

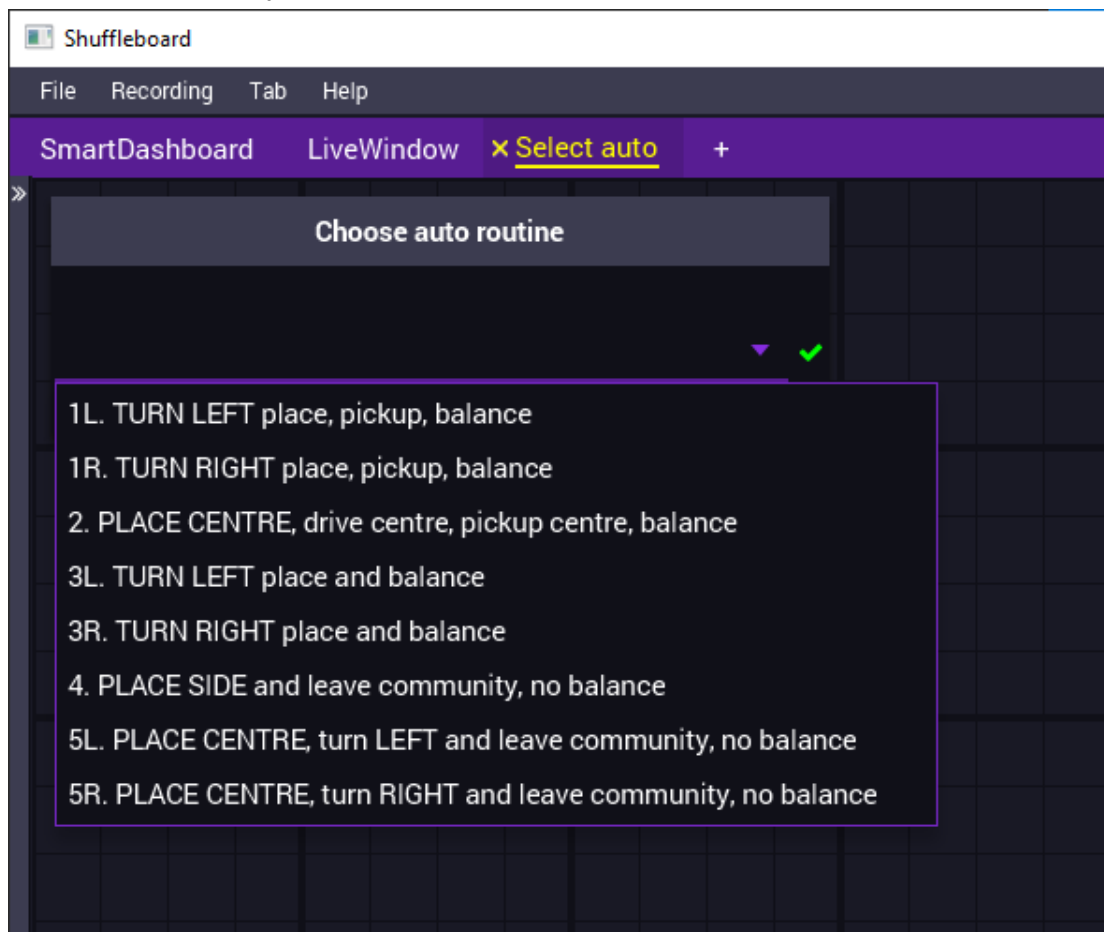
TYPES OF AUTO ROUTINES

- [A: ONE CONE, ONE PICKUP CONE](#)
- [B: ONE CONE](#)
- [C: CONE PLACE, PICKUP, PLACE](#)

LIST OF AUTO ROUTINES

- [A1L/A1R. TURN LEFT/RIGHT place, pickup, balance](#)
- [A2. CENTER place, pickup, balance](#)
- [B1L/B1R. TURN LEFT/RIGHT place and balance](#)
- [B2. PLACE SIDE and leave community, no balance](#)
- [B3. CENTER place, leave community, and balance](#)
- [C1L/C1R. TURN LEFT/RIGHT place, pickup, place, no balance](#)

Each auto routine is numbered to prevent confusion.
Ensure you have selected the correct routine in Shuffleboard.

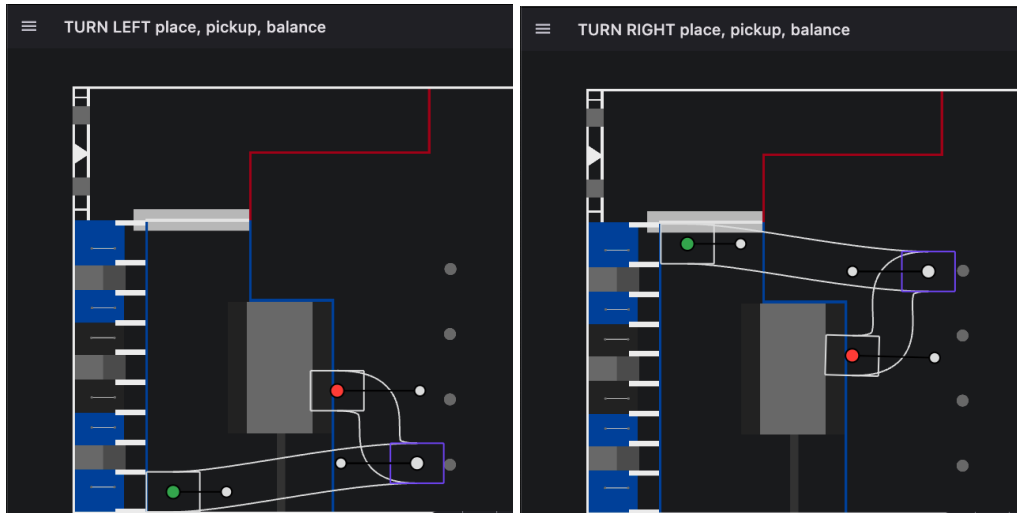


This image is not up-to-date; for demonstration purposes only.

