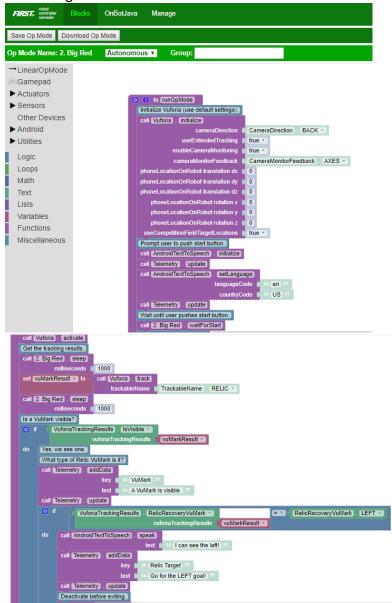
Robot X Games 6041

We have programs for 4 autonomous starting positions: small red, big red, small blue, big blue, and a driver-controlled program called Tele-Op. The Blocks programming does not have a print function, so we copied and pasted our code into a Word document the best we could.

1. Big Red



```
Relic Target
                                                                                                                                    Go for the LEFT goal!
       call Telemetry . update
   Deactivate before exiting.
Deactivate before exiting
cal *Vuforia . deactivate
set slider * . Direction * to * Direction FORWARD *
set Jewel Color * . Position * to * 0.36
set Gripper * . Position * to * 0.5
set Slider * . Power * to * 1
call 2. Big Red . sleep
milliseconds * 500
   call (color sensor v) . (enableLed)
enable () false v
    call (2. Big Red ). sleep milliseconds ( 500
      call color sensor v . enableLed
 set Sider Power to 0 0
set Jewel Color Position to 0 81
call 2. Big Red . Sleep
milliseconds 5000
set Color to call Color rgbToColor
                                                                                                                                                                 green
blue color sensor · . Red · color sensor · . Green · . Blue · .
                                                                                                                                                                blue ( color sensor • ). Blue •
                                 Color . Saturation · color | Color ·
                                                                                                                                                                                                                                                                                                                                                                                                                                                > v 260 or v Color . Hue v
                                                                                                                                                                                                                                                                                                                                                 Color . Hue *
                     Red

cal AndroidTextToSpeech speak
text

set Jewel Color * Position * to 0.81

set left_drive * Direction * to Direction REVERSE *
set left_drive * Direction * to Direction FORWARD *
set left_drive * Power * to 0
call 2. Big Red Sleep
milliseconds 975
knock off blue forward
set left_drive * Power * to 0.3
                    knock off blue forward
set left_drive * Power* to $\ -0.3
set light_drive * Power* to $\ -0.3
call 2_Big Red _sleep
milliseconds $\ 475
set Power*
light_drive * to 0
call 2_Big Red _sleep
milliseconds $\ 500
set Left_drive * to 0
call 2_Big Red _sleep
milliseconds $\ 500
set Left_drive * to 0
call 2_Big Red _sleep
milliseconds $\ 500
set Left_drive * to 0
call 3_Big Red _sleep
milliseconds $\ 500
set Left_drive * to 0
call 3_Big Red _sleep
milliseconds $\ 500
call 3_Big Red _sleep
millis
                     milliseconds 500
set Jewel Color . Position to 0.36
call 2. Big Red . Sleep
                    milliseconds ( 1500
set [Power * tright_drive * to ( 0 |
left_drive * to ( 0 |
call 2. Big Red | sleep |
milliseconds ( 500
                                                                                                       conds ( 1500
                go straight set Power 1 right_drive 1 to 1 -0.25 left_drive 1 to 1 -0.25 call 2. Big Red . Sleep milliseconds 1 1000
                     milliseconds
set Power
right_drive to 0
left_drive to 0
call 2. Big Red . sleep
                                                                   milliseconds ( 200
                        set left_drive*. Direction to Direction FORWARD*
set right_drive*. Direction to Direction REVERSE*
set left_drive*. Power* to 0 0
set right_drive*. Power* to 0 0
call 2. Big Red sleep
```

```
call 2. Big Red . sleep
milliseconds 900
                                                                                      forward
                                                                      set Power sight_drive to 0 0 left_drive to 0 0 call 2. Big Red sleep milliseconds 0 1000 set Power sight_drive to 0.3 left_drive to 0.3 left_drive to 0.3 left_drive to 0.3 set Power sight_drive to 0.3 set Power sight_drive to 0.3 left_drive to 0.
