



Grab and Go

Put your claw designs to the test as you drive your robot to collect Buckyballs and deliver them to the zone on the other side of the Field as quickly as possible!

How to Play

1. Check your Field and Robot Setup:

- Set up a 3'x3' Field with walls as shown above. Mark the solid line closest to the left and right wall to designate the red and green zones.
- Place 3 Buckyballs (any color) against the left wall of the Field (the red zone), as shown in the image above.
- Start the Clawbot between the red and green zones on the Field, so that the back tires are against the wall, as shown in the image above.

2. Grab and Go Rules:

- A driver will use the Controller to drive their Clawbot to pick up and move the Buckyballs from the red zone to the green zone as quickly as possible.
- Time how long it takes for the Clawbot to move all three Buckyballs from the red zone to the green zone.
- Each Buckyball must be entirely within the green zone. If the claw releases a Buckyball and it is improperly placed, the Buckyball must be placed back in its starting position, and the timer should keep running.
- The team's robot that moves all three Buckyballs from the red zone to the green zone with the fastest time, wins!

Pro-Tip

Scout other teams during the challenge, to get ideas for your team's strategy.

- How did other teams design their claws? What did you notice that was similar or different to your design?
- What ideas for your claw design would you like to try, now that you have observed the designs of other groups' clawbots?