Cones

The Cone object is without a doubt the most important object in “In the Zone”. Being a cone it is a somewhat awkward in shape. We predict that the two main methods of gripping will either be by grabbing it with a claw type device or lifting it using a rod slid through the eye. Another important factor to consider is that it is possible for cones to be knocked over. This means that designs will need to be able incorporate a separate (or perhaps integrated) method for picking up fallen cones.

Measurement in inches

**Height:** 17.32 cm

**Width:**  15.24 cm

**Weight:** 118g ± 10%

**Amount:** 80

* 1 Preload
* 12 match loads
* 52 field

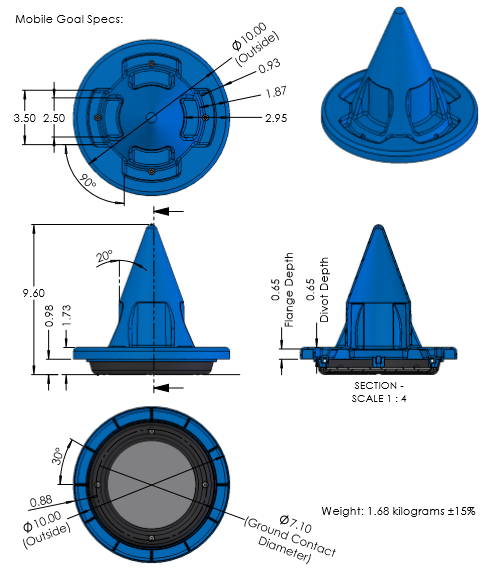
**Points:** 2

**Extra info:**

* Has a 3.43 cm eye
* Can be stacked

Mobile goals

*Measurements* in inches



**Height:** 24.38 cm

**Width:**  25.40 cm

**Weight:** 1.68kg ± 15%

**Amount:** 8

* 4 red
* 4 blue

**Points:**

**Extra info:**

* Cones can be stacked upon it

The Mobile Goal is crucial to scoring in the game “In the Zone”. Cones are scored by being stacked