

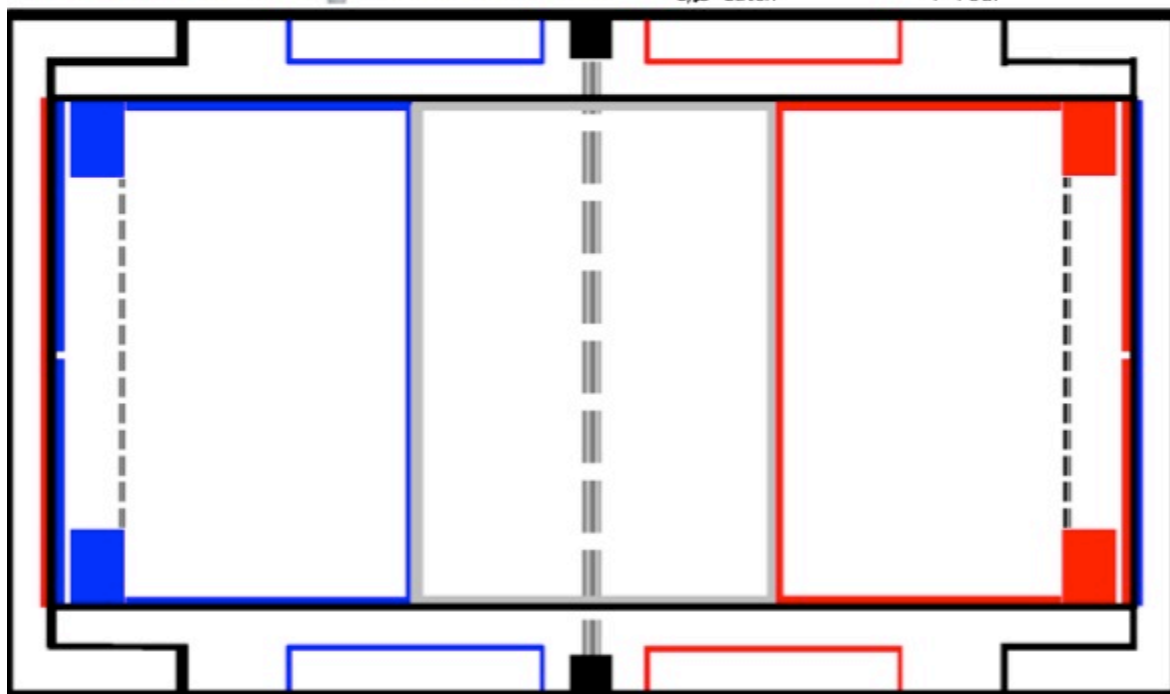


# TEX PLSION

☐ -Auto  
☐ / ☐ -Possession  
 P -Pass to Human  
 C / ☐ -Catch

H / ☐ / ☐ -Shots  
 M ☐ -Mobility  
 A -Assist  
 F -Foul

★ -Start  
 ! -Hot Goal  
 ~ -Shooting Movement  
 S / ☐ -Truss  
 TF -Technical Foul



	Score	Attempt
AH		
AH!		
AL		
AL!		
Mobility		
TH		
TL		
Cycles		
Assists		
Truss		
Catch		
Fouls		
Tech		
Fouls		

Match Number:

Team Number:

Alliance:

Scout Name:

