



# Scouting App

Team 2638





What we used to do



# Write it all out

2019 Scouting Sheet Hofstra 7239 Qual 28

Mar 13, 2019 at 11:30 AM

Scouter Names

Team #:

Match#:

SB/EG	7239	Qual 28
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Sandstorm/Autonomous Period: \*Just **CIRCLE** if applicable

**\*\*Always in P.O.V of drivers**

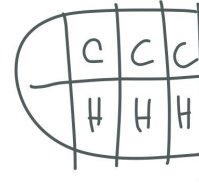
HAB Position: Level 1 ☒ Level 2

If Level 1: Left Middle Right

If Level 2: ☒ Left Right

Cross the HAB line: ☒ Yes No

Starting Game Piece: Cargo ☒ Hatch



Front Right Side Left Side



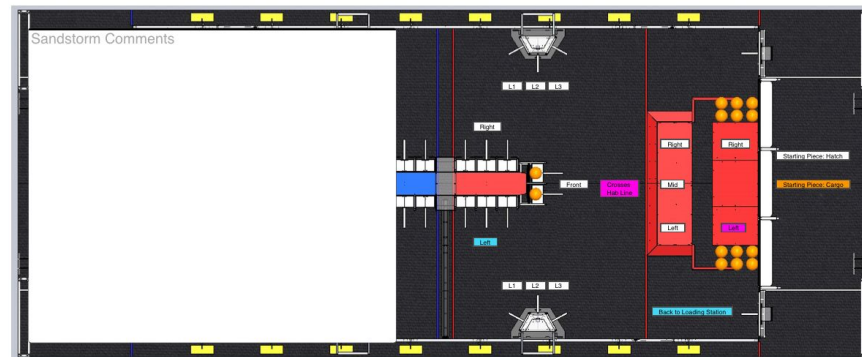
# Use an app

4130 #2

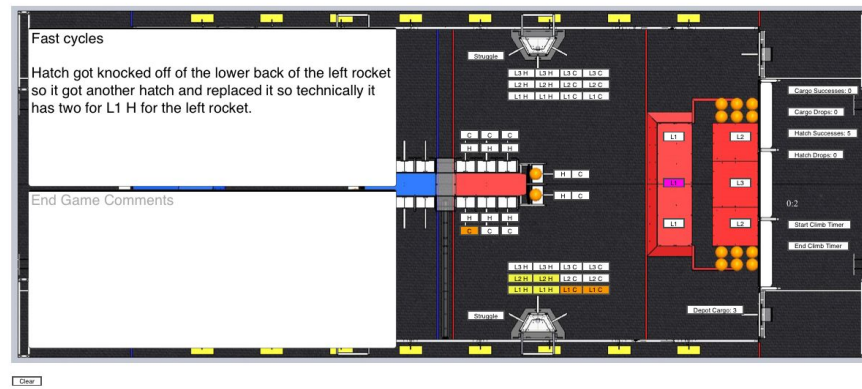
Apr 25, 2019 at 11:51 AM

Team Number: 4130  
Match Number: Quarter 2-1  
Scouters: E/S

### Match Info, Pregame, and Sandstorm



### Tele-Operated/Endgame





What we do now



# Pre Match

7:47 PM Thu Dec 9

2020 - Infinite Recharge

13%

Reset

Blue Alliance

Red Alliance

Save

Save and Export

## Match Info

Team Number:

2638

Starting Game Pieces

0/3

Match Number: Qualification # 0

Match Type:

Qualification

Quarterfinal

Semifinal

Scouters:

