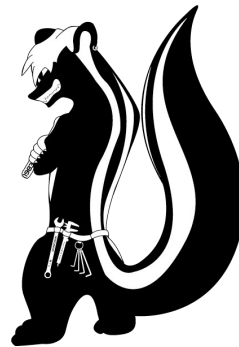


**Skunkworks Robotics
Scouting Plan
2007-2008**



**Aviation High School
Team 1983**

Created by the Systems Integration Team

**Prepared By:
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**Mentors:
Gary Miller**

ABSTRACT

Included in this document is the Aviation High School Scouting report for the FIRST Robotics Competition (FRC). The overall purpose of this form is to document scouting reports in a concise and organized manner. Each page contains different areas of scouting and how to document them. The second page of this document contains a blank form for Pit Scouting. The fourth page is a blank form for match scouting. Spreadsheets are also included within this document

Pit Scouting Sheet Skunkworks Robotics Team 1983



Team # _____ Team Name: _____ School: _____ State _____

Competition: _____

Scout Name: _____ Time: _____ AM/PM Date: _____

Team Coach: _____ Team Student
Leader: _____

Mentors: _____, _____, _____

Team Members: _____, _____, _____
_____, _____, _____

Team Strategy (Hybrid)

Team Strategy (Tele)

Robot Info: [Hurdler] [Rabbit] Other: _____ Robot Speed: _____ fps Other: _____

Drive train: [Holo] [Tank] [Crab/Swerve] Other _____ **Power:** [Chain] [Trans] Other: _____

Wheels: [Omni] [Mecanum] [Tread] Other: _____ **Drive:** [2WD] [4WD] [6WD] [Tread]

End effectors: [N/A] [Claw (Halo/2 point/3 point/3+ point)] [Fork Lift] [Sucker] Other: _____

Lift Method: [Forklift] [Arm] [Shooter] Other: _____ Place ball on overpass [yes] [no]

Sensors: Gyro [] Camera [] Touch [] Infrared [] Ultra Sonic [] Other: _____

Robo Coach Commands: 1 _____ 2 _____ 3 _____ 4 _____

Unique Features: _____

Rough Sketch of Robot Please

Match Scouting Sheet Skunkworks Robotics Team 1983

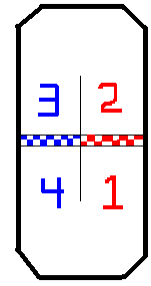


Team #: _____ Scout Name: _____ Match #: _____

[Blue] [Red] Alliance # 1: _____ Partner 2: _____

Hybrid Mode Points:
 Line Points: [4] [8] [12] [16] [20] [24] [28] [32] [36]
 Knock Off: [8] [16] Acquire Ball: [Yes] [No]
 Ball Crosses Alliance Finish Line Under [4] [8] [12] [16] [20]
 Over [8] [16] [24] [32] [40]

Hybrid Mode Path



Total Points

Tele-op _____

Hybrid _____

Tele-operated Mode Points:
 Line Points: [2] [4] [6] [8] [10] [12] [14] [16] [18] [20] [22] [24]
 Ball Points Hurdle: [8] [16] [24] [32] [40] [48]
 Ball Pass Line: [2] [4] [6] [8] [10] [12] [14] [16] [18] [20]
 Place Ball On Overpass [12] [24]

Penalties:
 Driving Backwards [10] [20] [30] [40]
 Non-Bumper Contact [10] [20] [30] [40]
 Impeding [10] [20] [30] [40]

Defense: Knock Off Opponent's Ball: [12] [24]

| | |
|--------------------------|---------------------|
| Obstructions (per match) | Fumbles (per match) |
| | |

X 1 = _____

Def _____

Overall Assessments: Primarily: [Offensive] [Defensive]
Durability: Finishes Match [Yes] [No]
Driver Rating: Overall Control: (Bad) [1] [2] [3] [4] [5] (Good) Speed: (Slow) [1] [2] [3] [4] [5] (Fast)
 Description End Game Move (Last 30 Seconds) _____

 Comments (Unique Skills or Problems)
 Best Skill: _____
 Weakest Skill: _____
 Other: (ie. Teamwork use): _____

