

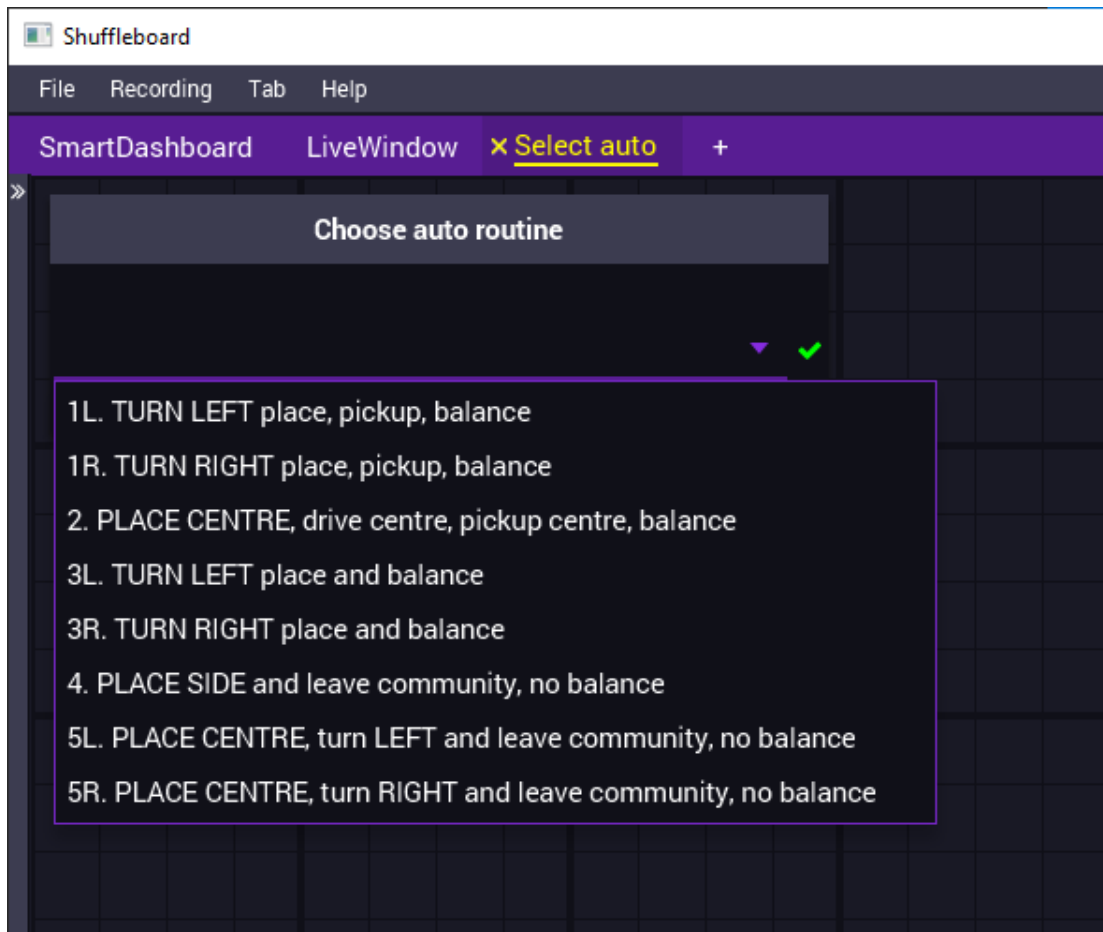
## TYPES OF AUTO ROUTINES

- [ONE CONE](#)
- [ONE CONE, ONE PICKUP CONE](#)

## AUTO ROUTINE PRIORITY LEVEL

1. [1L/1R. TURN LEFT/RIGHT place, pickup, balance](#) (ONE CONE, ONE PICKUP CONE)
2. [2. PLACE CENTRE, drive centre, pickup centre, balance](#) (ONE CONE, ONE PICKUP CONE)
3. [3L/3R. TURN LEFT/RIGHT place and balance](#) (ONE CONE)
4. [4. PLACE SIDE and leave community, no balance](#) (ONE CONE)
5. [5L/5R. PLACE CENTRE, turn LEFT/RIGHT and leave community, no balance](#) (untested) (ONE CONE)

