

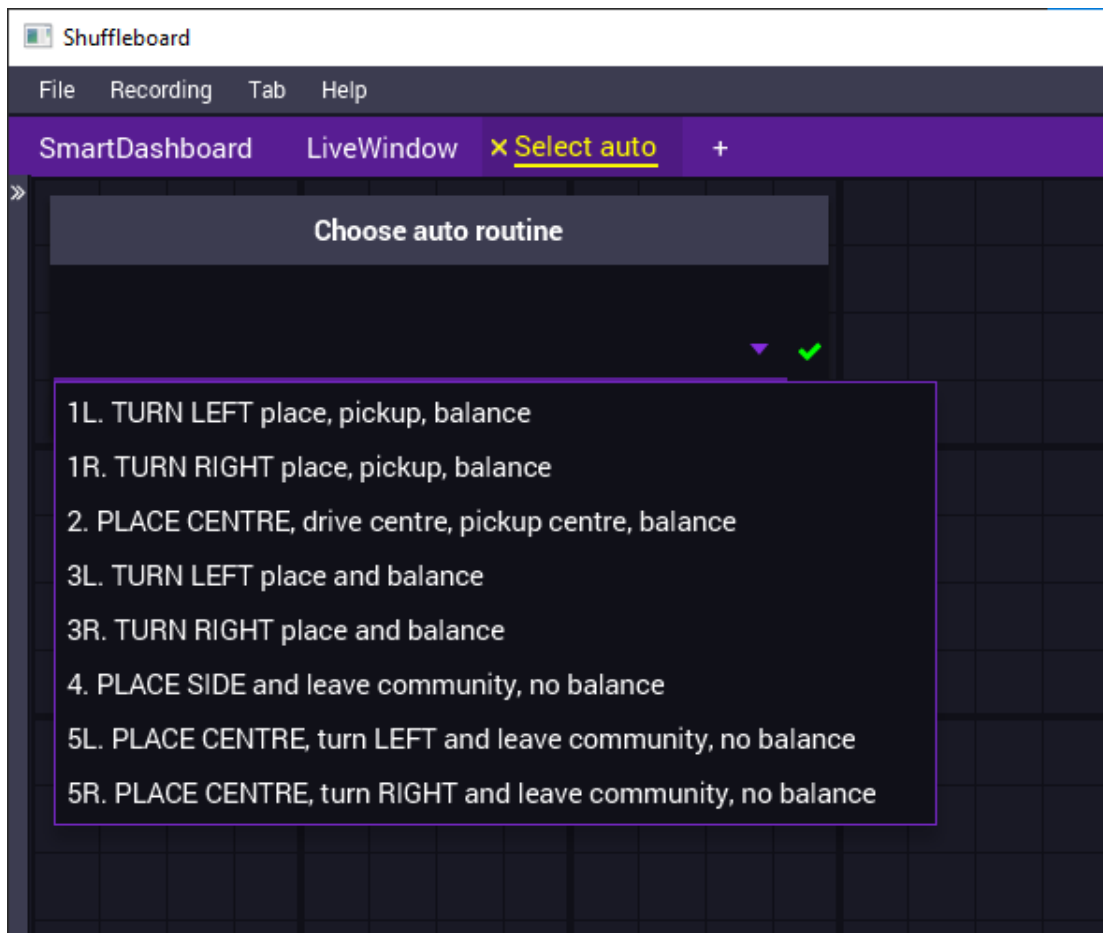
## TYPES OF AUTO ROUTINES

- [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, pickup, no balance](#) (ONE CONE, ONE PICKUP CONE)
4. [4L/4R. TURN LEFT/RIGHT place and balance](#) (ONE CONE)
5. [5. PLACE SIDE and leave community, no balance](#) (ONE CONE)
6. [6L/6R. 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.

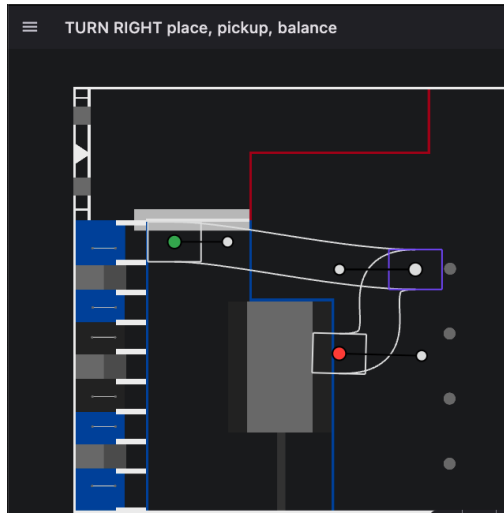
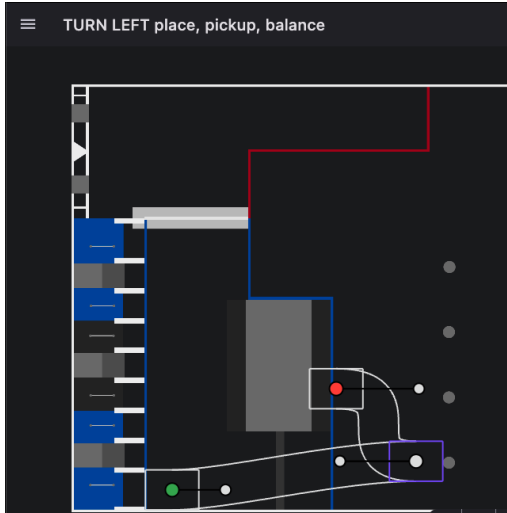


This image is not up-to-date; for demonstration purposes only.