                                                                      call 2. Big Red seep milliseconds 1200
set |Power |
right_drive to 0
left_drive to 0
call 2. Big Red | sleep
milliseconds 1000
                                                           second turn

set Power *
right_drive * to 0.8
[eft_drive * to 0.4
call 2. Big Red . sleep
miliseconds 0.490

set Power *
right_drive * to 0.0
[eft_drive * to 0.0
[eft
                                                                                  second turn
                                                                          second turn
set Power *
right_drive * to 0.8
left_drive * to -0.4
call 2. Big Red . sleep
                                                                  call 2. Big Red . sleep
milliseconds . 490
set Power . 10 . 0
left_drive . 10 . 0
call 2. Big Red . sleep
milliseconds . 500
final forward to deposit glyphs
                                                                      that forware to expose systems set Power*

right_drive to 0.2

left_drive to 0.2

call [2. Big Red . sleep

milliseconds 900
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Color Hue Color Co
                                                                                                                                 Color Saturation
set left_drive * . Power * to $\ -0.23
set right_drive * . Power * to $\ -0.23
                                                                          set fight_drive * . Power * to * .0.23
call 2. Big Red . steep
milliseconds * 200
set [eft_drive * . Power * to * 0
set fight_drive * . Power * to * 0
call 2. Big Red . steep
milliseconds * 200
set Jevet Color * . Position * to * 0.36
call 2. Big Red . steep
                                                                                  call (2. Big Red ). sleep
milliseconds ( 400
                                                                                      go forward
                                                                              set Power v
right_drive v to 0.25
left_drive v to 0.25
call 2. Big Red . sleep
```

```
miliseconds 200
set left_drive * Power to 0
set right_drive * Power to 0
call 2. Big Red . sleep
miliseconds 200
set Jewel Color * Position * to 0 0.36
call 2. Big Red . sleep
miliseconds 400
set Jewel Color * Position * to 0 0.36
call 2. Big Red . sleep
  go forward
set Power *
right_drive * to 1 0.25
left_drive * to 1 0.25
call 2. Big Red | Sleep
milliseconds 1 1880
     call 2. Big Red sleep milliseconds 1880
set | Power * |
right_drive * to 0 0
left_drive * to 0 0
call 2. Big Red Sleep milliseconds 1000
      (turn)
set Power *
right_drive * to * -0.4
left_drive * to * 0.8
call 2. Big Red . sleep
       millise
                                            conds ( 900
right_drive to 0 0 left_drive to 0 0 call 2. Big Red . sleep milliseconds 1000
  (turn)
set Power *
right drive * to * .0.4
left_drive * to * 0.8
call 2. Big Red . sleep
milliseconds * 900
       set Power v
      right_drive v to 0
left_drive v to 0
call 2. Big Red . sleep
milliseconds 1000
       go forward
      set Power v
right_drive v to 0.3
left_drive v to 0.3
call 2. Big Red . sleep
   else No Jewel
```

```
knock off blue forward
     go straight
set Power *
right_drive * to * 0.3
cail 2. Big Red . sleep
miliseconds $900
set Power *
right_drive * to * 0
left_drive * to * 0
left_drive * to * 0
cail 2. Big Red . sleep
miliseconds $500
turn and deposit glyphs
set Power *
right_drive * to * 0.3
cail 2. Big Red . sleep
                                  milliseconds 900
              miliseconds 900
set | Power *
right_drive * to 0 0
left_drive * to 0 0
call 2. Big Red . sleep
miliseconds 500
turn and deposit glyphs
                 right_drive to 0.8
call 2. Big Red . sleep
miliseconds 900
forward
set Power * to 0 0
left_drive * to 0 0
call 2. Big Red . sleep
milliseconds 0 500
     call 2. Big Red . sleep milliseconds 1100

set Power * right_drive * to * 0

set Power * right_drive * to * 0

set Power * right_drive * to * 0

call 2. Big Red . sleep milliseconds 500

set Power * right_drive * to * 0.3

call 2. Big Red . sleep milliseconds 1100

set Power * right_drive * to * 0.3

call 2. Big Red . sleep milliseconds 1100

set Power * right_drive * to * 0

left_drive * to * 0

set Power * right_drive * to * 0

set Power * ri
        second turn
set Power *
right_drive * to 0 0.8
left_drive * to 0 -0.4
cail 2. Big Red . sleep
milliseconds
set Power *
right_drive * to 0 0
left_drive * to 0 0
cail 2. Big Red . sleep
milliseconds 1000
```

```
milliseconds 1000
             set Power *
right_drive * to 0.19
left_drive * to 0.19
call 2. Big Red . sleep
                       milliseconds ( 900
        VuforiaTrackingResults RelicRecoveryVuMark
                                                                                        = v ( RelicRecoveryVuMark . CENTER v
do call AndroidTextToSpeech speak text will can see the center!
