

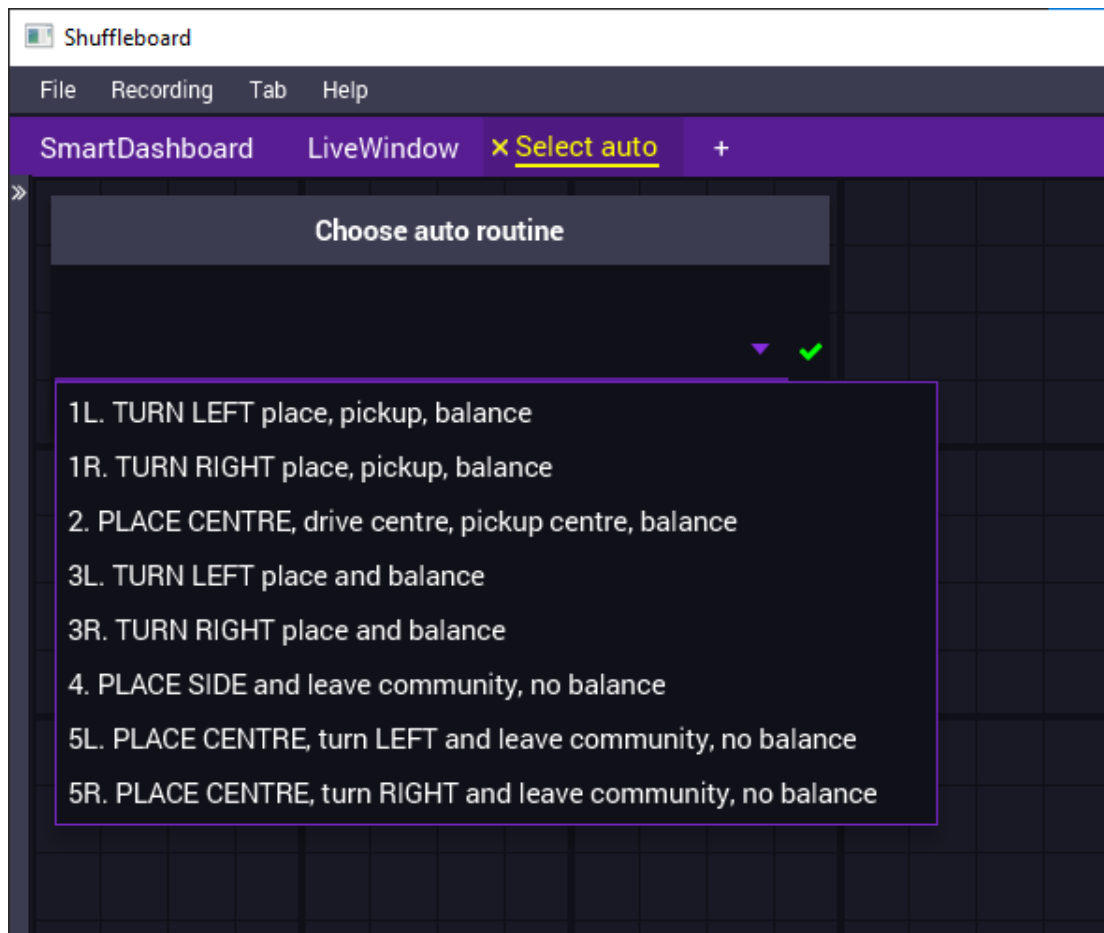
TYPES OF AUTO ROUTINES

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

LIST OF AUTO ROUTINES

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

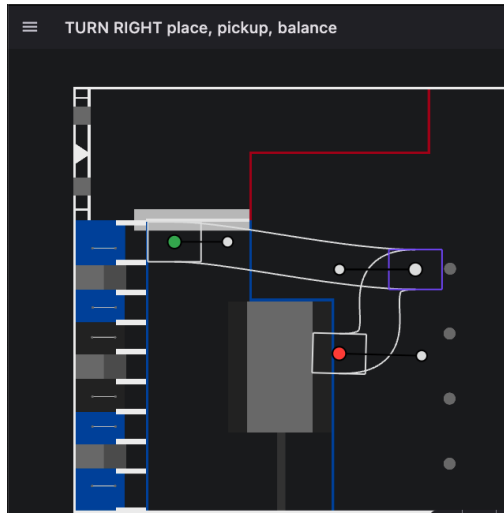
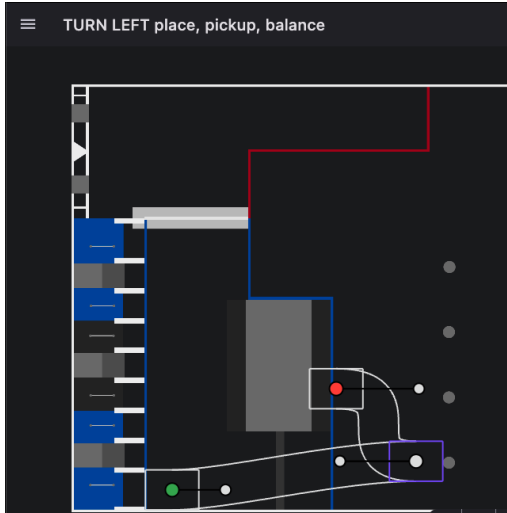


