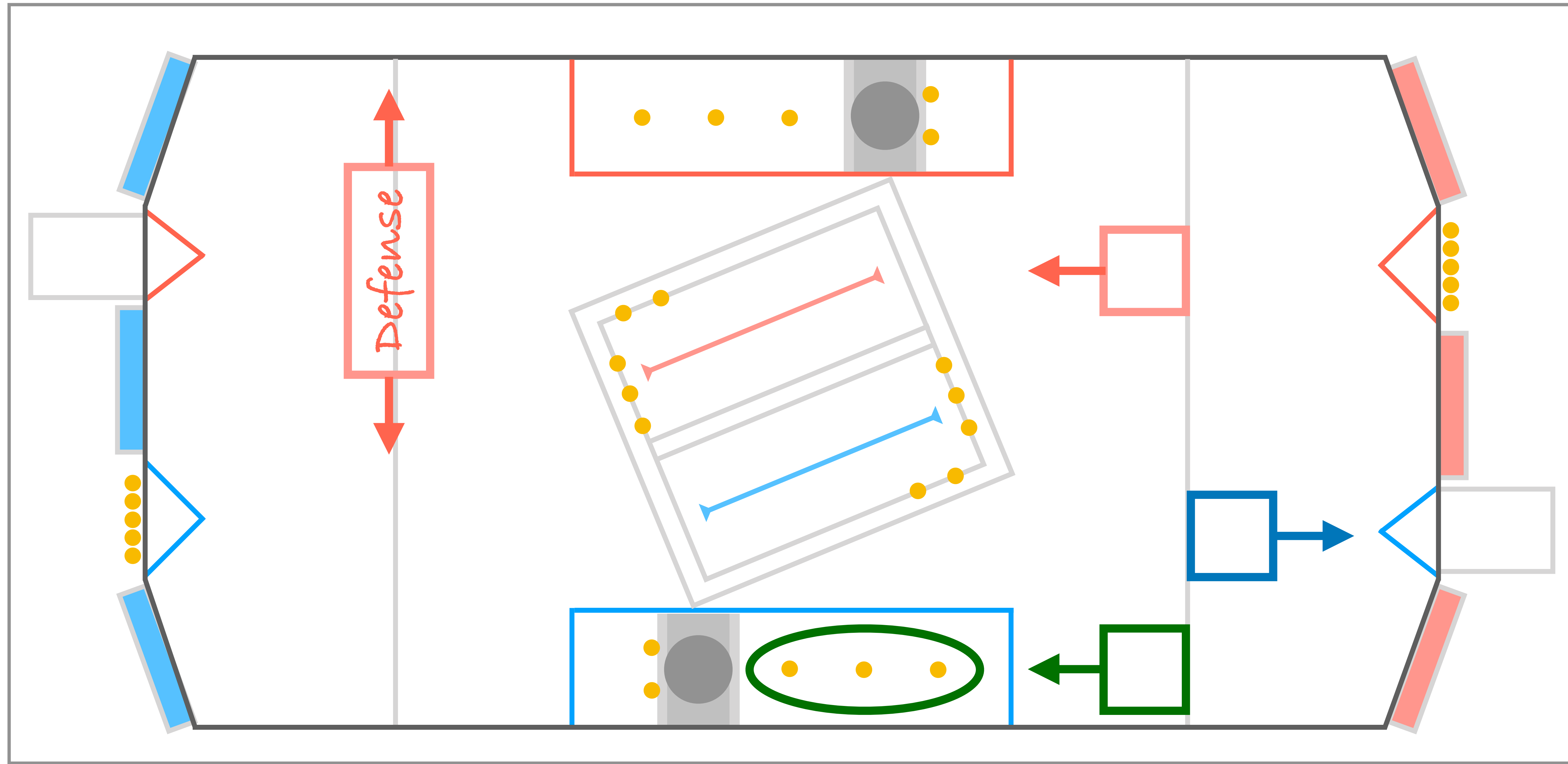


Blue

4089

4692

3663



Red

2910

2605

4061

Team	Move	Autonomous			Tele-Operated				End Game			
		Bottom	Outer	Inner	Bottom	Outer	Inner	Rotate	Position	Park	Hang	Defense
4089	✓		+	✓		+	+				+	
			2.27	0.18		5.27	0.55					
4692	+					-						x
						2						
3663	+		+	+		+	+				+	
			2.18	0.64		7.91	3.36					

Stage 1	✓	AUTO
Stage 2		3663 -> Sit in front of goal; move off line forward to stay out of 4089's way.
Stage 3		4089 -> Sit in front of trench, shoot, + grab + trench balls.
Cell R.P.		4692 -> Position away from 4980 + 3663, move off line.
Hang R.P.	✓	TELE

3663 → Run trench. Shoot from initiation line if clear (we're most accurate here.) If under defense, shoot from triangle + attract defender here to gain penalty points.

4089 → Run trench, shoot from initiation (most accurate spot) If under defense, stay in trench & shoot → don't bother w/ initiation line.

4692 -> Defend near opponent goal; move along initiation line, do not move off it (we don't want penalties). Stall 2910's shooting → don't let them shoot from initiation line (They are most accurate there)

ENDGAME

3663 + 4089 Double climb w/ 30s. → NEED R.P.

4692 → stop 4061 from reaching rendezvous; cannot let opponent earn a double climb



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