

Remote Scoresheet

Layout for red field

Event: _____ Team: _____ Match: _____

Pre-Match

	Default Signal	Team Signal Sleeve	
Signal	<input type="checkbox"/>	<input type="checkbox"/>	

Autonomous Period

Terminal (near side) _____

Terminal (far side) _____

R	Front Wall			
Alliance Station and Substation	Z1: _____	Y1: _____	X1: _____	
	Z2: _____	Y2: _____	X2: _____	
	Z3: _____	Y3: _____	X3: _____	
	Z4: _____	Y4: _____	X4: _____	
	Z5: _____	Y5: _____	X5: _____	
	Back Wall			R

	No	Substation/ Terminal	Signal Zone
Robot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Driver-Controlled Period

Terminal (near side) _____

Terminal (far side) _____

R	Front Wall			
Alliance Station and Substation	Z1: _____	Y1: _____	X1: _____	
	Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	
	Z2: _____	Y2: _____	X2: _____	
	Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	
	Z3: _____	Y3: _____	X3: _____	
	Back Wall			R

End Game Period

	None	Parked	
Robot	<input type="checkbox"/>	<input type="checkbox"/>	

Penalties

Minor _____ # Major _____

Junction grid shown from behind field. Each cell is for recording the stack of Cones Secured on the corresponding Junction. Record the number of Cones on the line, and check the "beacon" box if a Beacon is additionally scored on the Junction.