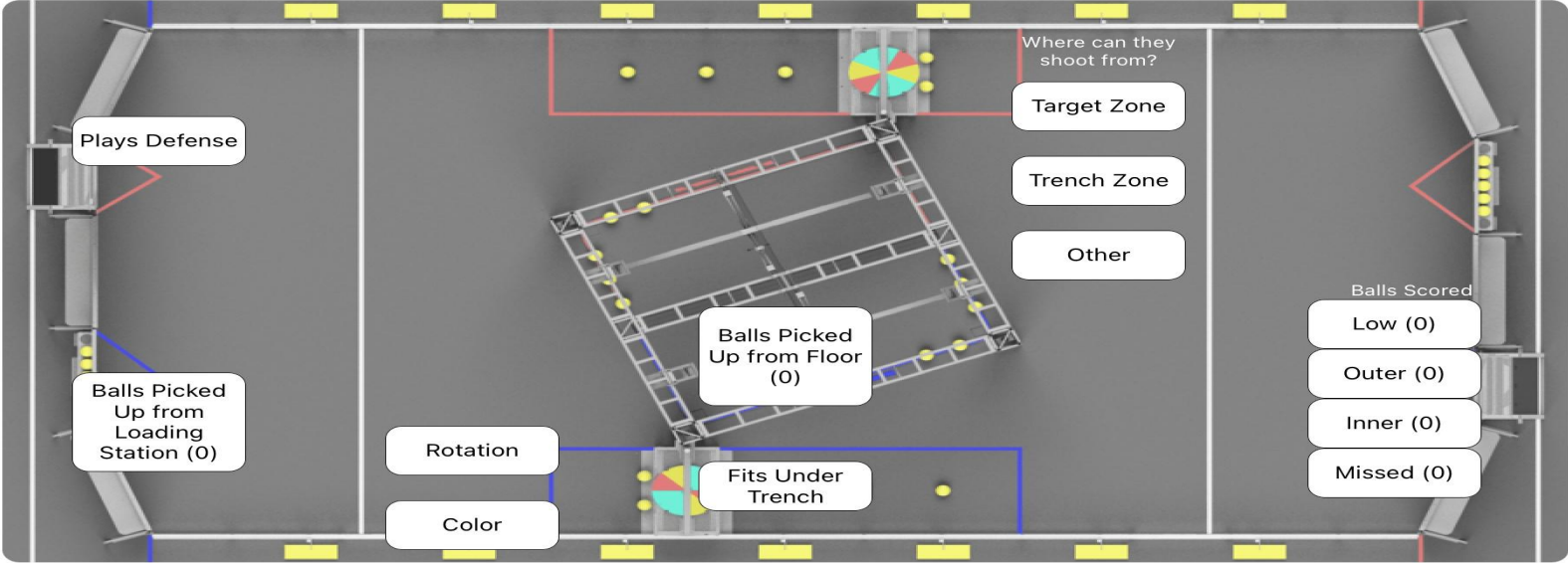
Name and Name



Add any comments that you feel are useful. Does the robot get any penalties? Does the robot cycle efficiently? Do they struggle with picking up balls or shooting? Do they play defense, and if so, how? Where do they usually shoot from? Anything else that shows evidence of good/poor performance?

Type your comments here...

# Tele-Op



The diagram shows a rectangular field with a central rectangular structure. Various zones and labels are indicated:

- Plays Defense**: Points to the left side of the field.
- Balls Picked Up from Loading Station (0)**: Points to a yellow ball on the left side.
- Rotation**: A label near the bottom center.
- Color**: A label near the bottom center.
- Balls Picked Up from Floor (0)**: A label near the center structure.
- Fits Under Trench**: A label near the bottom center.
- Where can they shoot from?**: A label near the top center.
- Target Zone**: A label near the top center.
- Trench Zone**: A label near the top center.
- Other**: A label near the top center.
- Balls Scored**: A label near the right side.
- Low (0)**: A label near the right side.
- Outer (0)**: A label near the right side.
- Inner (0)**: A label near the right side.
- Missed (0)**: A label near the right side.

**Comments**

Add any comments that you feel are useful. Does the robot get any penalties? Does the robot cycle efficiently? Do they struggle with picking up balls or shooting? Do they play defense, and if so, how? Where do they usually shoot from? Anything else that shows evidence of good/poor performance?

Type your comments here...



