

Remote Scoresheet

Layout for red field

Event: _____ Team: _____ Match: _____

Pre-Match

Default Signal Team Signal Sleeve

Signal

Autonomous Period

Terminal (near side) _____

Terminal (far side) _____

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

No Substation/
Terminal Signal
Zone

Robot

Driver-Controlled Period

Terminal (near side) _____

Terminal (far side) _____

Alliance Station and Substation	Front Wall			
	Z1: _____ Beacon: <input type="checkbox"/>	Y1: _____ Beacon: <input type="checkbox"/>	X1: _____ Beacon: <input type="checkbox"/>	
	Z2: _____ Beacon: <input type="checkbox"/>	Y2: _____ Beacon: <input type="checkbox"/>	X2: _____ Beacon: <input type="checkbox"/>	
	Z3: _____ Beacon: <input type="checkbox"/>	Y3: _____ Beacon: <input type="checkbox"/>	X3: _____ Beacon: <input type="checkbox"/>	
	Z4: _____ Beacon: <input type="checkbox"/>	Y4: _____ Beacon: <input type="checkbox"/>	X4: _____ Beacon: <input type="checkbox"/>	
	Z5: _____ Beacon: <input type="checkbox"/>	Y5: _____ Beacon: <input type="checkbox"/>	X5: _____ Beacon: <input type="checkbox"/>	
	Back Wall			R

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.