Notes of Strag:

- One of the autos would be speaker
- 5 notes for round/cycle (2 of them go for the AMP, 3 in speaker)
- If alliance members cant pick up the ground they should be picking up the notes (shoot them back after crossing the opposite wing)
- After the start we need 5 total notes
- Want stage closest to the human place
- Chains dist = 93.5 inches
- Microphone Dist: 27.767 Inches

Auto:

- Go for speaker
- Prioritise notes in team area
- Avoid center notes until later matches so don't go for notes opposing robots take
- Check paths – don't bump into alliance bots
- Atend get closer to center is exausted wing notes
- At center (start spot) 180 to speaker so can shoot
- Collect notes from floor
- Shoot into speaker

Teleop

- Main cycle (amp, amp, speaker, speaker, speaker) -> 17 pts/16ish sec
- Get pieces
- Try not to run into walls unless on purpose
- Do the S not the L pathways throught field
- Don't modify(willing or not) oppoenents/alliance robots
- (╬￣皿￣)╯
- If alliance can't pick up form the ground we will pick up grounded pieces

Endgame

- HP throw to closest microphone
- Soptlighteed mic robots go to
- Trap: center get on if harmony get off and collab w/ other robot
- If robot can't get on score/get on stage for extra pts/get lifted up if possible

Kitbot:

- Not great grip on note
- Note gets stuck easy
- Abruen: 3 rookies
- Sammammish: 2 rookies

- Westco drivcebase