

Team 180 Poor Man's Scouting System

Team Number:



Comments:



	Match Number	Autonomous						Teleoperator										Penalties					
		Starting Position	Preloaded Ball (0/1)	High Goals Made	Low Goals Made	Hot Goal Bonus	Moved Bonus (0/1)	High Goals Made		Low Goals Made		# Balls Acquired		# Balls Passed		# TRUSS Shots		# of CATCHES		Defensive Maneuvers		# Fouls	# Technical Fouls
Q 1																							
Q 2																							
Q 3																							
Q 4																							
Q 5																							
Q 6																							
Q 7																							
Q 8																							
Q 9																							
Q 10																							
Q 11																							
Q 12																							

Yellow Cards:
(Enter Match Number)

Starting Positions

- 0—No Show
- 1—Left Side
- 2—Right Side
- 3—Goalie

Note: Side determined from behind robot, looking at goal. (ALF)



Red Cards:
(Enter Match Number)
