	FIRST	Red Alliance Side					Power  Play		
TECH CHALLENGE		Match:			Fie	ld:	_	venuero e 🖓 Baytheen	
	Pre-Match			<b>Driver-Controlled Period</b>					
	Default Signal Team Signal Sleeve			RED Terminal (audience side) BLUE Terminal (scoring side)					
F	Robot 1								
Robot 2					R	Audience-side (Front) Wall			
Autonomous Period					Z1:	Y1:	X1:		
RED Terminal (audience side)				Wall	Z2:	Y2:	X2:		
R	Audience-side (Front) Wall			liance	Z3:	Y3:	X3:		
	Z1:	Y1:	X1:		Red Alliance Wall	Z4:	Y4:	X4:	
Wall	Z2:	Y2:	X2:			Z5:	Y5:	X5:	
nce \	Z3:	Y3:	X3:		_				
Allia					в		Scoring-side (Bad	ck) Wall	
Red Alliance Wall	Z4:	Y4:	X4:	X4:		End Game Period			
	Z5:	Y5:	X5:				None	Parked	
в	S	coring-side (Bac	k) Wall		I	Robot 1			
D			tation/	Signal	I	Robot 2			
Terminal Zone			Penalties						
F	Robot 1				# Minor # M		lajor		
Robot 2						•••		• ·	

Junction grid shown from scoring side perspective (behind field). Each cell is for recording the stack of Cones Secured on the corresponding Junction. Junction stack order matters! Write each Secured Cone in order starting with the bottom-most cone in the top-left corner of the cell. Use 'r' for a Red Cone, 'b' for a Blue Cone, 'Cr#' for a Red Beacon, and 'Cb#' for a Blue Beacon, where '#' is 1 for the Beacon scored by Robot 1 and 2 for the Beacon scored by Robot 2. Use lower-case 'r' and 'b' to reduce ambiguity from handwriting. A Junction with a Red Cone at the bottom, then a Blue Cone, a Red Cone, and Capped with a Red Beacon by Robot 2 would be recorded as: "rbrCr2". Make sure you confirm with the other alliance Scoring Referee that your X columns match!

Team #	No Show	Yellow Card	Red Card

FIRST		Blue Alliance Side						
TECH HALLENGE		Mato	:h:	Field:		HERRITE IN Grant Republics		
	Pre-N	latch		Drive	er-Control	led Period		
	Default	-	am Signal Sleeve	BLUE Terminal (audience side)				
Robot 1	C				Audionco sido (Front) Wall			
Robot 2	Robot 2			Audience-side (Front) Wall X1: W1: V1:				
Auto	onomo	us Perio	bd	X1:	VV1:	V1:		
		ience side)		X2:	W2:	V2: Bre		
Audie	nce-side (	Front) Wall	В	X3:	W3:	V3: Allian		
:1:	W1:	V1:		X4:	W4:	V2: Blue Alliance Wal		
2:	W2:	V2:	Blue	X5:	W5:	V5:		
3:	W3:	V3:	Alliance Wal	Sco	oring-side (Ba	ck) Wall		
4:	W4:	V4:	e Wall	End Game Period				
5:	W5:	V5:			None	Parked		
Scori	na-side (E	Back) Wall		Robot 1				
	No	Substatior	n/ Signal	Robot 2				
	Terminal Zone		Penalties					
Robot 1								
Robot 2				# Minor		# Major		

CH/

X1:

X2:

X3:

X4:

X5:

Junction grid shown from scoring side perspective (behind field). Each cell is for recording the stack of Cones Secured on the corresponding Junction. Junction stack order matters! Write each Secured Cone in order starting with the bottom-most cone in the top-left corner of the cell. Use 'r' for a Red Cone, 'b' for a Blue Cone, 'Cr#' for a Red Beacon, and 'Cb#' for a Blue Beacon, where '#' is 1 for the Beacon scored by Robot 1 and 2 for the Beacon scored by Robot 2. Use lower-case 'r' and 'b' to reduce ambiguity from handwriting. A Junction with a Red Cone at the bottom, then a Blue Cone, a Red Cone, and Capped with a Red Beacon by Robot 2 would be recorded as: "rbrCr2". Make sure you confirm with the other alliance Scoring Referee that your X columns match!

Team #	No Show	Yellow Card	Red Card