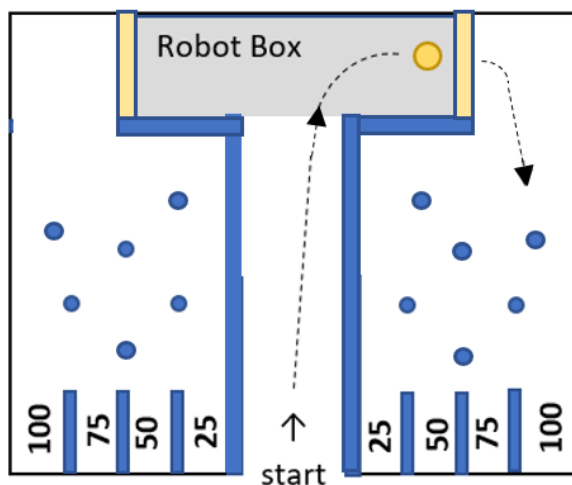


Challenge: Pachinko

100 points

Remote control MAY be used



This competition involves an enclosed platform, inclined between 5° and 10° , with a number of internal walls (marked in blue). The elevated end of the platform is labeled "Robot Box" in the diagram and the "start" is not elevated. Contestants may use either remote or autonomous control to push a ping-pong ball from the start, up the incline, and into the Robot Box.

The Robot Box will be clearly marked with tape or paint (non-walled areas shown in light yellow). The task is to push the ping-pong ball from the Robot Box to the right or left (your choice) until it falls out of the Robot Box. The contestant's robot may not leave the box until the ping-pong ball is launched. The robot may not touch the yellow lines. Once the ball is launched, it will drop to a series of nails below (like a Pachinko game) and will bounce until it settles into one of the scoring slots, which will be the contestant's final score. If the contestant is using remote control, he/she may try this challenge only once. However, if the contestant uses autonomous robot, he/she may try this challenge two times. The final score will be the best of the two tries.