       call Telemetry . addData
                                         Relic Target
                                       ( Go for the CENTER goal! )
       call Telemetry . [update]
      Deactivate before exiting.
     set slider Power to 0
    set Jewel Color ® Position ® to 0.81

call 2. Big Red . sleep
milliseconds 5000

set Color ® to (call Color . rgbToColor
                                           red color sensor · . Red · green color sensor · . Green · blue color sensor · . Blue ·
    color Color Color
                                                      ≥ v 0.5 and v
                                                                                                                        > 260 or Color . Hue
          do Red
           knock off blue forward
             set left_drive * . Power * to $\ -0.25
set right_drive * . Power * to $\ -0.25
            set right_drive * . Power * to * .0.25
call 2. Big Red . sleep
milliseconds * .250
set [ett_drive * . Power * to * 0
set right_drive * . Power * to * 0
call 2. Big Red . sleep
milliseconds * .250
set Jevel Color * . Position * to * 0.36
             call 2. Big Red . sleep milliseconds 400
             go straight
            set Power *
right_drive * to * -0.25
left_drive * to * -0.25
call 2. Big Red . sleep
             milliseconds ( 1100 set Power )
             right_drive v to 0
             call 2. Big Red . sleep
milliseconds 300
turn and deposit glyphs
```

```
set left_drive * . Power * to * 0 call 2. Big Red . Sleep milliseconds * 500 set Power *
                     right_drive to -0.4
left_drive to 0.8
                      call 2. Big Red . sleep
milliseconds 600
                   call 2. Big Red . sleep milliseconds | 600 set Power | fight_drive | to | 0 left_drive | to | 0 call 2. Big Red . sleep milliseconds | 1000 femand
                     forward
                   forward
set Power *
right_drive * to 0.19
left_drive * to 0.19
call 2. Big Red seep
       milliseconds 1000
else if Color . Saturation color | Color .
