



# Red Alliance Side



Match: \_\_\_\_\_ Field: \_\_\_\_\_

## Pre-Match

Default Signal    Team Signal  
Sleeve

Robot 1          
Robot 2       

## Autonomous Period

RED Terminal (audience side) \_\_\_\_\_

R	Audience-side (Front) Wall		
	Z1:	Y1:	X1:
	Z2:	Y2:	X2:
	Z3:	Y3:	X3:
	Z4:	Y4:	X4:
Z5:	Y5:	X5:	
B	Scoring-side (Back) Wall		

No    Substation/  
Terminal    Signal  
Zone

Robot 1              
Robot 2           

## Driver-Controlled Period

RED Terminal (audience side) \_\_\_\_\_

BLUE Terminal (scoring side) \_\_\_\_\_

R	Audience-side (Front) Wall		
Z1:	Y1:	X1:	
Z2:	Y2:	X2:	
Z3:	Y3:	X3:	
Z4:	Y4:	X4:	
Z5:	Y5:	X5:	
B	Scoring-side (Back) Wall		

## End Game Period

None    Parked

Robot 1          
Robot 2       

## Penalties

# Minor \_\_\_\_\_ # Major \_\_\_\_\_

Team #

No Show

Yellow Card

Red Card



# Blue Alliance Side



Match: \_\_\_\_\_ Field: \_\_\_\_\_

## Pre-Match

Default Signal    Team Signal  
Sleeve

Robot 1          
Robot 2       

## Autonomous Period

BLUE Terminal (audience side) \_\_\_\_\_

Audience-side (Front) Wall			B
X1:	W1:	V1:	Blue Alliance Wall
X2:	W2:	V2:	
X3:	W3:	V3:	
X4:	W4:	V4:	
X5:	W5:	V5:	
Scoring-side (Back) Wall			R

No    Substation/  
Terminal    Signal  
Zone

Robot 1              
Robot 2           

## Driver-Controlled Period

BLUE Terminal (audience side) \_\_\_\_\_

RED Terminal (scoring side) \_\_\_\_\_

Audience-side (Front) Wall			B
X1:	W1:	V1:	Blue Alliance Wall
X2:	W2:	V2:	
X3:	W3:	V3:	
X4:	W4:	V4:	
X5:	W5:	V5:	
Scoring-side (Back) Wall			R

## End Game Period

None    Parked

Robot 1          
Robot 2       

## Penalties

# Minor \_\_\_\_\_ # Major \_\_\_\_\_

Team #

No Show

Yellow Card

Red Card

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!

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!