

Team Number:

2018 Poor Man's Scouting System v2.0



Comments:



	Match Number	Pre-Match		Autonomous				Teleoperated										End game											
		Starting Location (0/1/2)	Cube Preload (Y/N)	Crossed Line (Y/N)	Placed Cube on Switch (number)	Placed Cube on Scale (number)	Picked Up Cube (number)	Dropped Cube (number)	Cubes Picked Up		Cubes Dropped or Missed		Cubes in Exchange		Cubes on Alliance Switch		Cubes on Opponent Switch		Cubes on Scale		Defensive Maneuvers		Parked on Platform (Y/N)	Ramped Bots (0/1/2)	Lifted Bots (0/1/2/3)	Climbed Alone (Y/N)	Climb with Help (Y/N)	# Technical Fouls	
Q 1																													
Q 2																													
Q 3																													
Q 4																													
Q 5																													
Q 6																													
Q 7																													
Q 8																													
Q 9																													
Q10																													

Starting Location
 0—No Show
 1—End
 2—Middle

Yellow Cards:
 (Enter Match Number)

Red Cards:
 (Enter Match Number)