                                                                                                                            ≥ ▼ 0.5 and ▼
                                                                                                                                                                                                                                                                     ≥ v (180 and v (Color). Hue v
do Blue
call AndroidTextToSpeech | speak
set left_drive * Direction * to Direction | FORWARD * Set right_drive * Direction * to Direction | REVERSE * Set right_drive * Power * to 0 |
set left_drive * Power * to 0 |
call 2 Big Red | sleep | milliseconds | 1000
                  miliseconds 1000

go back, knock off blue set left_drive 1 Power 10 20.19 set right_drive 2 Power 10 20.19 call 2 Big Red Sleep miliseconds 250 set left_drive 1 Power 10 0 set right_drive 1 Power 10 0 call 2 Big Red Sleep miliseconds 250 set Jewel Color 2 Position 10 0.36 call 2 Big Red Sleep miliseconds 400 go forward
                 go forward
set Power *
right_drive * to * 0.3
left_drive * to * 0.3
call 2 Big Red . sleep
miliseconds *
1800
set Power *
right_drive * to * 0
                set right_drive * . Power * to 0 call 2. Big Red . sleep
                milliseconds ( 975 knock off blue forward
                knock of blue forward
set [eff_drive*]. Power* to $\ -0.3$
set [right_drive*]. Power* to $\ -0.3$
call 2. Big Red . sleep
milliseconds $\ 250$
               set Power * Fright_drive * to 0 0 call (2. Big Red Sleep milliseconds $ 250
                 go straight
                set Power v
right_drive v to -0.25
left_drive v to -0.25
call 2. Big Red . sleep
            milliseconds 1100
set Power 1 100
set Power 2 100
left_drive 1 to 0 0
call 2.Big Red . sleep
milliseconds 500
                 deposit glyphs
                  set left_drive v . Direction v to Direction . FORWARD v
```

```
call [2. Big Red] . sleep
milliseconds | 1000
                                             set Power *
right_drive * to $\( \bullet -0.4 \)
Left_drive * to $\( \bullet 0.8 \)
call 2. Big Red . sleep
milliseconds $\( \bullet 700 \)
                                             call 2. Big Red seep milliseconds 700
set Power inject drive to 0
left drive to 0
call 2. Big Red sleep milliseconds 1000
                                           forward
set Power *
right_drive * to | 0.19
Left_drive * to | 0.19
call 2.Big Red | Sleep
milliseconds | 1100
                                               call 2. Big Red . Sleep
milliseconds ( 1100
set Power * right_drive * to ( 0 )
left_drive * to ( 0 )
call (2. Big Red . Sleep
milliseconds ( 1000
                                 VuforiaTrackingResults . RelicRecoveryVuMark •
                                                                                                                                                                                                                                                                                                                                    = * RelicRecoveryVuMark RIGHT *
                                                                                                                                                                                                                                           ts vuMarkResult v
do call Android Tayt To Speach Cenast
                          set Jewel Color * Position * to 0.36
set Gripper * Position * to 0.5
set Sider * Power * to 1
call 2. Big Red . steep
milliseconds $ 500
call color sensor * . enableLed
enable false *
                             call (2. Big Red) . sleep
milliseconds ( 500
                             call color sensor v . enableLed
                            cal color sensor • . enable ed enable • true • set slider • . Power • to • 0 set Jewel Color • . Position • to • 0.81 cal 2. Big Red . sleep milliseconds • 5000 set Color • to • call Color . rgbToColor
                                                                                                                                                                                red ( color sensor v . Red v )
green ( color sensor v . Green v )
blue ( color sensor v . Blue v )
                              Color . Saturation color Color
                                                                                                                                                                                                                              ≥ ▼ 0.5 and ▼
                                                                                                                                                                                                                                                                                                                                                    Color . Hue v 260 or v Color . Hue v
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    < v 37.5
                                                      " I can see Red! "
                                                      set right_drive ... Direction to Direction FORWARD ...
set left_drive ... Power to 0
set right_drive ... Power to 0
call [2. Big Red ... steep ...
milliseconds ... 975
knock off blue forward
set left_drive ... Power ... to ... -0.3
set left_drive ... Power ... to ... -0.3
set left_drive ... Power ... to ... -0.3
                                                            call (2. Big Red . sleep milliseconds ) 250
                                                     call 2. Big Red sleep milliseconds $250

set Power * Ifight_drive to $0 |

Left_drive 
                                                           go straight
                                                        go straight
set Power *
right_drive * to -0.25
left_drive * to -0.25
call 2. Big Red . sleep
                                                                                                                                                   is ( 1100
```

```
set right_drive * . Direction * to * Direction REVERSE *
set left_drive * . Power * to * 0
set right_drive * . Power * to * 0
call 2. Big Red Sleep
milliseconds * 1000
                            call 2 Big Red sieep milliseconds 1000 set Power fight drive to 0.8 call 2 Big Red sleep milliseconds 350
                                   final forward to deposit glyphs
                            final forward to deposit glyphs
set Power *
right_drive * to 0
call 2. Big Red Sleep
milliseconds 1000
set Power*
right_drive * to 0.2
left_drive * to 0.2
left_drive * to 0.2
call 2. Big Red Sleep
milliseconds 1000
                                       Color . Saturation v
                                                                                                                                                                                                                                                        ≥ v 0.5 and v
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           ≥ v 180 and v Color . Hue v
   do Blue call (AndroidTextToSpeech) . speak
                       go back, knock off blue

set left_drive**. Power** to $\bigseleft 0.13

set left_drive**. Power** to $\bigseleft 0.13

call 2. Big Red | Sleep |
milliseconds | 250

set left_drive**. Power** to $\bigseleft 0.3

set left_drive**. Power** to $\bigseleft 0.3

call 2. Big Red | Sleep |
milliseconds | 250

set Jewel Color**. Position** to $\bigseleft 0.36

call 2. Big Red | Sleep |
milliseconds | 200

go forward
                          go back, knock off blue
                          | Go torward | Set | Power | Set | Power | Set | Power | Set | Power | Set | S
                            call 2. Big Red . sleep milliseconds $\infty$ 900
else No Jewel
                          No Jewel

call AndroidTextToSpeech speak
text set I devel Color . Position to 0.36

call 2. Big Red . Sleep
milliseconds 1500
set Ieff_drive . Direction to Direction REVERSE .

