

2019 Poor Man's Scouting System v1.0

Team Number:



Comments:

DESTINATION:

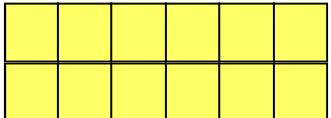


Scouter Initials		Match Number	Sandstorm and Teleoperated												End Game	End of Match										
			Pre-Match	Starting Location (0/1/2)	Robot Preload (0/1/2)	Hab Line Bonus (0/1)	Hatches Acquired		Hatches Placed Low		Hatches Placed Middle		Hatches Placed High		Hatches Dropped		Cargo Acquired	Cargo Placed Low		Cargo Placed Middle		Cargo Placed High		Cargo Dropped		Defensive Maneuvers
Q 1																										
Q 2																										
Q 3																										
Q 4																										
Q 5																										
Q 6																										
Q 7																										
Q 8																										
Q 9																										
Q10																										

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)

