**15-0636 Checklist v3**

**Seeding Create**

1. Position Robot
   1. Squared up with the back of base
   2. Create is *one cube* away from the side wall
2. Both arms up (for testing)
3. Run “init” with the create **OFF**
   1. Verify both arms moved, and touch sensors work
4. Position claw
   1. Bent back, with cubes up tucked on the inside of the pin
5. Set up far blocks directly on the line, *half a cube* away from the side wall
6. Position ping arm to avoid Link
7. **\*\*\*Turn on the create\*\*\***
   1. Verify it moved ☺
8. Lightstart and pray
9. Check other robot

**[ Block up = neg, ping up = pos ]**

**Seeding Link**

1. Set up with tribble claw down, block claw down when flat on ground.
2. Let the create set up
   1. While that’s going on, set up blocks one ruler width from the pipe
   2. Cursory check to make sure everything seems to be plugged in
3. Go through menu code
4. Put the robot on the ramp, slightly angled towards the colored tape
5. Lightstart!
6. Check the other robot

**DE Link**

1. Position Robot
   1. Back left corner is “2 fingers” from the pink line
   2. Back right corner is “1 finger” from the side wall
   3. Claw touching back wall
2. Attachments
   1. Order = { Claw, Botguy Arm, Lid}
3. Far Blocks
   1. 30 degrees, far right side, closest to base possible
4. Press A for Main
5. Lightstart and pray
6. Check the other robot

**DE Create**

1. Position Robot
   1. Back squared up with the back of base
   2. *1 cubes* away from the side wall
2. Attachments
   1. Flip lid and arm to be in base
   2. Sweeper resting on the create
3. IGUS
   1. Rolled up, held back, and spring loaded
   2. String coiled, and looped over standoff
   3. Make sure trigger mechanism is caught on AXEL not on beam
   4. Deploy arm back
4. Cubes
   1. Cubes in holder, flat on line, to the right of the post
   2. (double check the far cubes)
5. **\*\*\*Turn on the Create\*\*\***
6. Strategies: **Choose the right strategy – consult Toblerone**
   1. Fast, Medium, Slow
7. Lightstart and pray
8. Check the other robot