

Zebracorns
Standard Stand Scouting Form

1 Identity Section

1.1 Autonomous	1.2 Scouter ID	1.3 Team Number	1.4 Match Number
<input type="checkbox"/> Roll	<div style="display: flex; align-items: center;"><div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div><div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div></div>	<div style="display: flex; align-items: center;"><div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div><div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div><div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div><div style="width: 20px; height: 20px; border: 1px solid black;"></div></div>	<div style="display: flex; align-items: center;"><div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div><div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div><div style="width: 20px; height: 20px; border: 1px solid black;"></div></div>
<input type="checkbox"/> Low	0 <input type="checkbox"/> <input type="checkbox"/>	0 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	0 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> High	1 <input type="checkbox"/> <input type="checkbox"/>	1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> Make	2 <input type="checkbox"/> <input type="checkbox"/>	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> Miss	3 <input type="checkbox"/> <input type="checkbox"/>	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4 <input type="checkbox"/> <input type="checkbox"/>	4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5 <input type="checkbox"/> <input type="checkbox"/>	5 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6 <input type="checkbox"/> <input type="checkbox"/>	6 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7 <input type="checkbox"/> <input type="checkbox"/>	7 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	7 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8 <input type="checkbox"/> <input type="checkbox"/>	8 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	8 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9 <input type="checkbox"/> <input type="checkbox"/>	9 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	9 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

2 Cycles

4.1 Cycle Information

1.	Poss. Time	Truss	# Shots	Score	Role
	<input type="checkbox"/> None <input type="checkbox"/> Medium	<input type="checkbox"/> Pass	0 <input type="checkbox"/> 2 <input type="checkbox"/>	<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"/>	<input type="checkbox"/> High	<input type="checkbox"/> Trusser <input type="checkbox"/> Useless
2.	Poss. Time	Truss	# Shots	Score	Role
	<input type="checkbox"/> None <input type="checkbox"/> Medium	<input type="checkbox"/> Pass	0 <input type="checkbox"/> 2 <input type="checkbox"/>	<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"/>	<input type="checkbox"/> High	<input type="checkbox"/> Trusser <input type="checkbox"/> Useless
3.	Poss. Time	Truss	# Shots	Score	Role
	<input type="checkbox"/> None <input type="checkbox"/> Medium	<input type="checkbox"/> Pass	0 <input type="checkbox"/> 2 <input type="checkbox"/>	<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"/>	<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 Penalties

4.1 Penalty Type (if given)

☐ Type 1 ☐ Type 2 ☐ Type 3 ☐ Type 4 ☐ Type 5

5 Comments

5.1 Put any additional qualitative information here:



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