NO ☐

Double Sub. Slider YES ☐ NO ☐

Chute YES ☐ NO ☐

Travel Route: Mark All that apply

Between human player & charge station ☐

Over charge station ☐

Between scoring table & charge station ☐

End Game:

Charge Station:

On Station YES ☐

Balanced YES ☐

Not attempted ☐

Select One

Parked In Community:

YES ☐ NO ☐