

**BUILDING A BETTER
SCOUTING SYSTEM**

Building a Better Scouting System

By Ethan T (1678), Eric Kline (2412),
Saikiran Ramanan (3476)

FALL WORKSHOPS

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Eric Kline, Team 2412

- Supply Chain Management at the Honors College at Boise State
- Worked with 2412 since 2014, now serves as Alumni Relations Mentor
- Previously: Scouting Lead, Business Lead, Team Captain
- Areas of expertise: Sales, Scouting Management, Strategy Development

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Ethan Talbert, Team 1678.

- Senior on 1678 (2016 - 2020)
- Current leader of the scouting subteam
- Worked on 1678's python server and calculations for the past four seasons
 - Main contributor to 1678's predictions for the past three years
- Member of 1678's strategy subteam since 2017

Find our scouting code @ <https://github.com/frc1678>

Contact me @ softwarescouting@citruscircuits.org

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Saikiran Ramanan, Team 3476.

- Electrical Engineer at Northrop Grumman
- Drive Coach & Scouting/Strategy Mentor on 3476
- 10 years in FRC
- Teach students how to build web based scouting apps using PHP and Javascript

Find our scouting code for 2015-2019 @ <https://github.com/FRC3476>

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Logan Wong, Team 2073 - Moderator.

- Freshman at Pleasant Grove High School - 2nd year on the team (2019-2020)
- Developer for 2073 Scouting Software, Organizing Data.
- Worked on coding some of the robot functions.
- Also part of the Business Team.
- Able to code in Python (Data manipulation) and some Java.

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**What do you do to maximize
user experience?**

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**How should the budget and workforce of
a team affect the type of Scouting
System that they pursue?**

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**What should a good alliance
selection discussion look like?**

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**How do we decide what to
scout for?**

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**How do we best distribute our
scouts throughout a competition?**

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**How do we use the scouting
data of alliance members to
influence a match strategy?**

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Questions?

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