A: ONE CONE, ONE PICKUP CONE

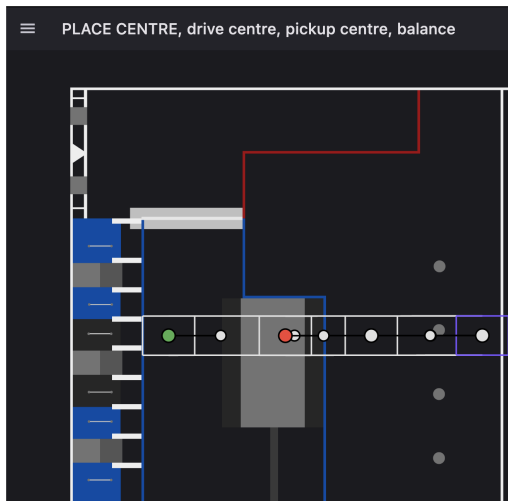
A1L/A1R. TURN LEFT/RIGHT place, pickup, balance

Score one cone on the mid grid on *specified side*, pickup a cone and balance



A2. CENTER place, pickup, balance

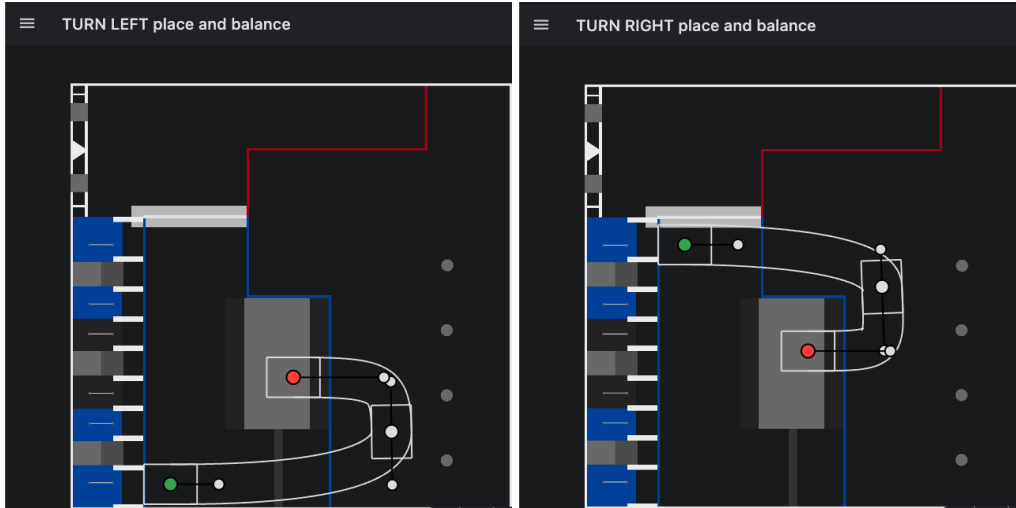
Score one cone on the mid grid on either centre node, drive over charge station, pickup a cone and balance



B: ONE CONE

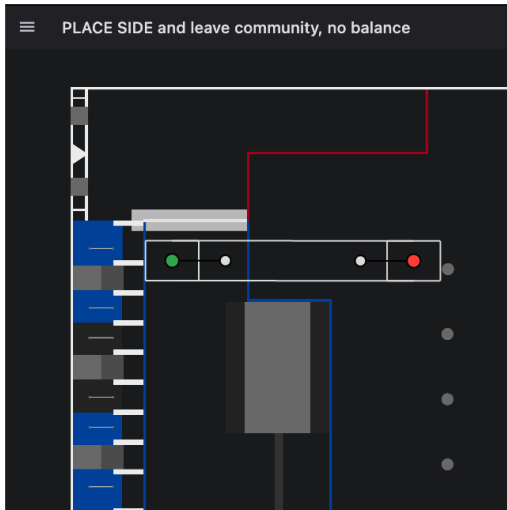
B1L/B1R. TURN LEFT/RIGHT place and balance

Score one cone on the mid grid on *specified side*, turn and balance



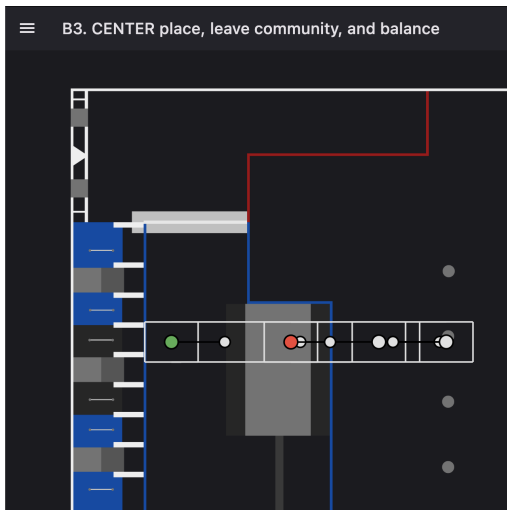
B2. PLACE SIDE and leave community, no balance

Score one cone on the mid grid on *any side*, leave community zone (no balance, no turning)



B3. CENTER place, leave community, and balance

Score one cone on the mid grid on either centre node, drive over charge station, *no pickup* and balance
Similar to [A2](#) but without the pickup, in case another team wants to pickup a game piece.



C: CONE PLACE, PICKUP, PLACE

C1L/C1R. TURN LEFT/RIGHT place, pickup, place, no balance

Score one cone on the mid grid on *specified side*, pickup a cone, place it near mid, no balance

