

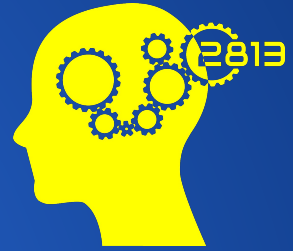


2026 Scouting Application

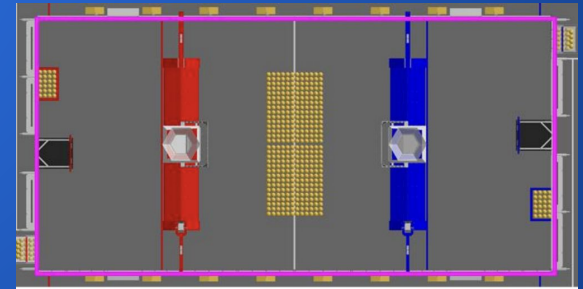
Rebuilt: A blast from the past!

Contact us: outreach@team2813.com

FIRST REBUILT™ Game Overview



- 3 v 3 (red & blue alliance)
- Scoring:
 - Robots score by shooting fuel into the hub
 - Robots can climb in auto (L1) and endgame (L1, L2, L3)
 - Human players can shoot fuel as well (Lebron)
- The hub swaps between active and inactive for each alliance (4 alliance shifts, each 25 seconds long)
- The lowest scoring alliance in auto has an active hub first
- Timings:
 - Auto: 20 seconds
 - Teleop: 2 min, 20 seconds
 - Endgame: Last 30 seconds of Teleop



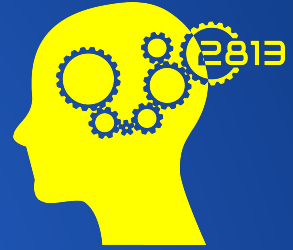
Scoring



		MATCH points		Ranking Points
		AUTO	TELEOP	
FUEL	FUEL scored in an active HUB	1	1	
	FUEL scored in an inactive HUB	-	-	
TOWER	Each ROBOT at LEVEL 1 (2 ROBOTS max in AUTO)	15	10	
	Each ROBOT at LEVEL 2	-	20	
	Each ROBOT at LEVEL 3		30	
*ENERGIZED RP – The amount of FUEL scored in an active HUB is at or above threshold.				1
*SUPERCHARGED RP – The amount of FUEL scored in an active HUB is at or above threshold.				1
*TRAVERSAL RP – The amount of TOWER points scored during the MATCH is at or above threshold.				1
Win	completing a MATCH with more MATCH points than your opponent			3
Tie	completing a MATCH with the same number of MATCH points as your opponent			1

