

FIRST STRONGHOLD

Scouting Card

Front

Autonomous:

- **bool** - boulder loaded
 - whether the robot began the match with a loaded boulder. Mark "Y" for yes, "N" for no.
- **bool** - started as spy bot
 - whether the robot began the match in the "spy bot" position. Mark "Y" for yes, "N" for no.
- **choice** - reached (2) or crossed (10) outer defense
 - Whether the robot either reached the outer defense (worth 2 points) or completely crossed it (worth 10 points). Mark "R" for reached, "C" for crossed, or "A" for attempted.
- **int** - high goal (10)
 - The number of goals they put into the high goal (worth 10 points). Mark "Y" for every successful goal, or put an "A" for attempted if they miss.
- **int** - low goal (5)
 - The number of goals they put into the low goal (worth 5 points). Mark "Y" for every successful goal, or put an "A" for attempted if they miss.

Comment [1]: true/false

Comment [2]: integer

Tele-Operated:

- **int** - how many times they crossed each defense (5)
 - This tells us what defenses the robot crossed in what order. Whenever a robot begins to cross an obstacle, start the stopwatch. When it finishes crossing an obstacle, write the appropriate character based on which one they crossed and the **time they took** after it. If they were not able to cross it, write down the appropriate character and then put a slash through it:
 - P - ***P***ortcullis
 - C - ***C***heval de Frise
 - M - ***M***oat
 - R - ***R***amparts
 - D - ***D***rawbridge
 - S - ***S***ally Port
 - T - Rough ***T***errain

Comment [3]: I feel like this will clutter up the cell on the cards. Let's just put general observations about how long defenses take on the back in additional notes.

- W - Rock *W*all
 - L - *L*ow Bar
- example: robot crossed portcullis in 30 seconds and got stuck on the moat before giving up and crossing the low bar in 1 second. It would look like this:
 - P30ML1
- int - number of pickups
 - Mark a tally every time the team successfully picks up a boulder.
- int - number of drops
 - Mark a tally every time the team is in possession of a ball and then loses control over it.
- int - high goal (6)
 - Mark a tally every time the team successfully scores a boulder in the high goal.
- int - low goal (2)
 - Mark a tally every time the team successfully scores a boulder in the low goal.
- int - goal misses
 - Mark a tally every time the team attempts to score a goal in either the high or low goal but misses.
- choice - surrounded (5) or climbed (15) castle
 - Whether or not they were able to do the end game. Mark an "S" if they were able to touch the Batter, "C" if they were able to climb the castle, or "A" if they attempted to do either of those but failed.

Fouls:

- fouls should be marked by recording the foul symbol, i.e. "G22". If they don't know the foul, they should at least specify regular or technical.

On the front of the card (non-table fields):

- driver and human info
 - Write anything that you notice about the team that would be useful. Most of these are non-quantitative information that would advise the alliance picker (i.e. "loses control of ball when going over obstacle ___", etc).

Additional Ideas (not currently implemented):

- int - number of times they crossed "secret passage"

Back

Notes:

- text - auton notes
 - Autonomous capability of the team. Outline strategies they employ and mark ones they prefer.
- text - teleop notes
 - Tele-op capability of the team. Outline strategies they employ, what they tend to do, and what they are good at. What they usually do and what they are good at may differ.
- text - additional notes
 - Any other information you think we should know about the team, but isn't on the card.
- string - T-shirt color
 - Pretty self-explanatory. Used to identify human player

General Robot Info:

- string - wheel type
 - what kind of wheels does the robot have?
- int - number of wheels
 - how many wheels does the robot have?
- string - drivetrain
 - what kind of drivetrain do they use?
- int - number of CIMS
 - CIMS = motors. How many motors do they use on the drive train? Motors not used for locomotion should not be included in this count.
- int - high speed
 - What is the speed of their robot in ft/sec? If they only have one speed, write it here and leave low speed blank.
- int - low speed
 - Some robots have 2 modes of travel: a slow, sturdy mode and a fast, "sketchy" mode. If this is the case, write the slower mode's speed here.
- int - height
 - how tall is the robot?
- int - weight
 - how much does this robot weight, excluding the battery? If they do not know, put "IDK". On this field especially, a wrong estimate is worse than no value.

Game Specific Info:

- bool - starts as spy bot
 - whether or not they can start in the spy bot position and actually do something useful (anybody can sit in the spy bot position, but they're wasting space if they don't take advantage of their position). Circle "Y" for yes or "N" for no.
- bool - preloading of boulders
 - whether they can start with a boulder within their robot and actually do something useful with it. Circle "Y" for yes or "N" for no.
- multichoice - crossable defenses, preferences
 - Which defenses are they able to cross? Circle all the ones they can do **reliably**. If there are ones they prefer to do or are particularly good at, star those.
- multichoice - goal; high or left low, center low, or right low, preferences
 - Which goals can they score in? Circle all the ones they can do **reliably**. If there are ones they prefer to do or are particularly good at, star those.
- bool - capturing of the castle
 - Can they do the endgame? Circle either "Climb", "Surround", or "None".

Diagram:

- Start auton (where does the team prefer to start autonomous mode? Indicate by circling the area. If no preference, write "no pref.")

Recommendations:

- When pit scouting, make sure you have a tape measure; some teams do not know the height of their robot.