set Inght_drive . Direction to Direction FORWARD .

set Ieff_drive . Power to 0
call 2. Big Red . Sleep
milliseconds . 975
knock off blue forward
                            call 2 big Red sleep
milliseconds $250

sel Power **
fight_drive * to * 0

left_drive * to * 0

call 2 big Red sleep
milliseconds $500

constrainth
                              go straight
                                 set Power
```

```
set [eff_drive*]. Power* to $\ \bigs_{-0.3}$
set fight_drive*. Power* to $\ \bigs_{-0.3}$
call [2. Big Red]. sleep
milliseconds $\ \bigs_{-0.3}$
                         set Power *

right_drive * to 0

[eft_drive * to 0

cal 2. Big Red . sleep

milliseconds 500
                          set Power v
right_drive v to -0.25
left_drive v to -0.25
call 2. Big Red . sleep
                          right_drive v to 0
left_drive v to 0
call 2. Big Red . sleep
                            turn and deposit glyphs
                          final forware to ...

set Power injut drive to 0 0
left drive to 0 0
call 2. Big Red Sleep
milliseconds 1000
                            final forward to deposit glyphs
                           set Power to 0.19 left_drive to 0.19 left_drive to 0.19 left_drive to 0.19
                                        milliseconds ( 1000
      else call Telemetry . addData
                key to text to call Telemetry (undate)
                                                                        Relic Target
                                                                    VuMark of UNKNOWN type... >>
              call Telemetry . update
    No, we don't see one.
       call Telemetry . addData
                                                             VuMark >>
                                           key text
call Telemetry update

Deactivate before exiting.

call Vuforia deactivate

set slider Direction to Direction FORWARD

set Jewel Color Position to 0.36

set Gripper Position to 0.5

set slider Power to 1

call 2 Big Red Sleep

milliseconds 5000

call color sensor Leable denable of false Colors
                                                          66 No VuMarks are visible.
       call 2. Big Red . sleep milliseconds 500
       milliseconds 500 call color sensor . enableLed
      set Sider * Power * to * 0 set Jewel Color * . Position * to * 0.81 call 2. Big Red . Sieep milliseconds * 5000 set Color * to * call Color . rgbToColor
```

```
et Color v to call Color rgb loColor
                                                                                                                                                                                                        red ( color sensor v . Red v
                           Color Saturation Color Color
                                                                                                                                                                                                                                                                    ≥ ▼ 0.5 and ▼
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 > v 260 or v Color . Hue v
                                                                                                                                                                                                                                                                                                                                                                                                                                   Color . Hue *
                       call AndroidTextToSpeech . speak
                                                                                                                                                                                                                                        44 I see nothing >>
                         call 2. Big Red . sleep
                                                                                milliseconds 1200
   set Jewel Color * Position * to * 0.81

set left_drive * Direction * to * Direction REVERSE * set right_drive * Direction * to * Direction FORWARD * set Power * to * 0 left_drive * left_drive * Power * to * 0 % left_drive * 0 % left_d
                     set [eff_drive * . Power * to -0.3]
set right_drive * . Power * to -0.3
call 2. Big Red _ sleep _____
                       set left_drive . Direction to Direction REVERSE . set right_drive . Direction to Direction FORWARD . set Power .
