

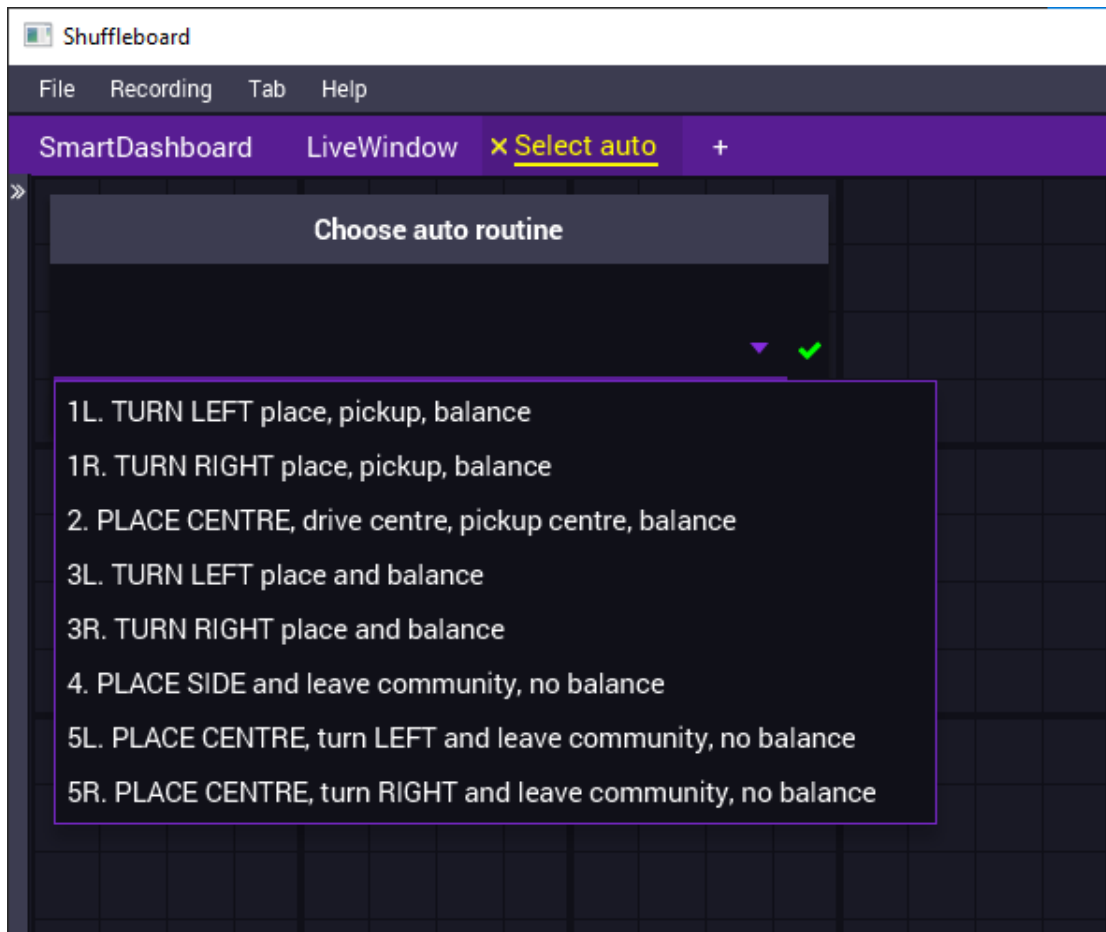
## TYPES OF AUTO ROUTINES

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

## AUTO ROUTINE PRIORITY LEVEL

1. [A1L/A1R. TURN LEFT/RIGHT place, pickup, balance](#)
2. [A2. CENTER place, pickup, balance](#)
3. [A3L/A3R. TURN LEFT/RIGHT place, pickup, no balance](#)
4. [B1L/B1R. TURN LEFT/RIGHT place and balance](#)
5. [B2. PLACE SIDE and leave community, no balance](#)

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

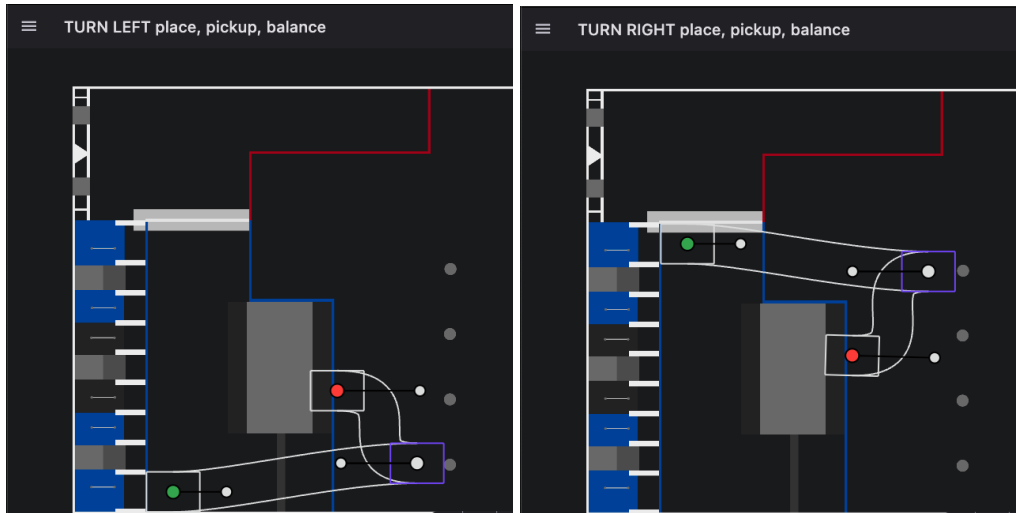


This image is not up-to-date; for demonstration purposes only.