Hub

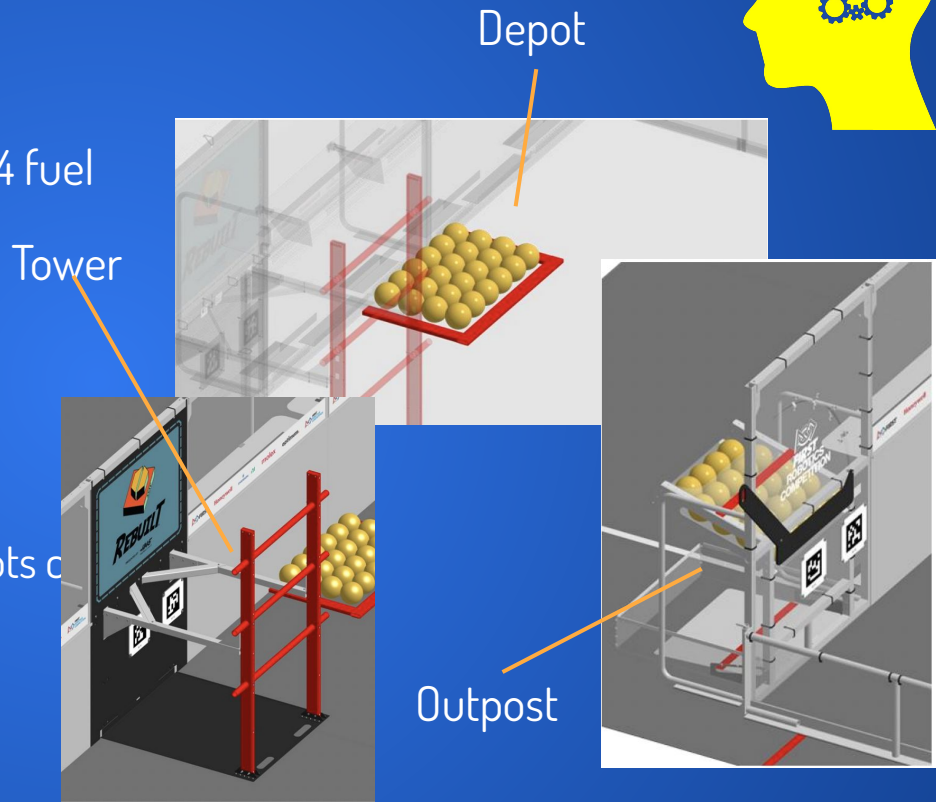
- Rectangular structure with opening that robots can score fuel into
- Distributes fuel into the Neutral Zone (where majority of fuel is collected from)



Outpost, Depot, Tower

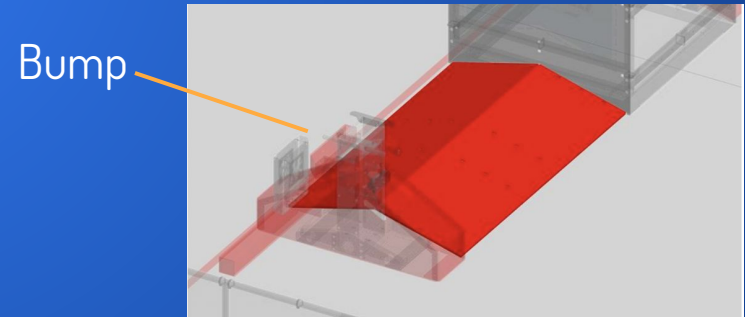
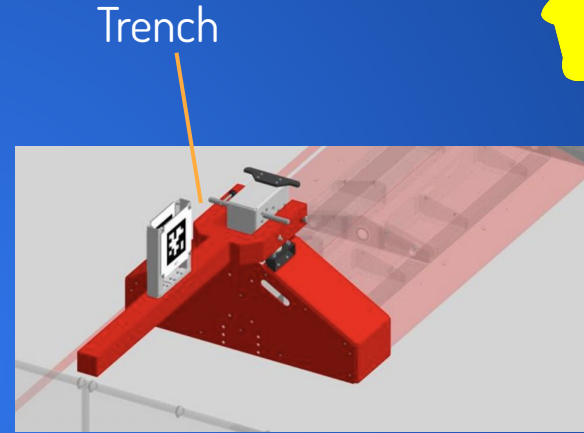
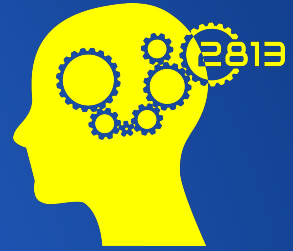


