862 Scouting Training Presentation

Pit Scouting Sheet

Pit Scouting Sheet

Team #:
Name(s):

Robot Design Features

Drive train type:_____
Game Piece manipulator:_____
Tower manipulator (if so describe it):_____
_____
_____
Mechanism to right self:_____
_____
Mechanism to right alliance partner:_____
_____

Strategy and Abilities

Furthest zone that they can accurately score from:_____
_____
Preferred starting zone:_____
Preferred human player area:_____

Signature of team member of team being scouted

x_____

Robot Design

- State what type of drive train your team has
- Describe your team's game piece manipulator

Robot Design Features

Drive train type:_____
Game Piece manipulator:_____
Tower manipulator (if so describe it):_____
_____
_____
Mechanism to right self:_____
_____
Mechanism to right alliance partner:_____
_____

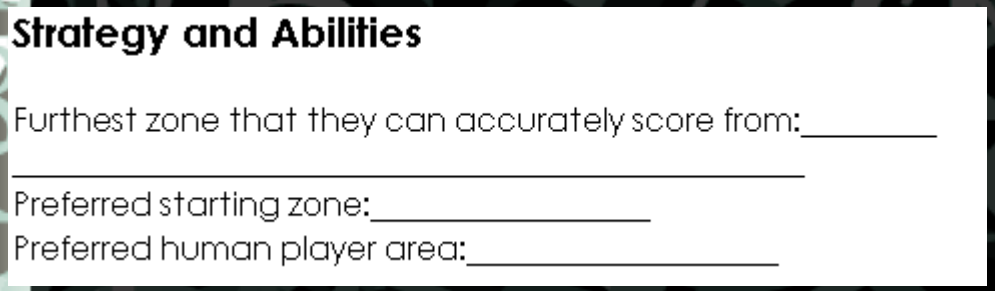
Robot Design (cont)

Robot Design Features

Drive train type:_____
Game Piece manipulator:_____
Tower manipulator (if so describe it):_____
_____
_____
Mechanism to right self:_____
_____
Mechanism to right alliance partner:_____
_____

- Describe your team's righting mechanism if they have one
- Describe your team's mechanism for righting an alliance partner if they have one

Strategy and Abilities


Strategy and Abilities

Furthest zone that they can accurately score from:_____

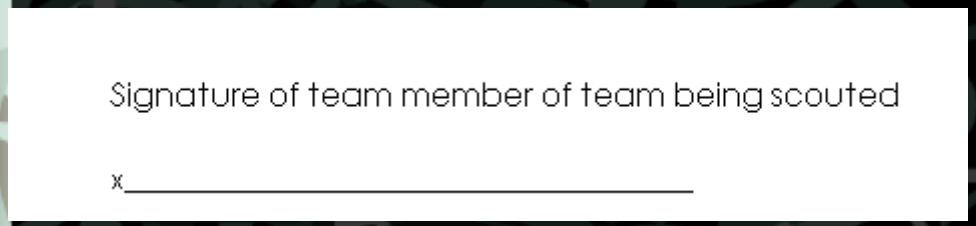
_____

Preferred starting zone:_____

Preferred human player area:_____

- State what zone your team can ACCURATELY score from at their furthest
- State your team's preferred starting zone
- State where your team's human player prefers to play, side included

The Signature



- You MUST get your pit scouting sheet signed by a member of the team you are scouting
- Unsigned sheets will NOT be accepted

Determining your team for Match Scouting

- You will be assigned either R1, R2, R3, B1, B2, or B3
- R is for Red alliance
- B is for Blue alliance
- 1,2, and 3 identify the alliance station of your team
- Use the diagram on the next slide to determine what team you are scouting

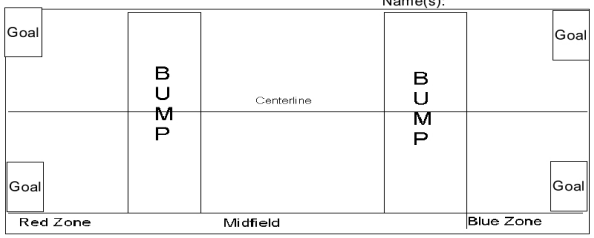
R1
R2
R3
B1
B2
B3
FIRST
FIRST

Match Scouting Sheet

862

Lightning robotics Scouting

Team #:____
Name(s):



