### Pre-Match

<table>
<thead>
<tr>
<th>Default Signal</th>
<th>Team Signal Sleeve</th>
</tr>
</thead>
<tbody>
<tr>
<td>Robot 1</td>
<td></td>
</tr>
<tr>
<td>Robot 2</td>
<td></td>
</tr>
</tbody>
</table>

### Autonomous Period

#### BLUE Terminal (audience side)

<table>
<thead>
<tr>
<th>Audience-side (Front) Wall</th>
</tr>
</thead>
<tbody>
<tr>
<td>X1: W1: V1:</td>
</tr>
<tr>
<td>X2: W2: V2:</td>
</tr>
<tr>
<td>X3: W3: V3:</td>
</tr>
<tr>
<td>X4: W4: V4:</td>
</tr>
<tr>
<td>X5: W5: V5:</td>
</tr>
</tbody>
</table>

#### Scoring-side (Back) Wall

<table>
<thead>
<tr>
<th>No</th>
<th>Substation/Terminal</th>
<th>Signal Zone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Robot 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Robot 2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Driver-Controlled Period

#### BLUE Terminal (audience side)

<table>
<thead>
<tr>
<th>Audience-side (Front) Wall</th>
</tr>
</thead>
<tbody>
<tr>
<td>X1: W1: V1:</td>
</tr>
<tr>
<td>X2: W2: V2:</td>
</tr>
<tr>
<td>X3: W3: V3:</td>
</tr>
<tr>
<td>X4: W4: V4:</td>
</tr>
<tr>
<td>X5: W5: V5:</td>
</tr>
</tbody>
</table>

#### Scoring-side (Back) Wall

<table>
<thead>
<tr>
<th>None</th>
<th>Parked</th>
</tr>
</thead>
<tbody>
<tr>
<td>Robot 1</td>
<td></td>
</tr>
<tr>
<td>Robot 2</td>
<td></td>
</tr>
</tbody>
</table>

### End Game Period

#### Penalties

<table>
<thead>
<tr>
<th># Minor</th>
<th># Major</th>
</tr>
</thead>
</table>

### Junction Grid

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 Information

<table>
<thead>
<tr>
<th>Team #</th>
<th>No Show</th>
<th>Yellow Card</th>
<th>Red Card</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>