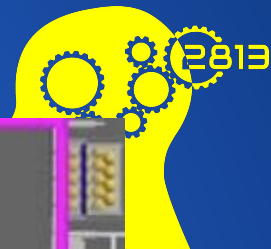
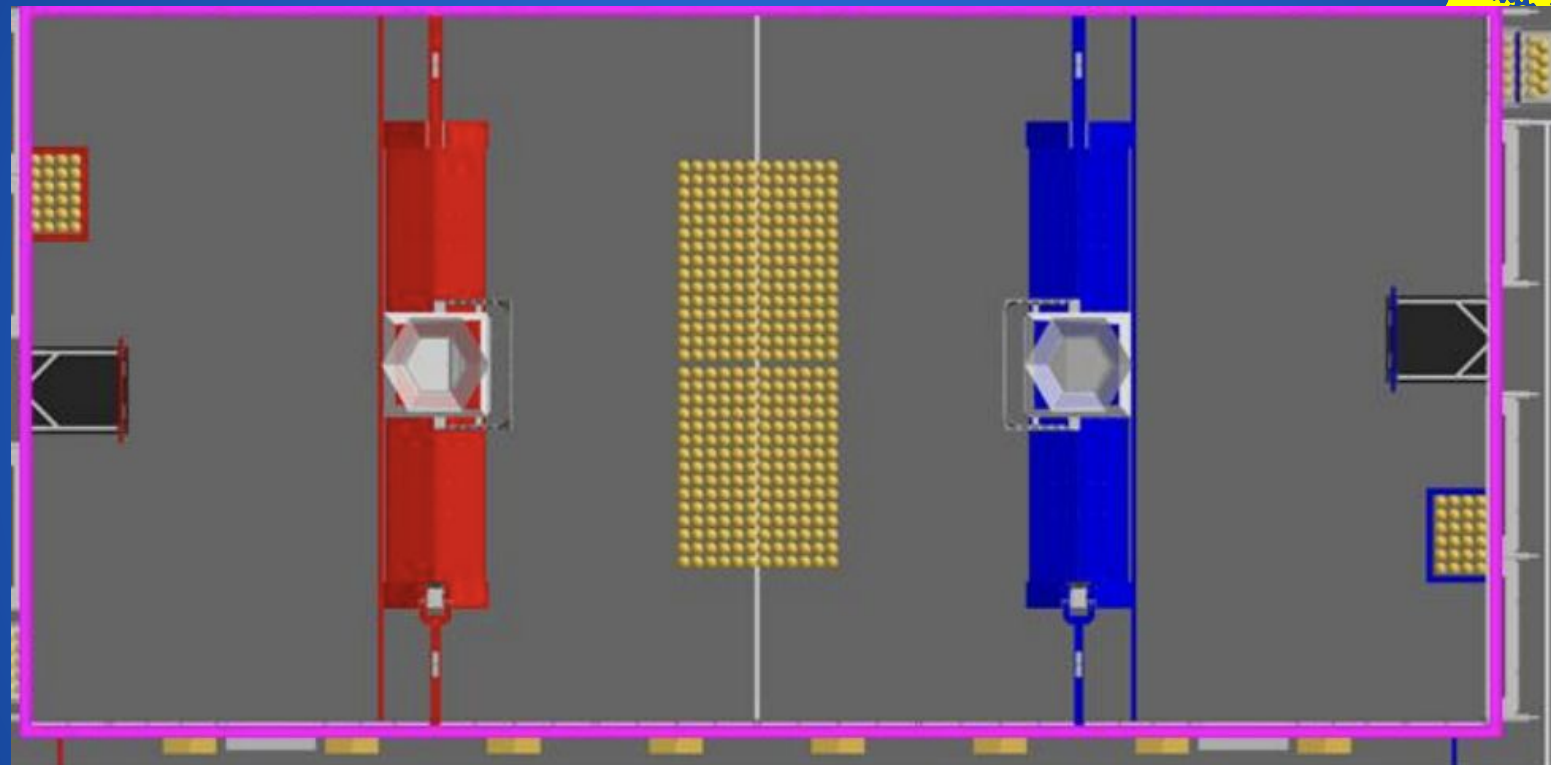
- Outpost:
 - Where human players can feed ~24 fuel into bots
- Depot:
 - A 1-in tall barrier with fuel on the ground
- Tower:
 - During both auto and endgame, robots climb
 - Only L1 in auto
 - L1, L2, L3 during endgame

