



Team Number:

2018 Poor Man's Scouting System v1.0

	Comments: <hr/> <hr/> <hr/>	
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	Match Number	Pre-Match		Autonomous						Teleoperated										End game				End of Match			
		Starting Location (0/1/2/3)	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)	Collided with Robot (Y/N)	Cube on wrong Platform (Y/N)	Cubes Picked Up		Cubes Dropped		Cubes in Exchange		Cubes on Switch		Cubes on Scale		Defensive Maneuvers		Parked on Platform (Y/N)	Climb By Self (Y/N)	Climb with Help (Y/N)	Helped to Climb (Y/N)	# Fouls
Q1																											
Q2																											
Q3																											
Q4																											
Q5																											
Q6																											
Q7																											
Q8																											
Q9																											
Q10																											

Starting Location
 0—No Show
 1—Left
 2—Center
 3—Right
 (rel to player sta.)

Yellow Cards:
 (Enter Match Number)

Red Cards:
 (Enter Match Number)

