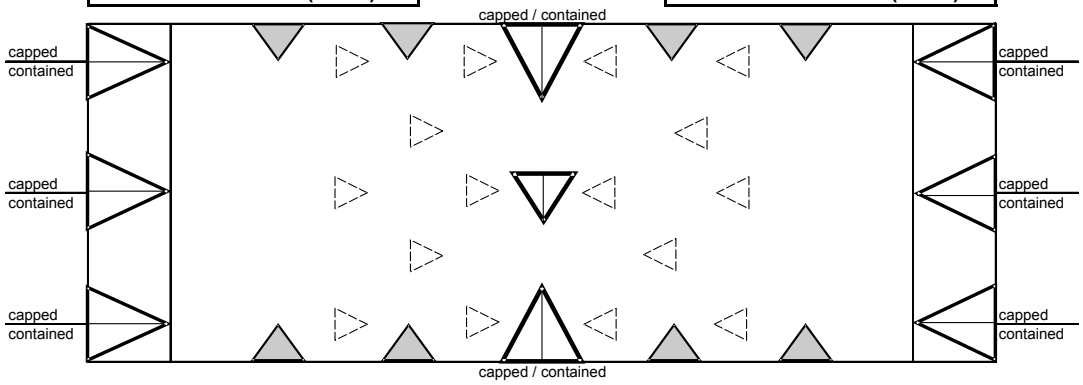
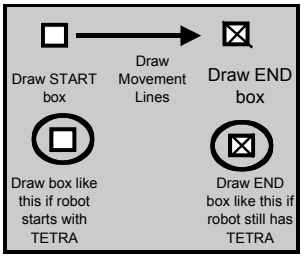
TEAM SCOUTED:	
MATCH #:	

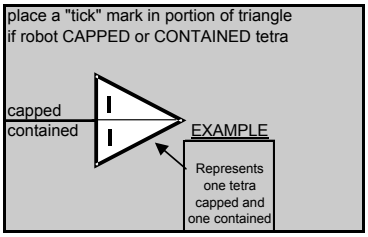
MOE CIA NAME:	

BLUE / RED Alliance (circle)

RED / BLUE Alliance (circle)







Time	Collecting: A = Auto, H = Human, F = Floor	Tetra Placement: Capped – Lowest Level	Capped – Qty	Capped – Goal ID	Contained	Drop/Tangle on Arm (D / T)	Blocked	Strategy: Defense (Team #)	Row Play: M = Make, S = Steal, H = Steal Home
120	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
115	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
110	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
105	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
100	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
95	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
90	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
85	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
80	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
75	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
70	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
65	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
60	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
55	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
50	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
45	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
40	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
35	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
30	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
25	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
20	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
15	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
10	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
5	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H
0	A / H / F	L	#	ID	Con	D / T		Team #	M / S / H

End Zone Run Time _____

Penalties	#
Human Player not in Zone	
Robot not in Auto Zone	
Interference in Loading Zone	
High Speed Ramming	
Tipping Robot Over	
Other (describe in comments)	

Comments