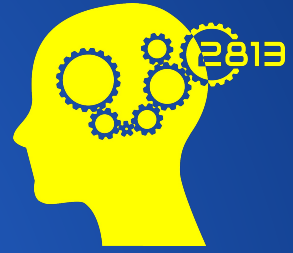


Trench and Bump

- Both are ways for the robot to traverse into the neutral zone for fuel.
- Bump:
 - Robot goes over
 - 4 in total (2 per alliance)
- Trench:
 - Robot goes under
 - 4 in total (2 per alliance)





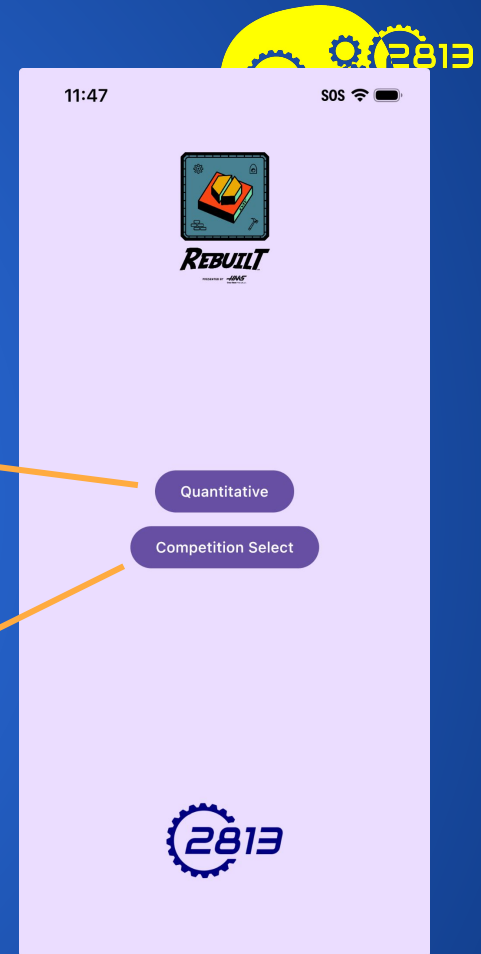


Scouting App Walkthrough

When you first open the app
you'll reach this page

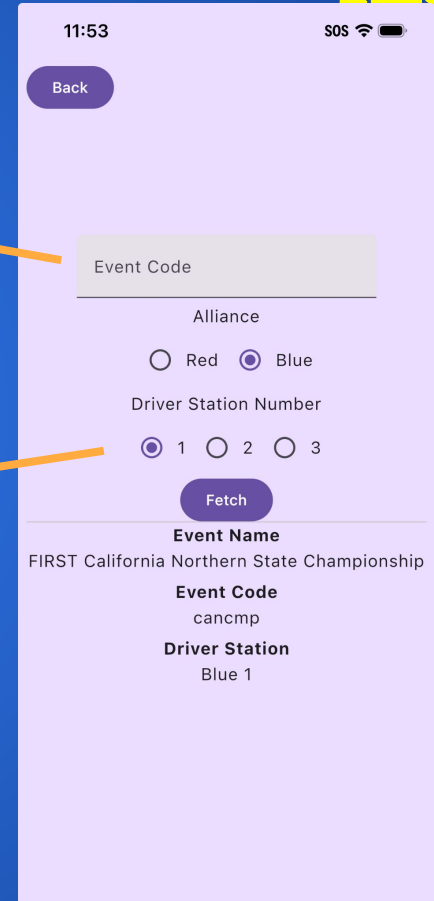
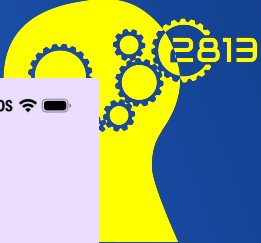
Select this one to pull up the scouting form!