Teleoperated
Describe what the robot did

Finale (The Final Countdown)

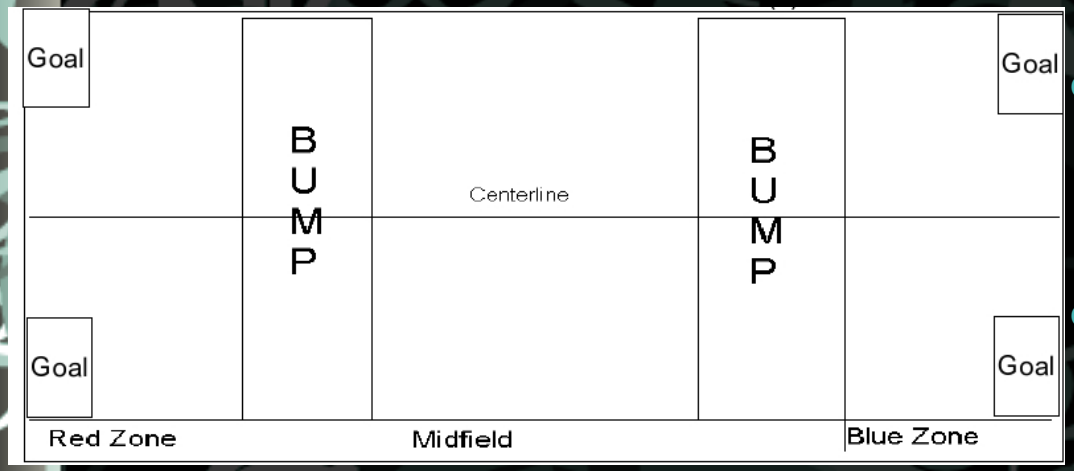
	attempted/failed	Successful
Hung from bar		
Hung from robot		
Sat on platform		
Did not attempt bonus		

