



MATCH NUMBER

SCOREKEEPER REFEREE INITIALS



BLOCKS SCORED

	GOAL I	GOAL II	GOAL III
BLOCKS SCORED	<input type="text"/>	<input type="text"/>	<input type="text"/>
FILL LEVEL	<input type="text"/>	<input type="text"/>	<input type="text"/>
UNIFORM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

FILL LEVEL

UNIFORM

CLEARED SUPPLY ZONE

RED BLOCKS REMOVED:

ROBOT 1:

NOT PARKED PARTIALLY PARKED FULLY PARKED

ROBOT 2:

NOT PARKED PARTIALLY PARKED FULLY PARKED

MATCH STOP TIME (ONLY FOR FINALS TIEBREAKER): _____

TEAM 1 _____ NO SHOW DQ

DQ REASON

TEAM 2 _____ NO SHOW DQ

DQ REASON



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DRIVING AUTONOMOUS CODING



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