

Quantitative Scouting:

Team 195

This document models the Team 195 scouting data which can be downloaded through 195scoutingData.csv or 195scoutingData.json.

Analyzed Item	Type of Data	Question asked for the Data	Answers Possible for the Analyzed Item in the system
matchNum	int	Match Number	
allianceStationID	int	Alliance Station Location	1= red left, 2 red central, 3 = Red Right, 4= blue left, 5= blue center, 6 = blue right
team	string	Team Number in Data	
scoutingStatus	int	Status of Scouting Record	1= Complete, 2= under review, 3=Complete (after review), Null= not scouted
preStartPos	int	Starting Position of Robot	1: Top 2: Middle 3: Bottom (near community) 4: Bottom (far from community)
preLoad	int	Preload of a Cube/Cone	0 = No; 1 = Yes
preNoShow	int	Did they show up?	0 = No; 1 = Yes
autoMB	int	Move bonus attained?	0= Did not move; 1 = Moved no Bonus; 2 = moved with bonus
autoRamp	int	What did they do on the charge station during auto?	0 = No attempt; 1 = Failed Attempt; 2 = Docked No Engaged; 3 = Docked and Engaged
autoPen	int	Any penalties in auto?	0=No penalties; 1 = Crossed Line; 2 = Multiple pieces
autoScore1	int	Location of Game Piece Scored in auto (1 of 4, not in order)	0 = Did not score; 1-9 (High - Numbering starts on LZ side); 10-18 (Middle - starts on LZ side); 19-27 (Hybrid - starts on LZ side)
autoScore2	int	Location of Game Piece Scored in auto (2 of 4, not in order)	0 = Did not score; 1-9 (High - Numbering starts on LZ side); 10-18 (Middle - starts on LZ side); 19-27 (Hybrid - starts on LZ side)

Analyzed Item	Type of Data	Question asked for the Data	Answers Possible for the Analyzed Item in the system
autoScore3	int	Location of Game Piece Scored in auto (3 of 4, not in order)	0 = Did not score; 1-9 (High - Numbering starts on LZ side); 10-18 (Middle - starts on LZ side); 19-27 (Hybrid - starts on LZ side)
autoScore4	int	Location of Game Piece Scored in auto (4 of 4, not in order)	0 = Did not score; 1-9 (High - Numbering starts on LZ side); 10-18 (Middle - starts on LZ side); 19-27 (Hybrid - starts on LZ side)
teleConeHigh	int	Number of cones scored in high	
teleCubeHigh	int	Number of cubes scored in high	
teleConeMid	int	Number of cones scored mid	
teleCubeMid	int	Number of cubes scored mid	
teleConeLow	int	Number of cones scored low	
teleCubeLow	int	Number of cubes scored low	
teleConeCMTY	int	Number of cones dropped into the community	
teleCubeCMTY	int	Number of cubes dropped into the community	
teleLZPickup	int	Number of cones or cubes picked up in the loading zone	
teleObstructed	int	Number of times the robot was purposefully playing defense on another bot	
teleWasObstructed	int	Number of times the robot had defense played against them	
ramp	int	Charge Station status during end game	0 = No Attempt; 1 = Failed Attempt; 2 = Failed, but Parked; 3 = Parked; 4 = Docked Not Engaged; 5 = Docked engaged
rampAssist	int	Did the robot help or get helped to get on the charge station (if at all)?	0 = No Buddy Climb; 1 = Was Helped; 2 = Helped
rampPos	int	The position of the robot on the charge station (if at all)	0 = Hanging off; 1 = Fully on middle; 2 = Fully on side
rampStartTime	int	What time did they start their endgame/climb?	Time (secs)
postSubsystemBroke	int	Did any pieces of their robot break?	0 = No; 1 = Yes

Analyzed Item	Type of Data	Question asked for the Data	Answers Possible for the Analyzed Item in the system
postBrokeDown	int	did they break down during the match?	0 = No; 1 = Yes
postReorientCone	int	are they able to reorient the cones?	0 = No; 1 = Yes
postShelfPickup	int	Do they have a shelf pickup?	0 = No; 1 = Yes
postGroundPickup	int	Do they have a ground pickup?	0 = No; 1 = Yes
postTippedOver	int	Did they tip over?	0 = No; 1 = Yes