

A System for Scouting

Team 476

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Scouting System Goals

- Performance Based System
 - Only what you did counts, not what you can do
- Want to predict/strategize future matches
- Fact-based - no arbitrary judgment
 - Different scouts must record the same info
- Simple – 2-3 people
- Useful for picking alliance partners

Scouting Systems I Don't Like

- Arbitrary judgments, like rating driver skill
- So complex you can't collate information until the end of the day
- 'Maps' of what each robot did during a match

Our System for 2007

Scoring Tube:

1^L = Low score

1^M = Medium score

1^H = High Score

A = Autonomous, no score

Ⓐ = Autonomous score

Ramp/Life at end:

R = Single Ramp, no score

Ⓙ = Single Ramp, score

ⓃR = Double Ramp, scored one

Ⓛ = Single Lift, score

DL = Double Lift, no score

1 person recorded Red and 1 person recorded Blue on notepad.

Transferred results to master page at end of match.

Examples

Use hand-outs from Lone Star Regional to predict/strategize the following match:

476		499
1561	vs.	1642
2157		2158

Prediction:

476	3-4 ^{ML}	Ⓛ	499	1 ^L	
1561	1 ^M		1642	---	Ⓡ
2157*	---		2158	4-5 ^{ML}	R

*has problems

Strategy:

1561 – Defend 2158 (*and 1561 did a great job of it, winning the match for us!*)

2157 – Since 1642 will likely defend 476, keep 1642 off them.

Let 499 go free.

If 1642 deploys their ramp or we're behind, 476 lifts 1561.

Other Examples of Strategy

- Time permitting, review Newton nationals prediction sheet for Friday afternoon/Saturday morning matches

Other Thoughts

- Scout every practice match
 - This is your only data for predicting the first matches Friday morning
 - Tells you what robots are capable of when undefended
- Good to have a sheet on each robot's drive train power for defensive alliance picking
 - We send two veterans out Thursday morning to look at every teams robot and record this and other info
- Ask 'How are you running?' before each match for each team for and against you.
- Watch out for robots that just got fixed and can now score!