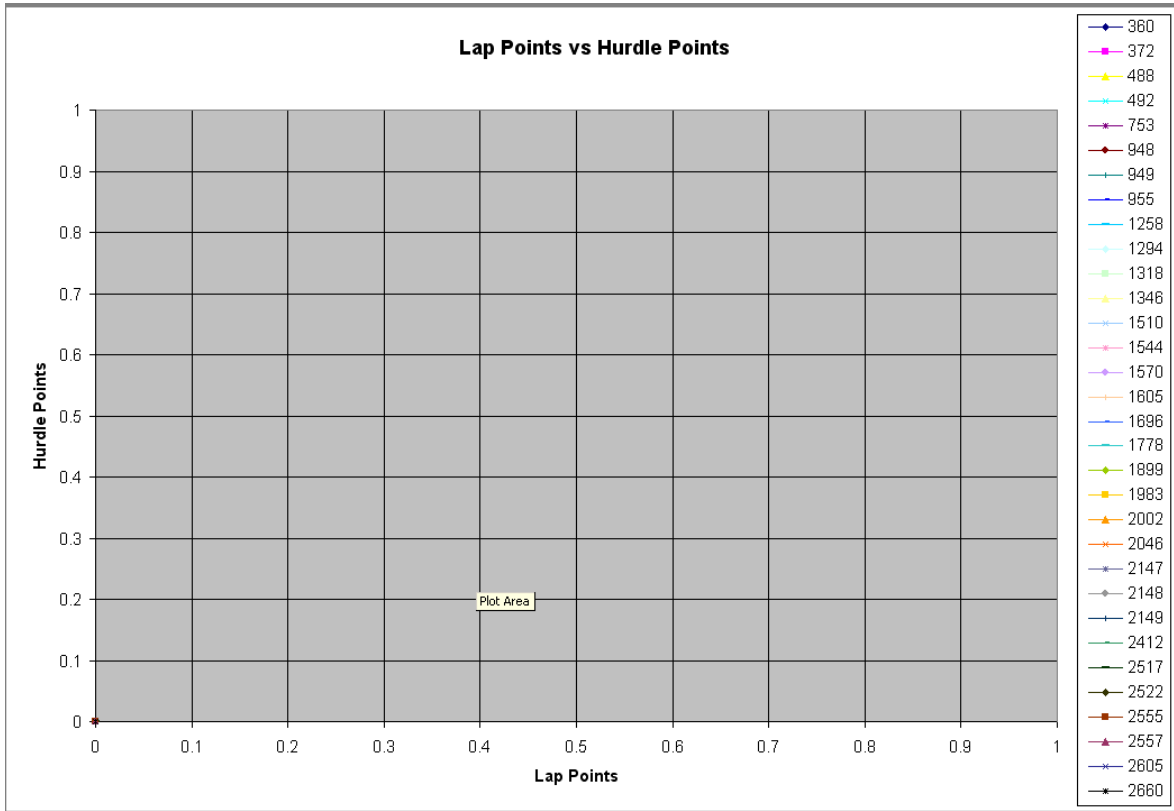
Robot Rating (Worst)(1-5)(Best) _____

1 Sample Spread Sheet of Match Scout Information (S1)

| | A | B | C | D | E | F | G | H | I | J | K |
|----|--------|---------|---------------|------------|-------------|-----------|---------|-----|-----------|---------|---------|
| 1 | Team # | | | | | Offensive | | | Defensive | | |
| 2 | | Match # | Hurdle Points | Lap Points | Deff. Score | High | Ave | Low | High | Ave | Low |
| 3 | | 360 | | | | 0 | #DIV/0! | 0 | 0 | 0 | #DIV/0! |
| 4 | | 1 | | | | | | | | | |
| 5 | | 2 | | | | | | | | | |
| 6 | | 3 | | | | | | | | | |
| 7 | | 4 | | | | | | | | | |
| 8 | | 5 | | | | | | | | | |
| 9 | | 6 | | | | | | | | | |
| 10 | | 7 | | | | | | | | | |
| 11 | | 8 | | | | | | | | | |
| 12 | | 9 | | | | | | | | | |
| 13 | | 10 | | | | | | | | | |
| 14 | | 11 | | | | | | | | | |
| 15 | | 12 | | | | | | | | | |
| 16 | | 13 | | | | | | | | | |
| 17 | | 14 | | | | | | | | | |
| 18 | | 15 | | | | | | | | | |
| 19 | | High | Average | Low | | High | Average | Low | | | |
| 20 | Hurdle | 0 | #DIV/0! | 0 | Lap | 0 | #DIV/0! | 0 | | | |
| 21 | | 372 | | | | 0 | #DIV/0! | 0 | 0 | #DIV/0! | 0 |
| 22 | | 1 | | | | | | | | | |
| 23 | | 2 | | | | | | | | | |
| 24 | | 3 | | | | | | | | | |
| 25 | | 4 | | | | | | | | | |
| 26 | | 5 | | | | | | | | | |
| 27 | | 6 | | | | | | | | | |
| 28 | | 7 | | | | | | | | | |
| 29 | | 8 | | | | | | | | | |
| 30 | | 9 | | | | | | | | | |
| 31 | | 10 | | | | | | | | | |
| 32 | | 11 | | | | | | | | | |
| 33 | | 12 | | | | | | | | | |
| 34 | | 13 | | | | | | | | | |
| 35 | | 14 | | | | | | | | | |
| 36 | | 15 | | | | | | | | | |
| 37 | | High | Average | Low | | High | Average | Low | | | |
| 38 | Hurdle | 0 | #DIV/0! | 0 | Lap | 0 | #DIV/0! | 0 | | | |
| 39 | | 488 | | | | 0 | #DIV/0! | 0 | 0 | #DIV/0! | 0 |
| 40 | | 1 | | | | | | | | | |
| 41 | | 2 | | | | | | | | | |
| 42 | | 3 | | | | | | | | | |
| 43 | | 4 | | | | | | | | | |
| 44 | | 5 | | | | | | | | | |
| 45 | | 6 | | | | | | | | | |
| 46 | | 7 | | | | | | | | | |
| 47 | | 8 | | | | | | | | | |
| 48 | | 9 | | | | | | | | | |
| 49 | | 10 | | | | | | | | | |
| 50 | | 11 | | | | | | | | | |
| 51 | | 12 | | | | | | | | | |
| 52 | | 13 | | | | | | | | | |
| 53 | | 14 | | | | | | | | | |

This spread sheet contains the scores for a sample team during a competition. Points lay within the match number and are broken down into two categories lap points and hurdle points. These points are added up for an overall total, and sub groups contain an overall high, mean and overall low score.

2 Sample Graph of Match Scout Information (S2)



Team Scores