Human Player

Penalties

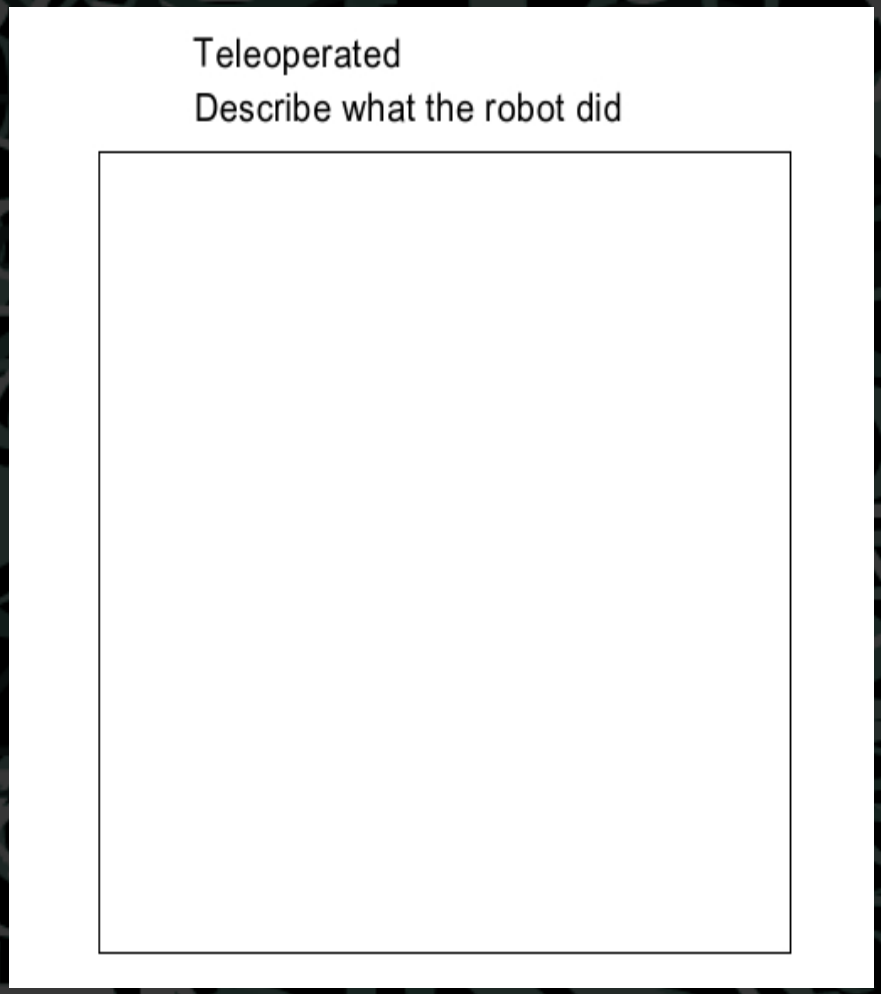
Page 1

Autonomus



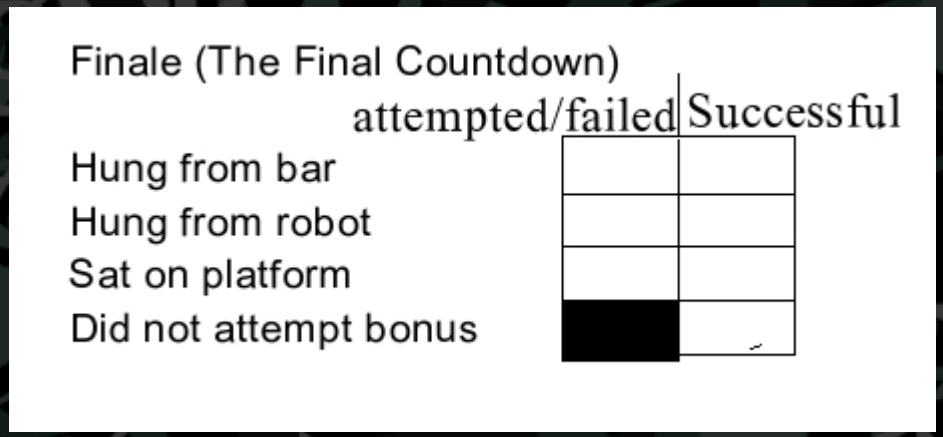
- Mark the Robot's starting position
- Draw the Robot's relative path
- Mark where the soccer ball(s) in your Robot's starting zone

