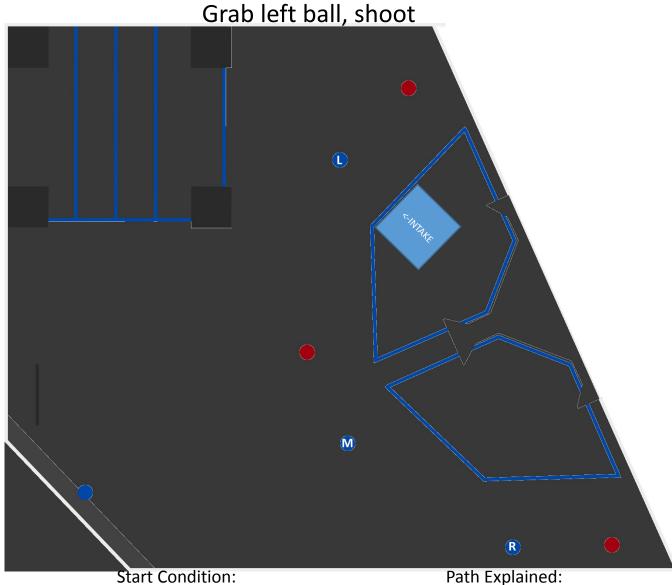
# **Drive Straight Back**(Distance)

Drives backwards distance, shoots M Start Condition: Path Explained:

- Any

- Drives straight backwards set distance
- Turns to target
- Shoots

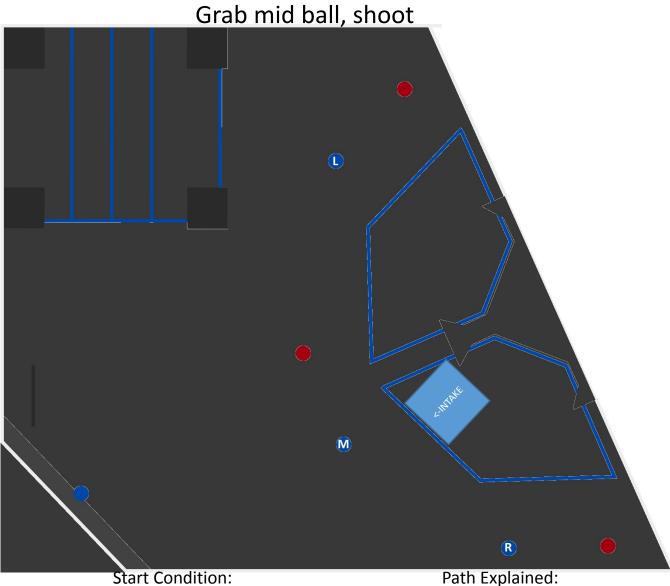
### **Left Two Ball**



- In left tarmac,
- Place intake side bumpers on inner line of tarmac
- Place back right corner of bumpers on middle corner of tarmac tape

- Drives to left ball
- Intakes left ball
- **Shoots**
- Backs up 10 cm to get off tarmac

#### **Mid Two Ball**



In Right Tarmac,

Place intake side bumpers on inner line of tarmac

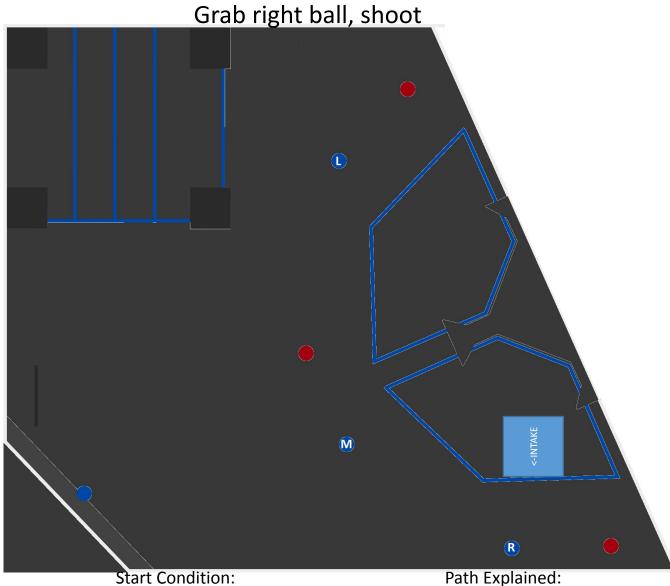
Place left front corner of bumpers on inner left edge of tarmac tape

Drives to mid ball

Intakes mid ball

**Shoots** 

## **Right Two Ball**



- In Right Tarmac,
- Place intake side bumpers on inner line of tarmac
- Align back left corner of bumpers with center of right ball

Patri Explained

- Drives to right ball
- Intakes right ball
- Shoots
- Backs up 15 cm to get off tarmac

## **Right Three Ball**

Shoot, grab right then mid ball, shoot



Start Condition:

- In Right Tarmac,
- Place intake side bumpers on inner line of tarmac
- Align back left corner of bumpers with center of right ball

Path Explained:

- Shoots
- Drives to right ball
- Intakes right ball
- Drives to mid ball
- Intakes mid ball
- Turns to the Target
- Shoots

#### **Mid Four Ball**

Grab mid ball, shoot. Get 2 from terminal, shoot



- In Right Tarmac,
- Place intake side bumpers on inner line of tarmac
- Place fron tleft corner of bumpers on inner left edge of tarmac tape

Drives to mid ball

- Intakes mid ball
- Shoots
- Drives to terminal
- Intakes ball near terminal
- Intakes ball from human
- Drives forward towards goal
- **Shoots**

## Partner Pick Up Left Ball

Partner ball, shoot, grab left, shoot M Start Condition:

- In left tarmac,
- Place left side bumpers on inner line of tarmac
- Place front right corner of bumpers on inner left edge of tarmac tape

Path Explained:

- Intakes ball from partner
- **Shoots**
- Drives to left ball
- Intakes left ball
- **Shoots**