

*Zebracorns*  
*Standard Stand Scouting Form*

## 1 Identity Section

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

## 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	<div><div></div><div></div><div></div><div></div><div></div></div>	5
Agility	1	<div><div></div><div></div><div></div><div></div><div></div></div>	5
Driver ability	1	<div><div></div><div></div><div></div><div></div><div></div></div>	5
Shoving performance	1	<div><div></div><div></div><div></div><div></div><div></div></div>	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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