

*Zebracorns*  
*Standard Stand Scouting Form*

## 1 Identity Section

	1.2 Scouter ID	1.3 Team Number	1.4 Match Number	
<b>1.1 Autonomous</b> <input type="checkbox"/> Roll <input checked="" type="checkbox"/> Low <input checked="" type="checkbox"/> High <input type="checkbox"/> Make <input checked="" type="checkbox"/> Miss	0	0	0	<b>1.2 Penalties?</b> <input type="checkbox"/> Type 1 <input type="checkbox"/> Type 2 <input type="checkbox"/> Type 3 <input type="checkbox"/> Type 4 <input type="checkbox"/> Type 5
	1	1	1	
	2	2	2	
	3	3	3	
	4	4	4	
	5	5	5	
	6	6	6	
	7	7	7	
	8	8	8	
	9	9	9	

## 2 Cycles

### 4.1 Cycle Information

	Poss. Time		Truss	# Shots		Score	Role	
1.	<input type="checkbox"/> None	<input type="checkbox"/> Medium	<input type="checkbox"/> Pass	0	<input type="checkbox"/> 2	<input type="checkbox"/> Low	<input type="checkbox"/> Shooter	<input type="checkbox"/> Defence
	<input type="checkbox"/> Short	<input type="checkbox"/> Long	<input type="checkbox"/> Catch	1	<input type="checkbox"/> 3+	<input type="checkbox"/> High	<input type="checkbox"/> Trusser	<input type="checkbox"/> Useless
2.	<input type="checkbox"/> None	<input type="checkbox"/> Medium	<input type="checkbox"/> Pass	0	<input type="checkbox"/> 2	<input type="checkbox"/> Low	<input type="checkbox"/> Shooter	<input type="checkbox"/> Defence
	<input type="checkbox"/> Short	<input type="checkbox"/> Long	<input type="checkbox"/> Catch	1	<input type="checkbox"/> 3+	<input type="checkbox"/> High	<input type="checkbox"/> Trusser	<input type="checkbox"/> Useless
3.	<input type="checkbox"/> None	<input type="checkbox"/> Medium	<input type="checkbox"/> Pass	0	<input type="checkbox"/> 2	<input type="checkbox"/> Low	<input type="checkbox"/> Shooter	<input type="checkbox"/> Defence
	<input type="checkbox"/> Short	<input type="checkbox"/> Long	<input type="checkbox"/> Catch	1	<input type="checkbox"/> 3+	<input type="checkbox"/> High	<input type="checkbox"/> Trusser	<input type="checkbox"/> Useless
4.	<input type="checkbox"/> None	<input type="checkbox"/> Medium	<input type="checkbox"/> Pass	0	<input type="checkbox"/> 2	<input type="checkbox"/> Low	<input type="checkbox"/> Shooter	<input type="checkbox"/> Defence
	<input type="checkbox"/> Short	<input type="checkbox"/> Long	<input type="checkbox"/> Catch	1	<input type="checkbox"/> 3+	<input type="checkbox"/> High	<input type="checkbox"/> Trusser	<input type="checkbox"/> Useless

## 3 Operation

### 3.1 Rate Each of the Following Qualities

Speed	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
Agility	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
Driver ability	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
Shoving performance	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5

### 3.2 Check Those Which Apply

☐ Especially Innovative Strategy  
☐ Tipped  
☐ Freeze-up/Glitch

## 4 Comments

### 4.1 Put any additional qualitative information here:



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