

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

Charge Station: On Station YES ☐ Balanced YES ☐ Not attempted ☐

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

Pick Up Pieces From:				Travel Route: <i>Mark All that apply</i>	
Floor	YES	<input type="radio"/>	NO	<input type="radio"/>	Between human player & charge station <input type="radio"/>
Single Sub.	YES	<input type="radio"/>	NO	<input type="radio"/>	Over charge station <input type="radio"/>
Double Sub.	Slider	YES	<input type="radio"/>	NO	<input type="radio"/>
	Chute	YES	<input type="radio"/>	NO	<input type="radio"/>
					Between scoring table & charge station <input type="radio"/>

End Game:

Charge Station: On Station YES ☐ Balanced YES ☐ Not attempted ☐

Parked in communitiy

YES ☐ NO ☐