# Climb

Balls Scored (0)

Park

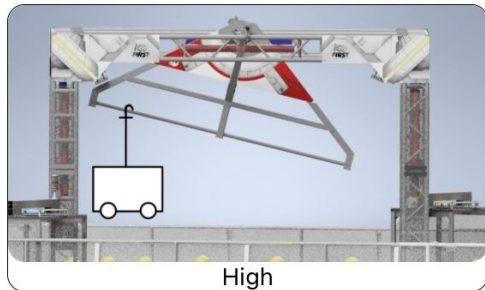
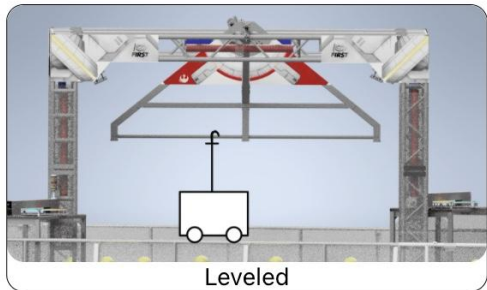
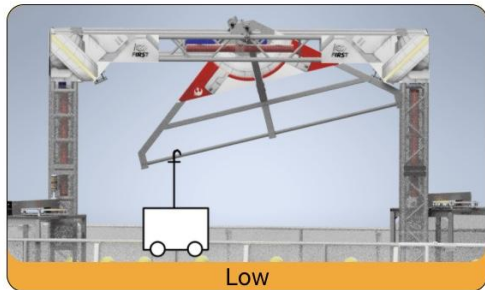
Climb

None

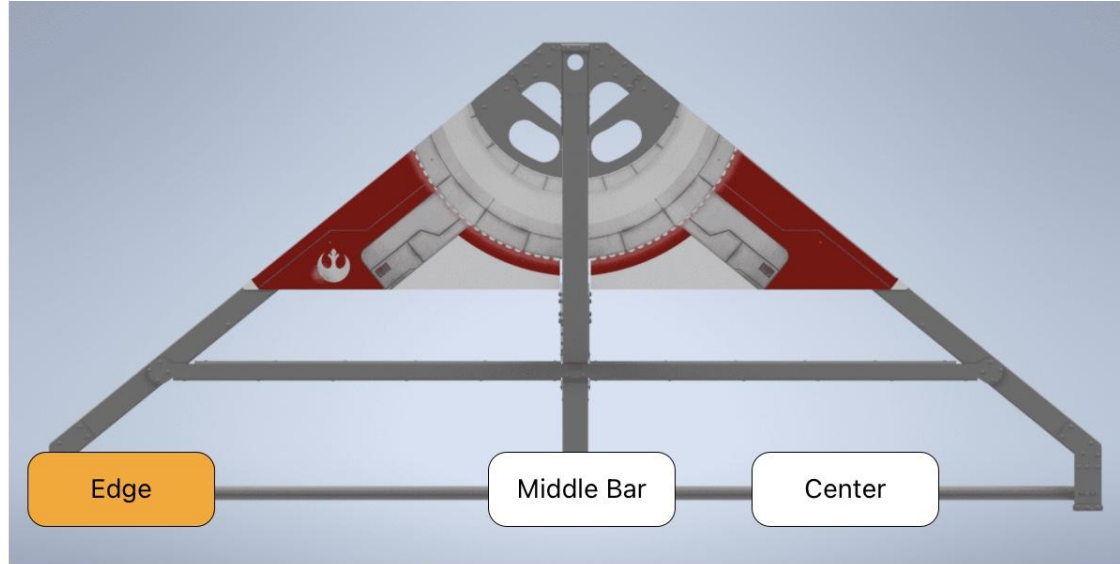
0:00

Start Stopwatch

## Initial Climb Height



# Climb



## Comments

Add any comments that you feel are useful. Do they attempt to climb but fall? Do they get in the way of other robots? Do they swing a lot on the climb? Are they able to balance the rung? Are they able to adjust their climb position? Do they slide on the run? Anything else that shows evidence of good/poor performance?

Type your comments here...

# Penalties

Yellow Card

Red Card

# Exporting

<https://drive.google.com/file/d/1ewLpCGDOiNimtPiHZ8YB5bNTAfbx9Ygq/view?usp=drivesdk>

Thank You!