                     right_drive to 0
left_drive to 0
call 2. Big Red . sleep
millseconds 500
knock off blue forward
                     knock off blue forward

set [left_drive**. Power** to $\ -0.3

set right_drive**. Power** to $\ -0.3

cal 2. Big Red | sleep |
milliseconds $\ 250

set [left_drive**. Power** to $\ 0

cal 2. Big Red | sleep |
milliseconds $\ 250

set Jewel Color**. Position** to $\ 0.4

cal 2. Big Red | sleep |
milliseconds $\ 250

set Jewel Color**. Position** to $\ 0.4

cal 2. Big Red | sleep |
milliseconds $\ 250

set Jewel Color**. Position** to $\ 0.4

cal 2. Big Red | sleep |
milliseconds $\ 250

set Jewel Color**. Position** to $\ 0.4

cal 2. Big Red | sleep |
milliseconds $\ 250

set Power**
                         millise
                     right_drive to 0

left_drive to 0

cal 2. Big Red . sleep

milliseconds 500
                       go straight
set Power
                       go straight
                     set Power v
right_drive v to v-0.25
left_drive v to v-0.25
call 2. Big Red . sleep
               left_drive to 0.25
call 2. Big Red sleep
milliseconds 1150
set Power 1
right_drive to 0
call 2. Big Red sleep
milliseconds 1000
turn to deposit glyphs
set [right_drive * Direction * to Direction FORWARD * set [right_drive * Direction * to Direction FORWARD * set [right_drive * Direction * to Direction FORWARD * set [right_drive * to 0]
call 2. Big Red sleep
milliseconds 500
set [right_drive * Power * to 0.5
call 2. Big Red sleep
milliseconds 450
set [right_drive * Power * to 0.5
call 2. Big Red sleep
milliseconds 450
set Power 1
right_drive * to 0
left_drive * to 0
```

```
set Power **

(right_drive * to 0.2

[eft_drive * to 0.2

call 2. Big Red | sleep | milliseconds | 1200

(ft | Color | Saturation * |
                                                                                                                                                                                                                                                                                                                                                                               ≥ v 0.5 and v
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    ≥ v 180 and v Color Hue v
do Blue call AndroidTextToSpeech . (speak) text 1 (see nothing 2)
                                          text 4 I see nothing 37

call [2.Big Red] . sleep
milliseconds 1200

call Android TextToSpeech . speak
text 4 I see blue 37

set Jewel Color 2 . Position 1 to 0 .81

set [right_drive 3 . Direction 1 to 0 .81

set [right_drive 3 . Direction 1 to 0 .81

set [right_drive 3 . Direction 2 to 0 .81

left_drive 3 to 0 .0

call [2.Big Red] . sleep
milliseconds 500

go back, knock off blue
set [eft_drive 3 . Power 1 to 0.2]
                                                       set left_drive v . Power v to 0 -0.2
set light_drive v . Power v to 0 -0.2
                                                                     left_drive to 0 0 call 2. Big Red . sleep milliseconds 500 go back, knock off blue
                                                       set Power v
right_drive v to 0.25
left_drive v to 0.25
call 2. Big Red . sleep
                                                                     set Power right_drive to 0 left_drive to 0 call 2. Big Red sleep
                                                     (turn)

set left_drive ** Direction * to Direction FORWARD *

set left_drive ** Direction * to Direction FORWARD *

set left_drive ** to 0

left_drive ** to 0

set Power **

right_drive ** to 0.5

left_drive ** to 0.5

left_drive ** to 0.5

left_drive ** to 0.5

set Power **

right_drive ** to 0.5

left_drive ** to 0.5

set Power **

right_drive ** to 0.5

set Power **

right_drive ** to 0.5

set Power **

right_drive ** to 0.5

set [Power **

right_drive ** to 0.5

set [Power **

