

Quantitative Scouting: Team 195

This document, provided by the Team 195 Strategy department, contains the data element descriptions of our quantitative scouting data captured at our event. The data is available to download in either a csv (195scoutingData.csv) and json (195scoutingData.json) format.

Note: Data entered is subject to human error. We will adjust fuel scoring counts, if necessary, based on the alliance total posted to the blue alliance website throughout the event.

Item	Data Type	Notes
matchNum	integer	Match Number
allianceStationID	integer	1 = Red 1, 2 = Red 2, 3 = Red 3, 4 = Blue 1, 5 = Blue 2, 6 = Blue 3, 7 = Data was reviewed.
team	varchar(10)	Team Number
teamMatchNum	integer	Match Number for given team
preNoShow	integer	0 = Team showed for the match, 1 = Team did not show for the match
preStartPosID	integer	From driver's perspective, 1 = left trench, 2 = left bump, 3 = in front of hub, 4 = right bump, 5 = right trench
autoFuelTotal	integer	Total fuel scored in auto (approx)
autoNZtotal	integer	Total number of times the team entered the zones. From the driver perspective 1 = far left, 2 = center left, 3 = center right, 4 = far right.
autoLinePen	integer	Did the robot cross the center line at all during autonomous? 0=No, 1=Yes
autoClimbTypeID	integer	0=Fail, 1=Success, 5 or null=No attempt
autoClimbLocID	integer	Facing tower from hub, 1=Outer Left, 2=Left, 3=Center, 4=Right, 5=Outer Right
teleFuelTotal	integer	Total fuel scored during teleop (approx)
teleNZtotal	integer	Times team picked up fuel in Neutral Zone
nzShuttle	integer	Times team shuttled from Neutral Zone

oppShuttle	integer	Times team shuttled from Opponent Zone
oppPickup	integer	Times team picked up from Opponent Zone
climbTypeID	integer	1=L1, 2=L2, 3=L3, 4=Failed, 5 or null=No Attempt
climbLocID	integer	Facing tower from hub, 1=Outer Left, 2=Left, 3=Center, 4=Right, 5=Outer Right
climbTime	integer	Time left in match when team started climb
postSubBroke	integer	Did any subsystem on the robot break during match? 0=no, 1=yes
postBreakDown	integer	Did robot break down and was inoperable during match? 0=no, 1=yes
postBeach	integer	Did the robot get beached on fuel or ramp for a long period of time or need help recovering? 0=no, 1=yes
postDef	integer	Did the robot play defense during the match? 0=no, 1=yes
postWasDef	integer	Did the robot face defense during the match? 0=no, 1=yes
nzPlow	integer	Times team plowed fuel from Neutral Zone
alliancePickup	integer	Times team picked up fuel from their Alliance Zone