## ONE CONE, ONE PICKUP CONE (A)

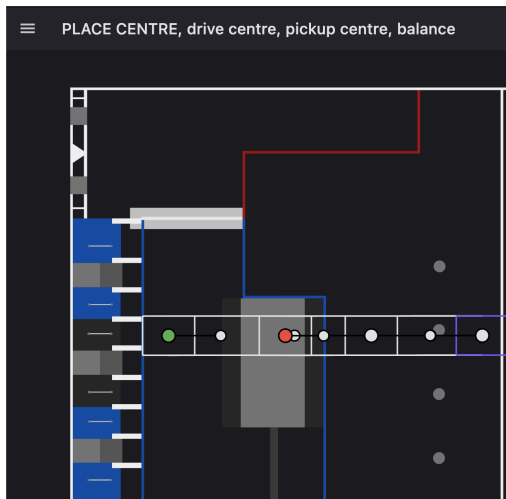
### **A1L/A1R. TURN LEFT/RIGHT place, pickup, balance**

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



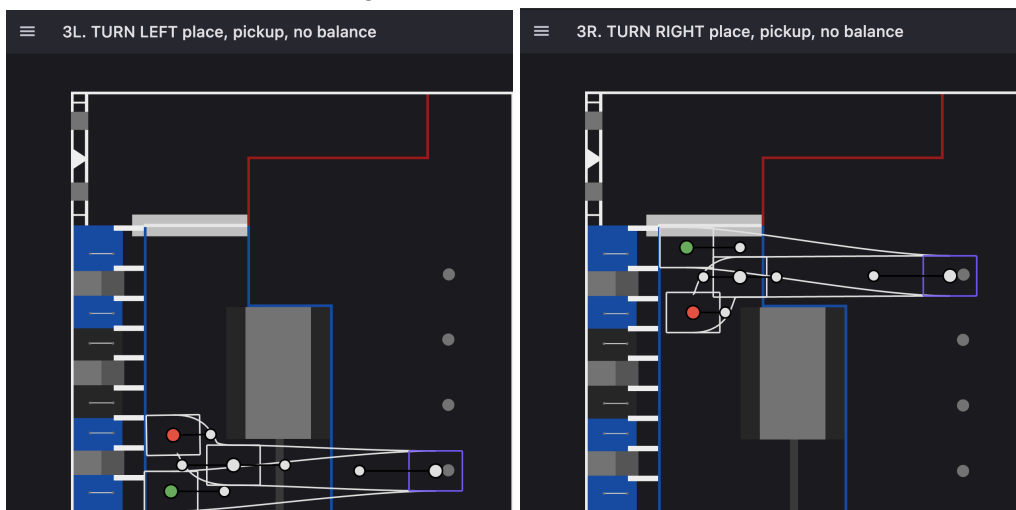
### **A2. CENTER place, pickup, balance**

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



### **A3L/A3R. TURN LEFT/RIGHT place, pickup, no balance**

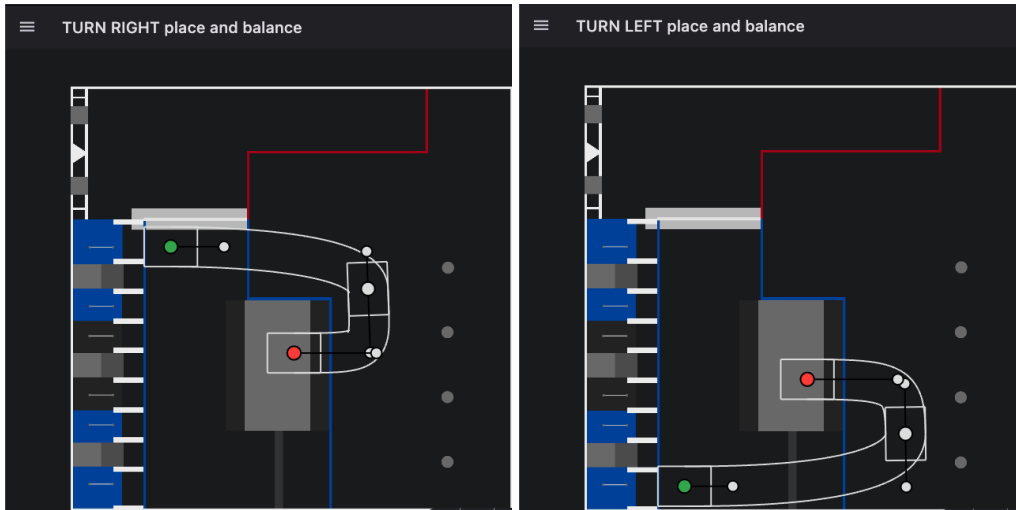
Score one cone on the mid grid on *specified side*, pickup a cone and head back towards the grid.



## ONE CONE (B)

### **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)

