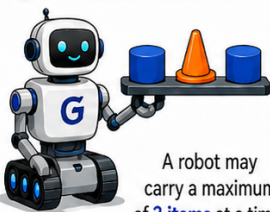
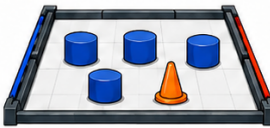
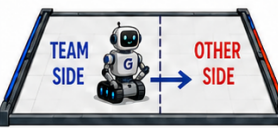
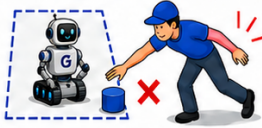
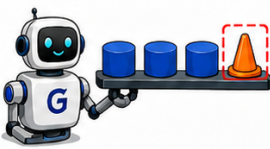


// KEY RULES & PENALTIES //

1 CARRYING LIMIT  A robot may carry a maximum of 3 items at a time.	2 FIELD LIMIT  A team may not have more than 3 loose items on its field at any time.	3 ITEMS LEFT ON FIELD  Any item left on the field when time ends: -50 points each	4 TOO MANY ITEMS  More than 3 items on the field: -300 points
5 PRECISION PLACEMENT If blocks or cones touch the container wall or the other tree:  -20 points per contact.	6 CROSSING TO OTHER SIDE  50 points penalty for each case if the robot passes to the other side of the field.	7 INTERFERENCE OUTSIDE ROBOT LOT  50 points penalty for each time the team interferes with the robot outside the robot lot.	8 CARRYING BEYOND LIMIT  300 points penalty per occurrence when more than 3 items are carried at one time.



VISUAL REMINDER



1 tree

=



2 round blocks

+



1 cone



TIME REMINDER
3-minute time limit per round.