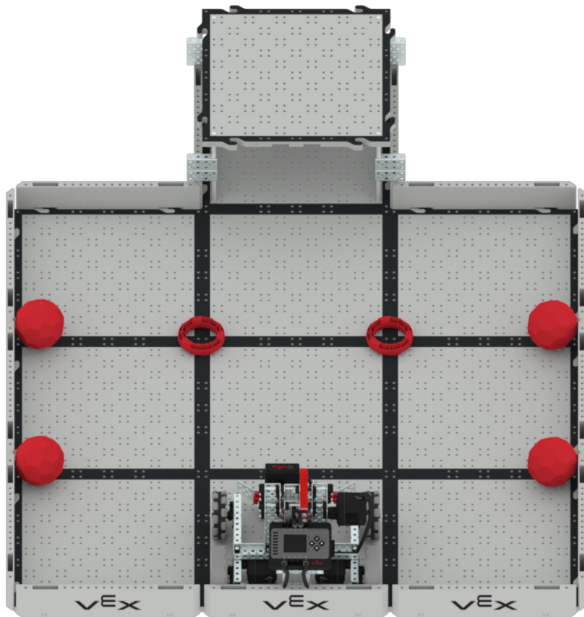




Push and Place

Score three game objects on each platform in the fastest time possible!

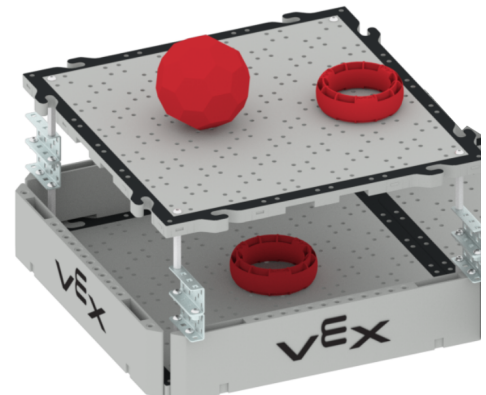
How to Play

1. Check your Field and Robot Setup:

- This activity is completed on a 3' x 3' Field with walls, with an additional Tile and raised platform attached to the center of one side, as shown in the image above.
 - [Build a medium platform](#), (approximately 15cm or 6in) to the additional Tile, as shown in the image above.
- Place four Buckyballs and two rings on the Field as shown in the image above.
- Place the Clawbot on the center Tile of the edge of the Field opposite the platforms, as shown in the image above.

2. Push and Place Challenge Rules:

- Push and Place is played with one robot.
- The object of the game is to score three game objects on each platform (the low and the raised) in the fastest time using driver control.
 - The team to score all six objects correctly in the shortest time, wins.
- Stop the timer when the last game object is scored correctly, or the max time of two minutes is reached.



- Buckyballs and rings must be completely freestanding, and across the black line at the front of the platforms to count as scored, as shown in the image to the right. They may not be touching any part of the robot.
- If a game object falls out of the Field, hand place it back in one of the starting positions. The timer does not stop.

Pro-Tip

Move multiple objects at once!

- You can add PET sheets to the interior of the Clawbot, to enable you to push multiple objects from one place on the Field to another, at the same time.