

How to Fill In a Scouting Sheet!

Red Blue | Close Middle Far
1

Scout Name: _____

Team Number: _____
Match Number: 2
Alliance Color: _____

Notes:

Auto High: 3
Auto Middle: _____
Auto Low: _____
Auto Missed: _____

Teleop High: 4
Teleop Middle: 4
Teleop Low: 4
Teleop Pyramid: 4
Shots Missed: 4
Discs Over Auto Line: 4
Blocked Shots? (1 or 0): 4
Speed (0-5): 4

End Climb Attempt? (1 or 0): 5
Level Reached: 5
Illegal Actions? (1 or 0): 5

Tally: 3 4 5

Number: 6 4 5

- Step 1: Write your name and mark if you are scouting Red or Blue and Close, Middle or Far. Check to make sure each robot is scouted by exactly 1 person!
- Step 2: Fill in the 3 fields appropriately.
- Step 3: Make the appropriate Tally marks at right. Make notes as necessary or as time allows.
- Step 4: Make the appropriate Tally marks at right. Check the “Blocked Shots?” box if it applies. Make notes as necessary or as time allows.
- Step 5: Fill out the remaining check boxes in the lower right and indicate the level climbed.
- Step 6: Legibly transpose the numbers from the Tally marks and check boxes to numerals in the column of blank lines. This includes 0’s for actions not done by the robot at all and 1’s for checked boxes. Every line must have a number on it before it is passed to the Head Scout for verification.
- Step 7: Write any notes that you were unable to get down in the match. If there was noteworthy defense, good driving, ineffective pick-up, a feature we should know about (good or bad), or any major patterns in a team’s strategy execution write them down!
- Step 8: Hand your scouting sheet to the Head Scout for verification, grab a new sheet to be set up for the next match, and relax a bit between matches!

Important Definitions:

Auto High: The number of discs a team scores in the High Goal during Autonomous. The discs must remain in the goal for them to count. 1 goal should correspond to 1 tally mark.

Auto Middle: The number of discs a team scores in the Middle Goal during Autonomous. The discs must remain in the goal for them to count. 1 goal should correspond to 1 tally mark.

Auto Low: The number of discs a team scores in the Low Goal during Autonomous. The discs must remain in the goal for them to count. 1 goal should correspond to 1 tally mark.

Auto Missed: The number of discs which go from being in the robot's possession to not being in the robot's possession during Autonomous without scoring in any goal.

Teleop High: The number of discs a team scores in the High Goal during Teleoperated. The discs must remain in the goal for them to count. 1 goal should correspond to 1 tally mark.

Teleop Middle: The number of discs a team scores in the Middle Goal during Teleoperated. The discs must remain in the goal for them to count. 1 goal should correspond to 1 tally mark.

Teleop Low: The number of discs a team scores in the Low Goal during Teleoperated. The discs must remain in the goal for them to count. 1 goal should correspond to 1 tally mark.

Teleop Pyramid: The number of properly colored discs a team scores in the Pyramid Goal during Teleoperated. The discs must remain in the goal for them to count. 1 goal should correspond to 1 tally mark.

Teleop Missed: The number of discs which go from being in the robot's possession to not being in the robot's possession during Teleoperated without scoring in any goal.

Discs Over Auto Line: The number of discs that a team sends from behind its opponents Auto Line and land on the other side of their alliance Auto Line or in an Alliance goal. For example, a Blue alliance robot sitting in the blue feeder station (in the Red Auto Zone) that shoots 1 disc all the way across the field to land in the Blue Auto Zone will record 1 Disc Over Auto Line.

Blocked Shots?: If at any point during the match a team blocks an opponent's shot, check the check box. At the end of the match, record a 0 on the line if the box is unchecked and a 1 on the line if the box is checked. If they block, make a note of which robot they blocked.

Speed (0-5): This is a subjective evaluation of how fast the robot is. Don't stress too much over this number, just put down how fast you think they were relative to other robots. This can be done at the end of a match.

0. Robot doesn't move at all
1. Robot is dreadfully slow
2. Robot is slower than average
3. Robot is average speed
4. Robot is faster than average
5. Robot is extremely fast

Climb Attempted?: If the team attempts to climb check the box. If they do not make an attempt, do not check the box. If you cannot tell, that reflects poorly on the robot, make a note. At the end of the match, record a 0 on the line if the box is unchecked and a 1 on the line if the box is checked.

Level Reached (0-3): The highest level the team successfully climbs to.

0. On the ground
1. Off the ground
2. Completely above the first rung
3. Completely above the second rung is 3.

You may need to watch the ref after the match to see how a climb is scored to see if it is indeed successful or how high it actually is.

Illegal Actions: They no longer announce all of the fouls or technical fouls after a match is over. This would make it extremely difficult for a scout to look for everything else that we want them to will still tracking fouls exactly. However, if at any point during the match, a robot commits what should be a foul (whether or not the ref calls it), check the box. Write a small description of the foul in the notes if you can. At the end of the match, record a 0 on the line if the box is unchecked and a 1 on the line if the box is checked.