

Remote Scoresheet

Layout for blue field

Event: _____ Team: _____ Match: _____

Pre-Match

Default Signal Team Signal Sleeve

Signal

Autonomous Period

Terminal (near side) _____

Terminal (far side) _____

Front Wall			B
X1: _____	W1: _____	V1: _____	Alliance Station and Substation
X2: _____	W2: _____	V2: _____	
X3: _____	W3: _____	V3: _____	
X4: _____	W4: _____	V4: _____	
X5: _____	W5: _____	V5: _____	
Back Wall			B

No Substation/ Terminal Signal Zone

Robot

Driver-Controlled Period

Terminal (near side) _____

Terminal (far side) _____

Front Wall			B
X1: _____	W1: _____	V1: _____	Alliance Station and Substation
Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	
X2: _____	W2: _____	V2: _____	
Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	
X3: _____	W3: _____	V3: _____	
Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	
X4: _____	W4: _____	V4: _____	Alliance Station and Substation
Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	
X5: _____	W5: _____	V5: _____	
Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	Beacon: <input type="checkbox"/>	
Back Wall			B

End Game Period

None Parked

Robot

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.