

Team Number:

2018 Poor Man's Scouting System v3.0



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		Lifted Bot(s) (0/1/2/3)	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																									
Q 10																									

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

Yellow Cards:
 (Enter Match Number)

Red Cards:
 (Enter Match Number)