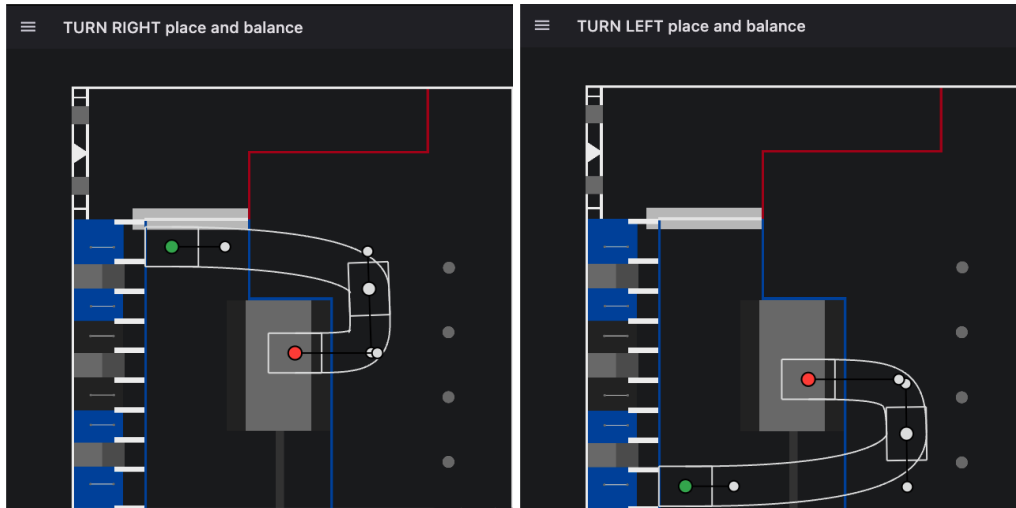
Each auto routine is numbered to prevent confusion.  
Ensure you have selected the correct routine in Shuffleboard.



# ONE CONE

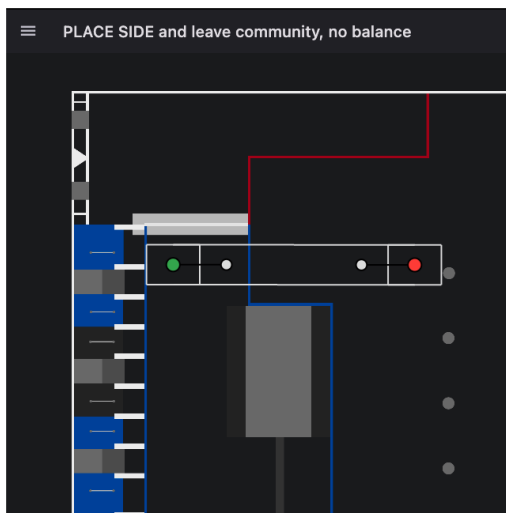
## 3L/3R. TURN LEFT/RIGHT place and balance

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



## 4. PLACE SIDE and leave community, no balance

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



## 5L/5R. PLACE CENTRE, turn LEFT/RIGHT and leave community, no balance

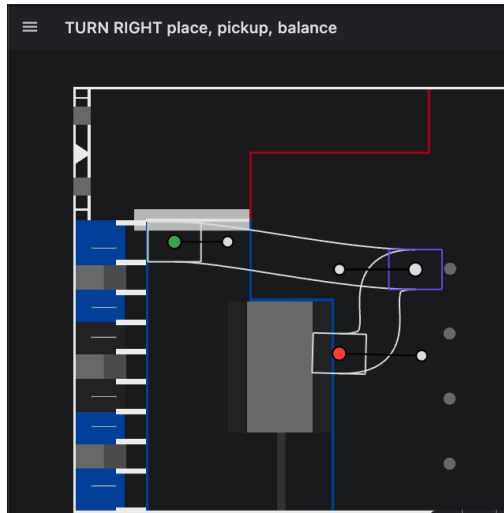
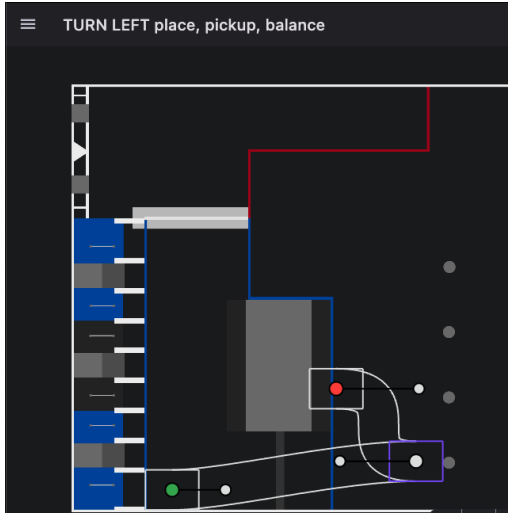
Score one cone on the mid grid in *middle*, turn on *specified side*, leave community zone (no balance)



## ONE CONE, ONE PICKUP CONE

### **1L/1R. TURN LEFT/RIGHT place, pickup, balance**

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



### **2. PLACE CENTRE, drive centre, pickup centre, balance**

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

