What are time trials?

Time trials are test runs of all of your runs collectively and perform like you would at competition. You should start doing time trials about 2 weeks before competition so that on competition day you are ready. When you do time trials you should be ready to make quick decisions if something goes wrong. This is especially important because this is likely to happen at competition so you should be prepared.

When you are doing time trials you should time your runs and change-overs. (A change-over is the time between one run and the next when the robot is in the home area.) This will help you figure out if something is taking too long, and help you identify what it is. You can make changes now to help your team be better prepared at competition. Remember, all of your runs must fit inside the 2 minute 30 second time frame.

Once you have determined you are ready or for competition, keep practicing to get even better at your runs!

What is a pre-run checklist?

Pre-run checklists help you check everything you need to do so that you don't accidentally miss something during changeovers. You can use pre-run checklists by listing out what you need to do before every run. Number your steps and have it at the game table at competition to help you and other team members. Things that could be included are: make sure the gyro is reset, make sure all motors and sensors are plugged in, make the robot is positioned correctly. You should make one checklist for each launch area.

TurtleDude - BLUE

Pre-Run:
1. Reset all sensors and motors
2. Check board
3. Load the tray in the back and the slider in the front
4. Put robot in set orientation

Run 1:
1. **Up** button to start

Run 2:
1. Take off back tray
2. Put on the front attachment
3. Load energy units onto the dropper and front attachment
4. Move robot to set position
5. **Middle** button to start

Run 5:
1. Set robot
2. Double check energy units are there
3. **Right** button to start

TurtleDude - RED

Pre-Run:
1. Set the Innovation project model in container

Run 3:
1. Take off all attachments
2. Put on the front and right attachment
3. Load energy units
4. **Bottom** button to start

Run 3.5:
1. Take off all attachments
2. Put on run 4 attachment
3. **Left then up** button to start

Run 4:
1. Load back tray
2. Put oil truck on the robot and attach the back tray
3. Load looped water unit
4. **Left then bottom** button to start
5. Load rechargeable battery into dinosaur