right_drive ** to 0.5

set [Power **

right_drive ** to 0.5

set [Sed sieep

miliseconds 500

final forward to deposit glyphs

set [left_drive ** Direction ** to Direction FORWARD **

set right_drive ** Direction ** to Direction REVERSE **

can 2. Big Red sieep

miliseconds 500

final forward to deposit glyphs

set [left_drive ** Direction ** to Direction REVERSE **

can 2. Big Red sieep

miliseconds 500

final forward to deposit glyphs

set [left_drive ** Direction ** to Direction REVERSE **

can 2. Big Red sieep
                                                               set right_drive * Direction * to * Direction * Too * Direction * Too * Direction * Too * Direction * Too * Direction * Too * Direction * Too * Direction * Direct
```

```
No Jewel
                                   set Jewel Color ** Position ** to ** 0.36

cal 2. Big Red ** sleep

miliseconds ** 1500

set left drive ** Direction ** to ** Direction REVERSE ** set left drive ** Direction ** to ** Direction FORWARD ** set Power ** to ** 0

left drive ** to ** 0

left drive ** to ** 0

left drive ** to ** 0

knock off blue forward set left drive ** Power ** to ** 0.3

set left drive ** Power ** to ** 0.3

set left drive ** Power ** to ** 0.3

set left drive ** Power ** to ** 0.3

set left drive ** Power ** to ** 0.3

set left drive ** Power ** to ** 0.3

set left drive ** Power ** to ** 0.3

set left drive ** Power ** to ** 0.3

set left drive ** Power ** to ** 0.3

set left drive ** Power ** to ** 0.3

set left drive ** Power ** to ** 0.3

set left drive ** 10 0

left 
     knock off blue forward

set [eft_drive** | Power** to * -0.3

set right_drive** | Power** to * -0.3

set right_drive** | Power** to * -0.3

set [eft_drive** | Power** to * 0

set [eft_drive**
                         knock off blue forward
          call (2. Big Red). sleep
          miliseconds 2000

turn to deposit glyphs
miliseconds 2000

turn to deposit glyphs
set left drive.
                         set left_drive · Direction · to Direction FORWARD · set right_drive · Direction · to Direction FORWARD ·
     set left_drive ' Direction to Direction FORWARD '
set light_drive ' Direction to Direction FORWARD '
set light_drive ' to 0
[eft_drive ' to 0 0
set left_drive ' Dower to 0.5
set left_drive ' Power to 0.5
set left_drive ' Direction to Direction FORWARD '
set left_drive ' Direction ' to Direction REVERSE '
set Power '
right_drive ' to 0
[eft_drive ' to 0.2
```

```
[left_drive v to 0.2]
call 2. Big Red . sleep
milliseconds 0.1500
                                   call Telemetry . update
set Power *
right_drive * to 0
call 2. Big Red . sleep
milliseconds 500
                                   drop
set Jewel Color * Position * to * 0.36
set Slider * Direction * to * Direction
set Slider * Power * to * 1
call 2. Big Red | sleep
milliseconds | 1000
set Slider * Power * to * 0
call 2. Big Red | sleep
milliseconds | 500
set Gripper * Position * to * Direction | FORWARD * set Slider * Direction * to * Direction | FORWARD * set Slider * Power * to * 1
call 2. Big Red | sleep
milliseconds | 500
set Slider * Power * to * 0
back up
                                           back up
set left_drive . Direction . Direc
                                              call 2. Big Red . Sleep
milliseconds 500
set slider . Power to 0
set Silder Power to 0
back up
set left_drive Direction to Direction REVERSE set right_drive Direction to Direction FORWARD set left_drive Power to 0
set left_drive Power to 0
set left_drive Power to 0
set left_drive Power to 0.25
set right_drive Direction FORWARD set Power to 0.25
set right_drive Power to 0.25
set right_drive Direction FORWARD set Power to 0.25
set right_drive To 0
call 2.8ig Red Sieep
milliseconds 500
repeat_white Could 2.8ig Red opModelsActive
do call Telemetry update
call 2.8ig Red Sieep
milliseconds 10
```