This image is not up-to-date; for demonstration purposes only.

A: ONE CONE, ONE PICKUP CONE

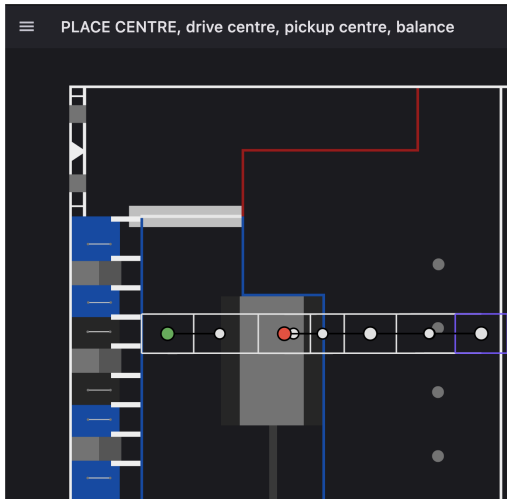
A1L/A1R. TURN LEFT/RIGHT place, pickup, balance

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



A2. CENTER place, pickup, balance

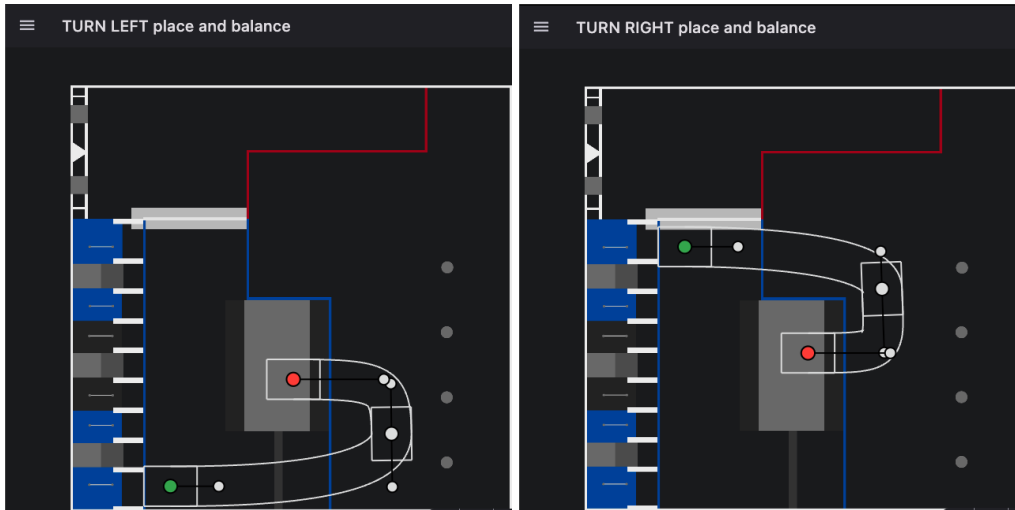
Score one cone on the mid grid on either centre node, drive over charge station, pickup a cone and balance



B: ONE CONE

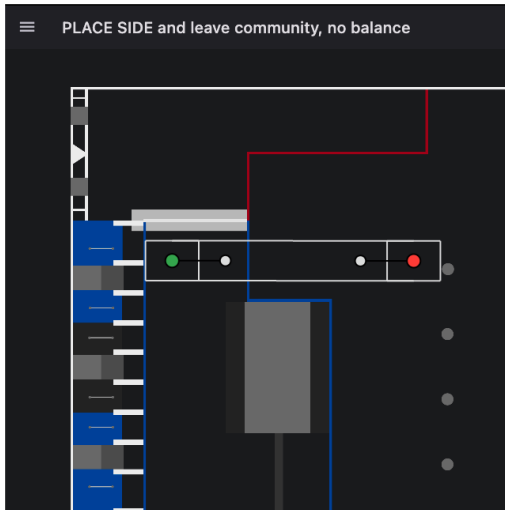
B1L/B1R. TURN LEFT/RIGHT place and balance

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)



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

