Even	t:			Matc	h #: _	
Bumper Color:			Battery #:			Voltage:
Chec	ked b	y (Signature):				
	_ •				_	Chain tension
In Pit (Robot Off)						
					Cargo	
	Make	sure the robot is off sure there are no loose Check screws on hov	•		u	Check that the hatch is centered between stubby uprights
	_	module	0.04.			Check set screws tightened
	Make	sure pneumatic release	e valve			onto the main shaft
	is clos	•				Check hex shaft collars
		Make sure to cool off	the			(tightened)
		compressor with a far	_			Touch up paint *
		Check each of the mo				Check that keyshaft is inside
		see if any are hot				all hubs
	Check	vital screws around th	e robot		Hatch	Intake
	and mundon	ake sure they will not c	ome			Make sure pistonheads are screwed on
	Climb					Check for peeling Velcro
		Check security of fast	eners			Make sure pistons extend
		on bottom of climb				and retract smoothly
		Check motor cables -	make			Check pistons for wiggle or
		sure it isn't caught				play
		Piston tighteners				Make sure bump switch is
		Tubing is secure to cy	rlinders			pressable
		Check security of rails	s (8020			

extrusion)

In P	it (On)	П	Limelight fans	
<u> </u>	Make sure all electronic components are lit up RSL - blinking orange Lifecam (cargo side) webcam light - solid blue Limelight - solid green Motor controllers are all lit up (NOT red) Pressure release valve is IN Pressure - 60psi working - 120psi stored	0	Test the battery connecter by tugging it AFTER ELECTRONICS TESTS Install fresh battery Top read: 13.5V Bottom read: 13.0V Charge: 130% Status: Good Secure clips and tug test Pack the Team Laptop bag Laptop with Driver Station At least 3 Xbox controllers	
	Field (Pre-Match) Make sure the robot is on Check motor controllers for no red flashing lights Check battery clip	0	Check wheel rotation Check Pressure - release valve is closed 60psi working pressure 120psi stored pressure Check RoboRIO and Radio are lighting up	

☐ Fans should be running

On Field (Post-Match)

I-- D:+ (O--)

- ☐ Turn off robot before taking it off the field
- ☐ Check for any loose parts on the field