# Scout Sheet for Relic Recovery

# Pre-Match

# Team Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Team Number\_\_\_\_\_\_\_\_\_

# Robot Capabilities Autonomous:

**Jewel:** Yes or No Consistent? Yes or No

**Glyph:** Yes or No Can you read the Pictograph? Yes or No

**Safe Zone:** Yes or No

# Robot Capabilities Tele-Op:

**Cryptobox:** Yes or No Number of squares: \_\_\_\_\_ Finished before End-Game? Yes or No

# Robot Capabilities End-Game:

**Relic:** Yes or No Zone 1 Zone 2 Zone 3 Upright? Yes or No

**Balance Board:** Yes or No

**Autonomous Rating: \_\_\_\_**

**Glyph Scorer Rating: \_\_\_\_**

**End-Game Rating: \_\_\_\_**

**Total: \_\_\_\_**

Rating Scale:

*Autonomous: Glyphs: End-Game:*

*1 = Safe Zone or Glyph 1 = 1-3 1 = Zone 1*

*2 = Safe Zone and Glyph 2 = 4-6 2 = Zone 1 Upright or Zone 2*

*3 = Jewel 3 = 7-9 3 = Zone 2 Upright*

*4 = Pictograph or Jewel and Other 4 = 10-11 4 = Zone 3*

*5 = Pictograph and Other 5 = Complete Box 5 = Zone 3 Upright*

*6 = Perfect Autonomous 6 = Cipher \*Add an addition point for Balance Board.*