

Team Number:

2019 Poor Man's Scouting System v1.0



Comments:



Scouter Initials	Match Number	Pre-Match		Sandstorm and Teleoperated														End Game		End of Match							
		Starting Location (0/1/2)	Robot Preload (0/1/2)	Hab Line Bonus (0/1)	Hatches Acquired	Hatches Placed Low	Hatches Placed Middle	Hatches Placed High	Hatches Dropped	Cargo Acquired	Cargo Placed Low	Cargo Placed Middle	Cargo Placed High	Cargo Dropped	Defensive Maneuvers	Hab Level Achieved (0/1/2/3)	# Fouls	# 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 Robot
 1—Hab Level 1
 2—Hab Level 2

Robot Preload:
 0—none
 1—Hatch
 2—Cargo

Yellow Cards:
 (Enter Match Number)

Red Cards:
 (Enter Match Number)