Teleoperated



- Describe what the Robot did
- Be sure to include strengths and weaknesses

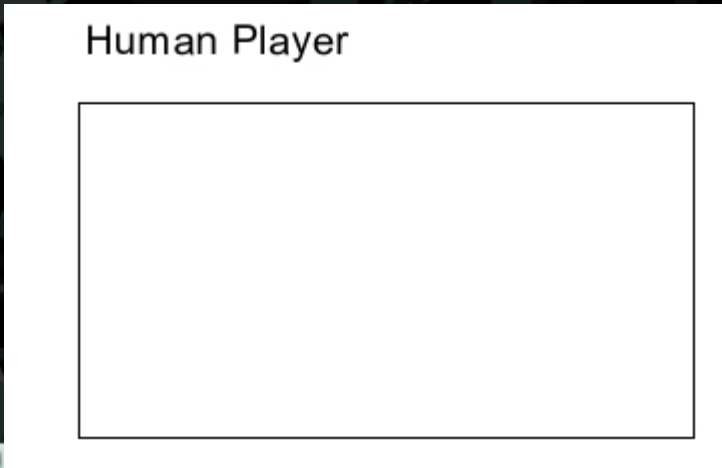
Finale



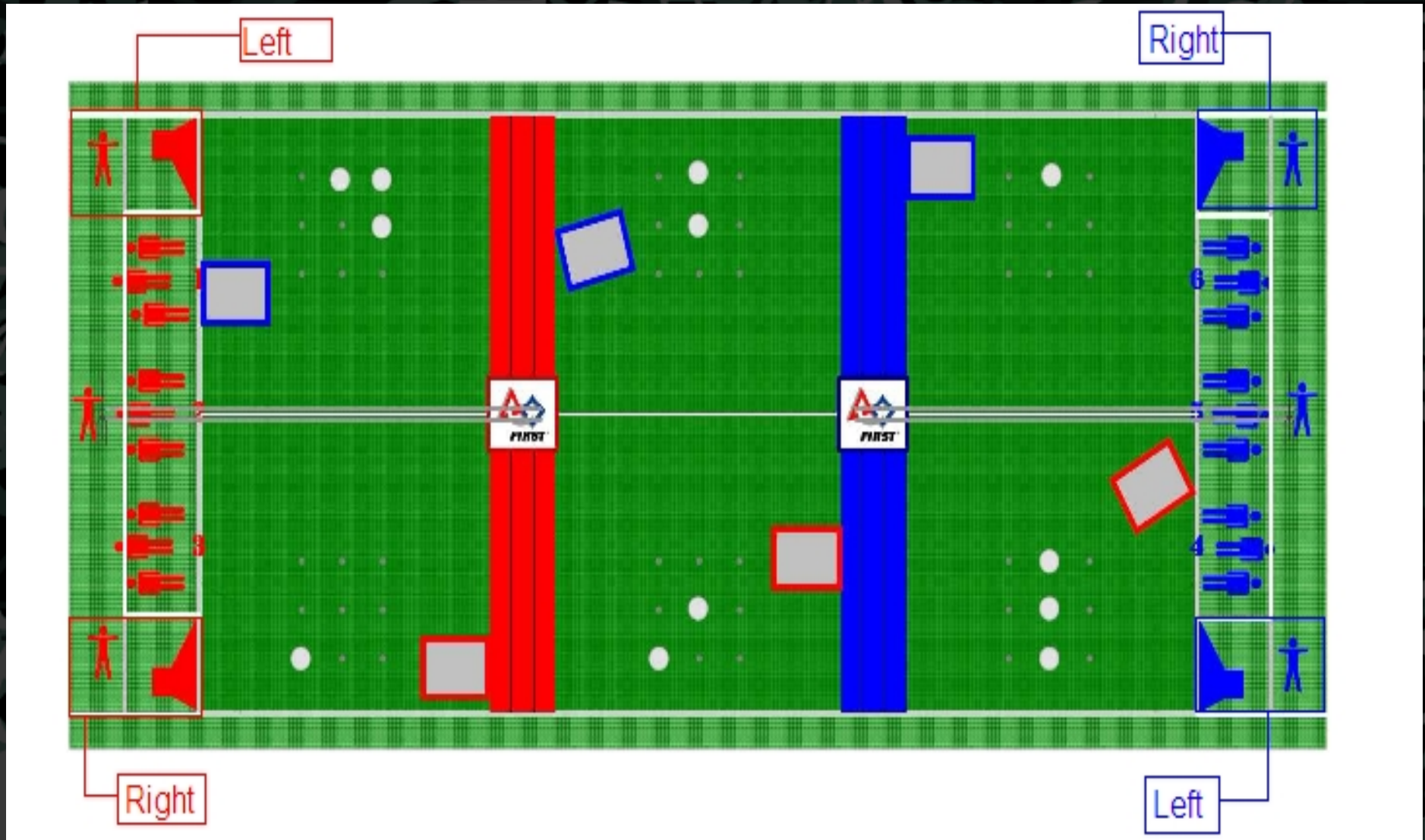
- Check the box under the correct column
- If your Robot did not attempt bonus AND continued to score points note this in the Teleoperated section

Human Player

- Describe your team's human player
- Be sure to include their position: Corral or Trident
- If Corral, BE SURE to include how they were passing the ball to the trident person
- If your Human Player is at a Corral, indicate left or right based on the diagram on the next slide



Human Player (cont)



Penalties

- State what penalties your team (robot and human player) received
- Include:
  - What penalty was for
  - Card color
  - Single or double