Select this one to select the competition you are scouting



Competition Selection Screen

- Type in the FIRST[®] event code for the competition (ex: Madtown was MTTD)
- Each scouter is assigned a driver station to scout, on the Red side or the Blue side
- Tap Fetch to obtain competition match data, then tap Back



11:53 SOS

Back

Event Code

Alliance

☐ Red ☒ Blue

Driver Station Number

☒ 1 ☐ 2 ☐ 3

Fetch

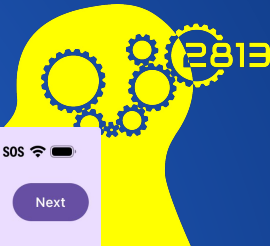
Event Name
FIRST California Northern State Championship

Event Code
cancmp

Driver Station
Blue 1

Match

- Select the Quantitative button to navigate to the Prematch screen
- Fill out:
 - Your first name
 - Match Number
 - Ex. If it was qualification 28 , enter 28
 - The number of the team you are scouting will autopopulate from the Blue Alliance



12:01 SOS  

Prematch [Next](#)

Your Name Human!

Match Number????

TeamNumber ;)

Autonomous 20sec

- Use check boxes to describe where the robot gathered fuel and other Autonomous actions
- Count the fuel scored in the hub
 - Each time they score press the purple buttons on the right corresponding to the amount of fuel
 - To remove select the buttons on the left to subtract

*Tip the number in the middle is the amount of fuel you have counted so far

12:06 SOS 50% battery

Previous Autonomous Next

- ☒ Shot Preload
- ☒ Fuel from Neutral Zone
- ☐ Fuel from Depot
- ☐ Fuel from Outpost
- ☐ Climb

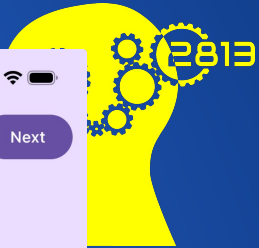
-1 -5 -10 +1 +5 +10

41

Teleoperated

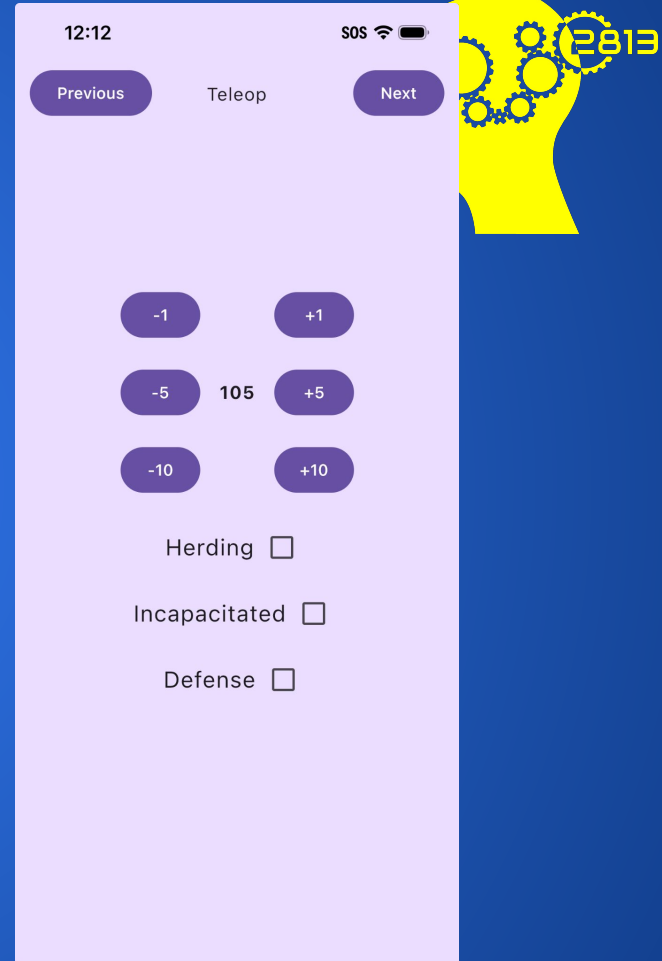
Click herding/incapacitated/defense when applicable:

- Herding: The bot gathers balls from neutral and shoots it to the other side
 - If they herded at anypoint in the match press it
- Incapacitated: The bot CANNOT move/isn't moving :(ul>- Press it when you see their incapacitated, but if they start moving again/get unstuck unpress it (it's a timer running in the background)



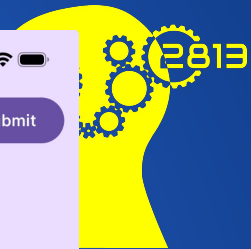
Teleoperated (cont.)

- Defense when the bot is trying to slow the opposing bots by getting in the way of scoring
 - Similar thing to incapacitated, if they start playing defense click it, if they stop unclick it (background timer)
 - Defense can also just be sitting in front of their trench/bump
- Use the counter buttons to add and remove scored balls



Endgame: Last 30sec

- When your robot is aligning to climb/near the tower to climb click the start button
 - Once their done click the stop button
 - If they did and were successful click on which climb (L1, L2, L3 and add where on the tower they climbed)
- If they didn't do climb click none
- Use the counter buttons to add and remove scored balls during endgame



12:24 SOS 50% 

Previous Endgame Submit

Climb Level

☒ None

☐ L1

☐ L2

☐ L3

Climb Timer

0

Start

Reset

-1 +1

-5 47 +5

-10 +10

Notes

Notes

EX: Struggles to go over the bump, often got in the way of alliance partners by blocking their path in the trench, They can hold a lot of balls but they keep falling out... etc

- Things that you noticed that cannot be described by numbers

Once done click submit!



12:24 SOS

Previous Endgame Submit

Climb Level

☒ None

☐ L1

☐ L2

☐ L3

Climb Timer

0

Start

Reset

-1 +1

-5 47 +5

-10 +10

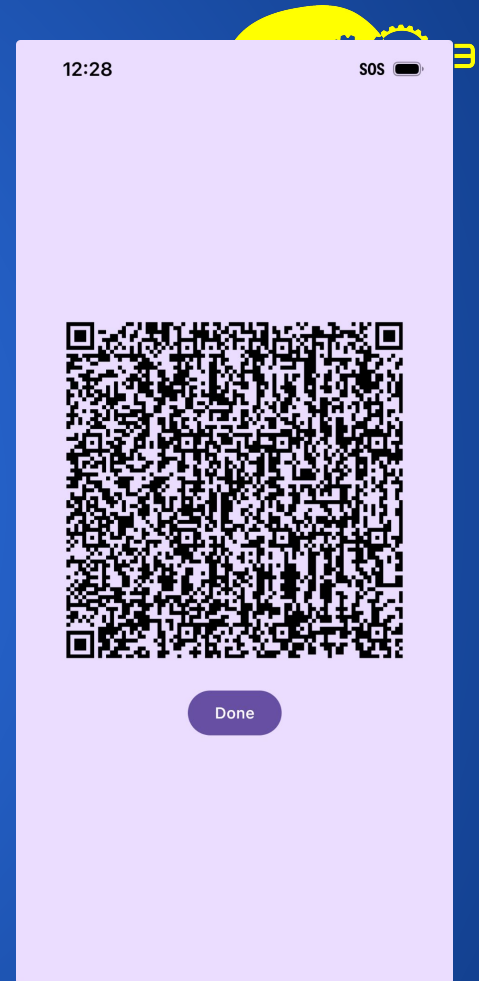
Notes

How to submit the data if you don't have WiFi

If you aren't connected to WiFi, when you click the submit button you will reach this page

Get someone with WiFi/using cellular data to scan the QR code for you, ideally the head scout

Once done just click the done button



Special Case

There may be a case when the URL might be too long for the QR code

So just click copy the link (Copy Url) button and then paste it into a browser on your phone, then it will submit