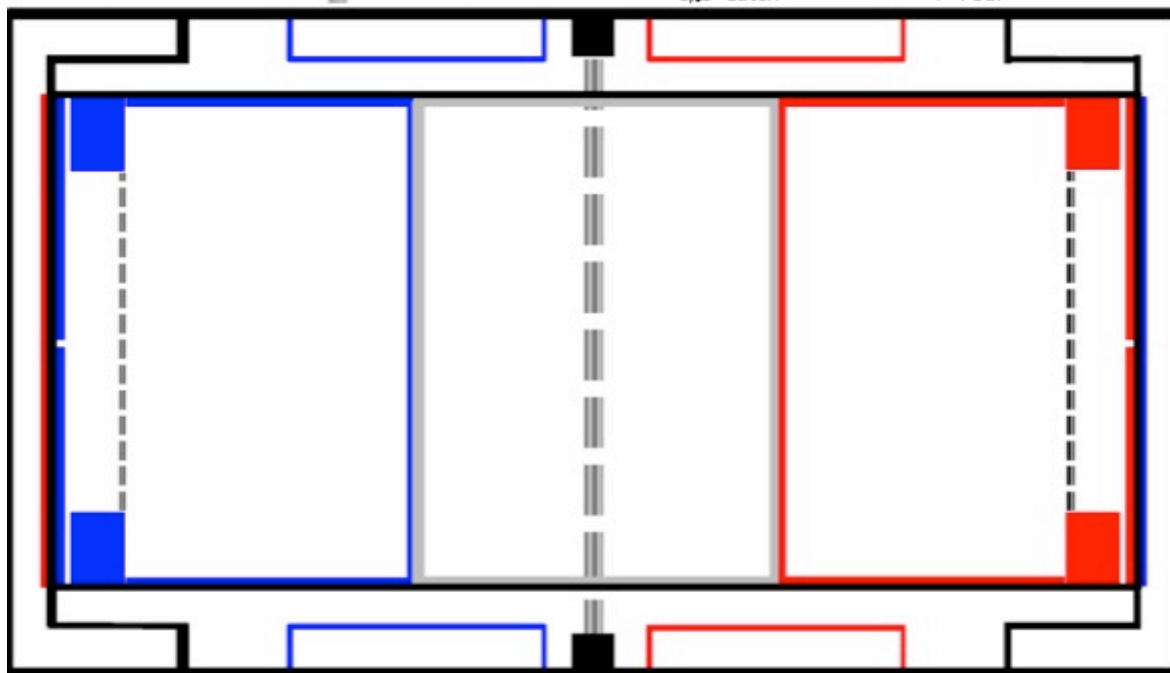


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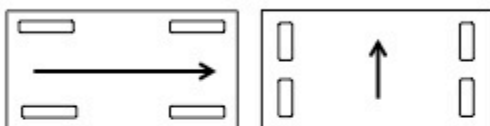
Match Number:

Team Number:

Alliance:

Scout Name:

Which way does the team drive?  
Circle one.



Where is the center of gravity at furthest extension of all mechanisms? Circle one.



**Common Fouls/Technical Fouls:**

**G12:** An ALLIANCE may not POSSESS their opponent's BALLS. The following criteria define POSSESSION :

- "carrying" (moving while supporting BALLS in or on the ROBOT or holding the BALL in or on the ROBOT),
- "herding" (repeated pushing or bumping),
- "launching" (impelling BALLS to a desired location or direction via a MECHANISM in motion relative to the ROBOT), or
- "trapping" (overt isolation or holding one or more BALLS against a FIELD element or ROBOT in an attempt to shield them).

**G28:** Initiating deliberate or damaging contact with an opponent ROBOT on or inside the vertical extension of its FRAME PERIMETER is not allowed.

**G32:** Strategies employing TEAM member actions to deflect opponents' BALLS are not allowed.

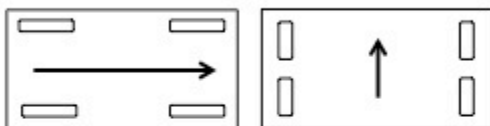
**G39:** During the MATCH, TEAMS must remain in contact with the area of the FIELD (ALLIANCE STATION or HUMAN PLAYER AREA) in which they started the MATCH. Exceptions will be granted for inadvertent, momentary, and inconsequential infractions and in cases concerning safety.

**G40:** During the MATCH, TEAMS may not extend any body part

- into a space defined by the Human Player Barrier Brackets, the SAFETY ZONE, and the GUARDRAIL that is either occupied by a ROBOT or adjacent to such a space occupied by a ROBOT,
- beyond the GUARDRAIL at any time.

Notes (if they caused any fouls, please explain which ones):

Which way does the team drive?  
Circle one.



Where is the center of gravity at furthest extension of all mechanisms? Circle one.



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