

1--Begin by looking online:  
1A--FIRST Regional Lists to identify opponents at competitions.  
1B--Chief Delphi to view robots and teasers.  
1C--Does photo site still exist?  
1D--Team websites for photos  
1E--Possible viewing robots in animations.  
1F--Identify potential capabilities for bot.  
2--Identify scouting strategies  
2A--Identify main subsystems  
2A1--Drive/  
2A2--Autonomous/Programming  
2A3--Defensive Mechanisms/  
2A4--Offensive Mechanisms/  
2B--Within subsystems, identify main strategies  
2B1--Defensive blocking strategies  
2B2--Defensive stealing strategies  
2B3--Offensive arm strategies  
2B4--Offensive pushing strategies  
2B5--Autonomous scoring strategies  
2B6--Autonomous blocking strategies  
2B7--Drive strategies  
2B8--Programming strategies  
3--Develop Scouting Form  
3A--List all strategies  
3B--Determine rating system for each strategy  
3B1--Make rating system as simple as possible (e.g., 1 to 5 numbers for rating how successful tasks are done)  
3C--Insert photo of robot if available  
3D--Make physical flow of sheet correspond to flow of game. (Don't have field diagram for autonomous at opposite end from autonomous comments.)  
4--Competition Activities  
4A--Scout in pits before practice  
4B--Discuss capabilities with team  
4C--Scout teams during practice runs  
4C1--Record autonomous path and what the robot is trying to do. Is it successful?  
4C2--Record what the robot does during play. Is it successful?  
4D--Rate teams Thursday evening, and discuss play strategies with Competition Team members.  
4E--Scout teams during Qualifying Rounds  
4E1--Record autonomous path and what the robot is trying to do. Is it successful?  
4E2--Record what the robot does during play. Is it successful?  
4E3--Pass scouting info about partners and opponents on to Competition Team for discussing alliance strategy prior to matches.  
4F--Rate teams Friday evening.  
4G--Rate teams after final Qualification Match.  
4F--Prepare a list of the top 24 robots that will complement your robot during playoffs.  
4F1--This may not only be used if you are selecting, but also to assist the Alliance Captain if they do not have a complete list.