# ONE CONE, ONE PICKUP CONE

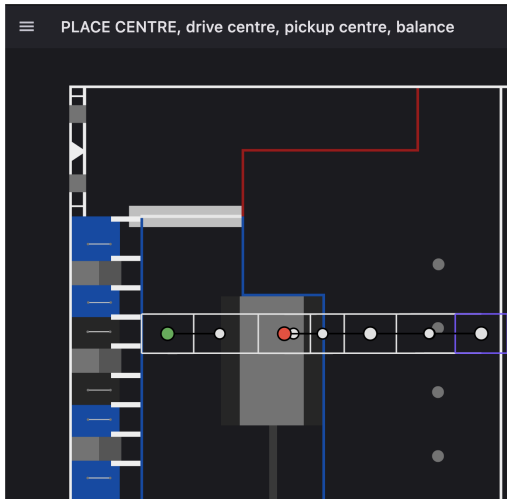
## **1L/1R. TURN LEFT/RIGHT place, pickup, balance**

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



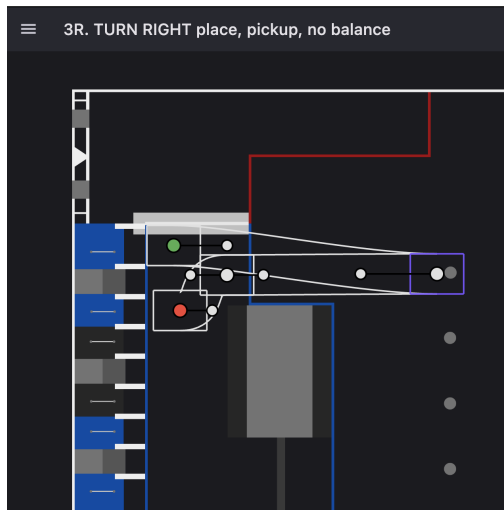
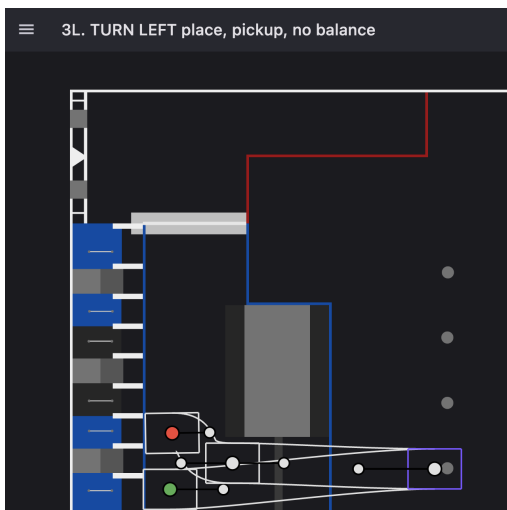
## **2. PLACE CENTRE, drive centre, pickup centre, balance**

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



## **3L/3R. TURN LEFT/RIGHT place, pickup, no balance**

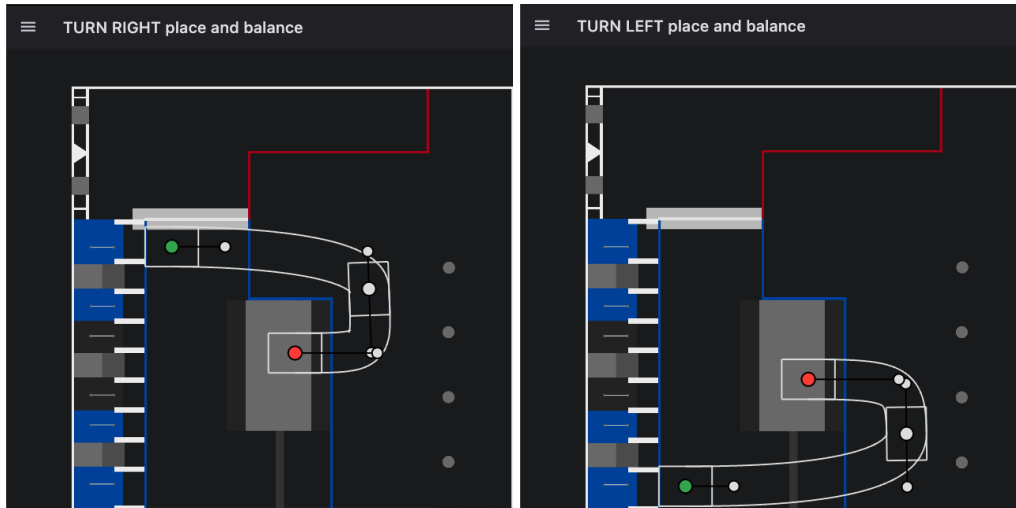
Score one cone on the mid grid on *specified side*, pickup a cone and head back towards the grid.



# ONE CONE

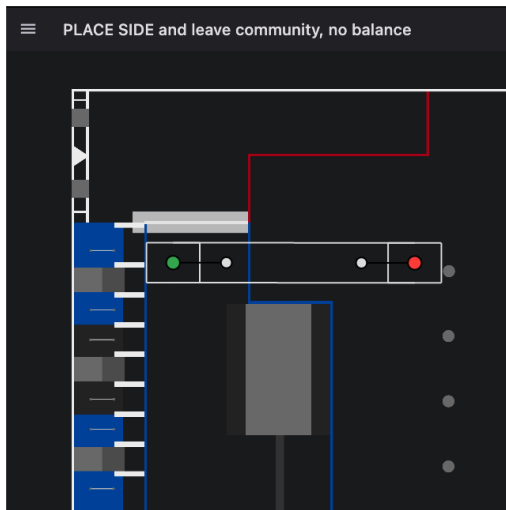
## 4L/4R. TURN LEFT/RIGHT place and balance

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



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

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



## 6L/6R. 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)

