Breakout scouting sheet

One sheet per opponent. Mark where each of their five players ends up in the first two seconds — the break is the part you can see from behind the netting, and it is the part that repeats.

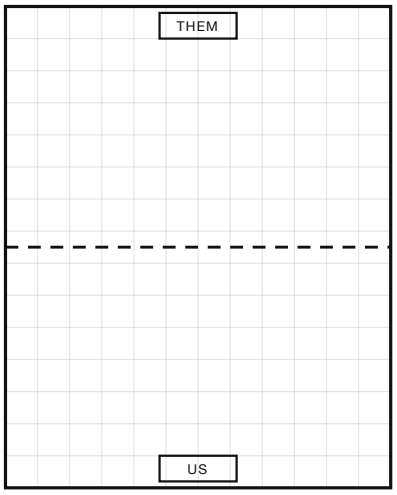
OPPONENT _____ EVENT / LAYOUT _____ DATE _____

Draw the layout in first
Sketch the bunkers onto each field, or print the real one from paintballcoachapp.com/layouts.

Five marks per point
One per player, where they set up off the break. Number them if you are tracking individuals.

Read it across points
A single break tells you nothing. The same break three times is a tendency you can play against.

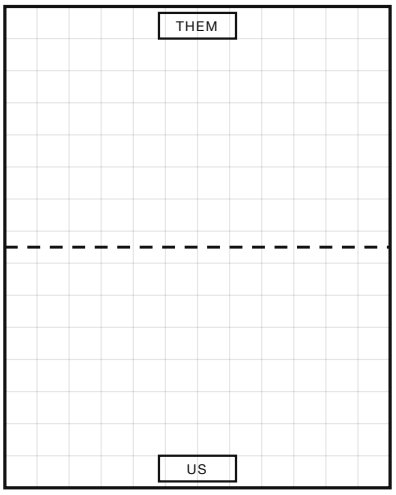
Point 1 W ☐ L ☐



BUNKER, BY PLAYER
1 _____
2 _____
3 _____
4 _____
5 _____

NOTES
_____
_____

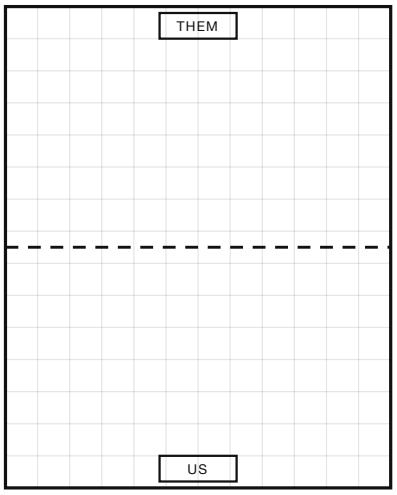
Point 2 W ☐ L ☐



BUNKER, BY PLAYER
1 _____
2 _____
3 _____
4 _____
5 _____

NOTES
_____
_____

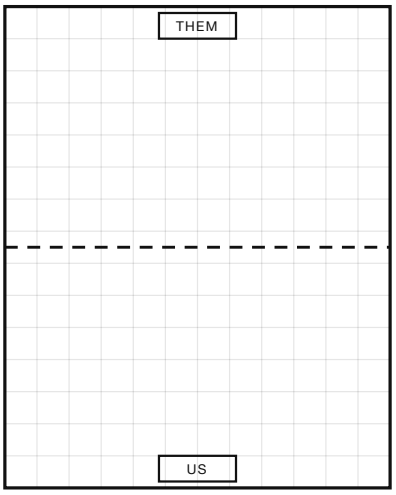
Point 3 W ☐ L ☐



BUNKER, BY PLAYER
1 _____
2 _____
3 _____
4 _____
5 _____

NOTES
_____
_____

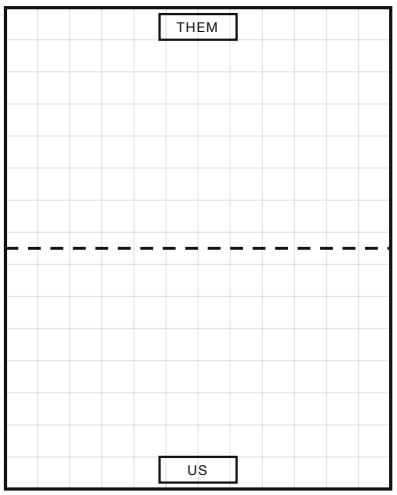
Point 4 W ☐ L ☐



BUNKER, BY PLAYER
1 _____
2 _____
3 _____
4 _____
5 _____

NOTES
_____
_____

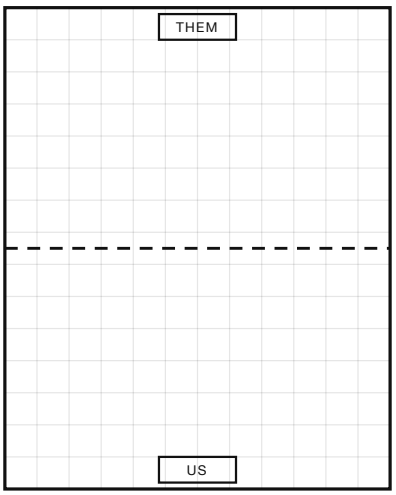
Point 5 W ☐ L ☐



BUNKER, BY PLAYER
1 _____
2 _____
3 _____
4 _____
5 _____

NOTES
_____
_____

Point 6 W ☐ L ☐



BUNKER, BY PLAYER
1 _____
2 _____
3 _____
4 _____
5 _____

NOTES
_____
_____

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