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Description

Teams must get their robot to put the ball on the goal (see *diagram*).

Rules

1. Students are NOT to touch their robot once the program is running and is on the game board.
2. The robot may put the ball in the goal using any means necessary.
3. All decisions made by the judges are final.
4. The team that accomplishes this task in the least amount of time wins the competition.
5. Teams will be given 3 changes to accomplish the task.
6. The ball does not have to stay in the goal.
7. The ball must be completely cross over the goal line.
8. All robots must start on or behind the black starting line.
9. All teams will use the exact same board. No modifications will be made to the board during the competitions.

