Quantitative Scouting: Team 195

This document provides viewers with Team 195 from our strategy department, which may be downloaded using 195scoutingData.csv or 195scoutingData.json.

Item	Data Type	Notes
matchNum	Integer	Match number
allianceStationID	Integer	Alliance station
team	Varchar(10)	Team name
teamMatchNum	Integer	Match that the team is playing
scoutingStatusID	Integer	Null = not scouted, 1 = scouted, 2 = under review, 3 = scouted (after review)
preNoShow	integer	0 = no, 1 = yes, 0 = robot played in match
preStartPosID	Integer	5 choices left to right from driver perspective
autoLeave	Integer	0 = no, 1 = yes
autoL4	Integer	Coral scored at Lvl4 during auto
autoL3	Integer	Coral scored at Lvl3 during auto
autoL2	Integer	Coral scored at Lvl2 during auto
autoL1	Integer	Coral scored at Lvl1 during auto
autoMissL4	Integer	Coral missed at Lvl4 during auto
autoMissL3	Integer	Coral missed at Lvl3 during auto
autoMissL2	Integer	Coral missed at Lvl2 during auto
autoMissL1	Integer	Coral missed at Lvl1 during auto
autoAlgaeRmv	Integer	Algae removed from reef during auto
autoProcessor	Integer	Algae scored in processor during auto
autoBarge	Integer	Algae scored in barge during auto
autoMarkCoral	Integer	Coral picked up from a coral mark in auto

autoMarkAlgae	Integer	Algae picked up from a coral mark in auto
autoMarkMiss	Integer	Missed coral mark in auto
autoCoralStation1	Integer	Picked up from coral station area to the left of the drive station in auto
autoCoralStation2	Integer	Picked up from coral station area to the right of the drive station in auto
autoMissProcessor	Integer	Algae missed the processor in auto
autoMissBarge	Integer	Algae missed the barge in auto
teleL4	Integer	Coral scored at Lvl4 during teleop
teleL3	Integer	Coral scored at Lvl3 during teleop
teleL2	Integer	Coral scored at Lvl2 during teleop
teleL1	Integer	Coral scored at Lvl1 during teleop
teleMissL4	Integer	Coral missed at Lvl4 during teleop
teleMissL3	Integer	Coral missed at Lvl3 during teleop
teleMissL2	Integer	Coral missed at Lvl2 during teleop
teleMissL1	Integer	Coral missed at Lvl1 during teleop
teleAlgaeRmv	Integer	Algae removed from the reef in teleop
teleProcessor	Integer	Algae scored in the processor in teleop
teleBarge	Integer	Algae scored in the barge in teleop
teleMissProcessor	Integer	Algae missed the processor in teleop
teleMissBarge	Integer	Algae missed the barge in teleop
teleOppProcessor	Integer	Algae scored in the opponent's processor in teleop
teleOppCoral	Integer	Coral picked up on opponent's side in teleop
teleOppAlgae	Integer	Algae picked up on opponent's side in teleop
teleCoralStation1	Integer	Picked up from coral station area to the left of the drive station in teleop
teleCoralStation2	Integer	Picked up from coral station area to the right of the drive station in teleop

teleCoralGround	Integer	Coral picked up from the ground in teleop
climbStatusID	Integer	1=no attempt, 2= shallow fail, 3= deep fail, 4=shallow, 5=deep, 6=park
climbTime	Integer	Time robot approached the barge to climb at the end of the match
postOppCage	Integer	Did coral get stuck in robot? 0 = no, 1 = yes
postSubBroke	Integer	Did a subsystem break on the robot? 0 = no, 1 = yes
postBreakDown	Integer	Did the robot break down? 0 = no, 1 = yes
postDefense	Integer	Did the robot play defense? 0 = no, 1 = yes
postWasDefended	Integer	Was the robot defended against? 0 = no, 1 = yes
postGroundPick	Integer	Did the robot pick up coral from the ground? 0 = no, 1 = yes
postStationPick	Integer	Did the robot pick up coral directly from a coral station? 0 = no, 1 = yes
postShotAlgae	Integer	Did the robot shoot algae toward the barge? 0 = no, 1 = yes