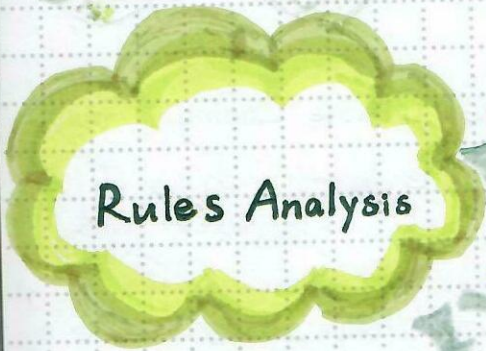


19/6

# HANDLE THE TRIBALLS



## Rules Analysis



This season, the score points lie in the Triballs. Disposing the triball into the offensive zone and inside the Goal is the major goal.

⇒ Δ Can get triballs over the bar into own offensive zone

⊗ There are only 16 Triballs at the start of the game, far fewer than the 44 Load Triballs.  
⇒ Δ We should also have the ability to process Triballs from the Match Load Zone.



During Double-Zoning status, the triballs in the Goal can be remove.

⇒ Δ However, this status is not frequent. So the function of pushing the Triball to let it Scored in the Goal is more important.

### ⊗ Catapult

- Δ The parabola is high, not easy to be intercepted.
- Δ The structure occupies a small space, which can be more easily to cross elevation bar.
- Δ Intake and launch go in opposite direction.
- Δ Use less motors.

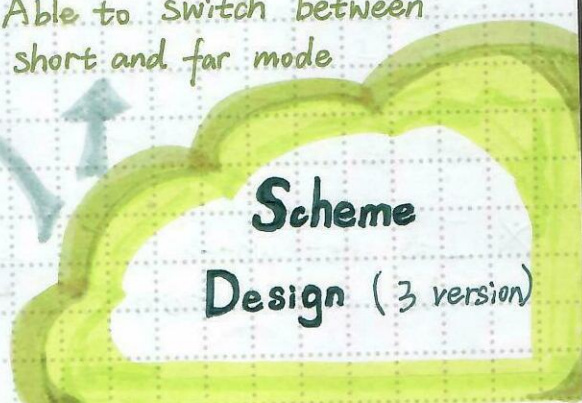


### ⊗ Roller

- Δ Able to switch between short and far mode

### ⊗ Puncher

- Δ More hit of a hit on Triballs score straight inside Goal.



## Scheme

Design (3 version)

Project Brain Storm

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witnessed by: Kevin

date: 6.19