

Mario Lemieux

Description

Roboticians will program their robot to avoid the center cone and shoot the ball into the goal (see *diagram*). This is a hockey simulation and Mario must skate around a defender (Ray Borque) to score the goal.

Rules

1. Students are NOT to touch their robot once it is on the platform.
2. The ball must completely cross the goal line.
3. The ball does not have to stay in the goal once it crosses the goal line.
4. All decisions made by the judges are final.
5. The team that accomplishes this task in the least amount of time wins the competition.
6. Teams will be given 3 chances to accomplish the task.
7. Robots must start on or behind the black starting line.
8. All teams will use the same board. No modifications should be made to the board during the competitions.

