

Algorithm

1. Start (#on designated Square)
2. Move forward at 0 degrees
 - a. Stop
3. Turn and move forward at 90 degrees
 - a. Stop
4. Turn and move forward at 0 degrees
 - a. Stop
5. Turn 90 degrees and move forward over the binder.
6. On landing stop
7. Turn and roll at 0 degrees to knock over markers.