

# Rover, Watch Out for Rover!



**Challenge:** Drive Rover as close as you can to the dog without hitting him.

**Supplies:** Tape measure and masking tape to mark your starting point.

**Team Name:** The most clever name will be used for tie breaking.

**Code:** Your program can *only* use the following drive command. Type a value for the number of seconds to drive forward after TIME.

**Send “RV FORWARD TIME”**

**Judging:** When your group is ready, the judge will place the pooch in the road at a random distance from Rover’s bumper. You may not move the mutt or Rover once the pet is placed. You may *only change the value of time* in the Rover drive command. Competition distance between bowser and the bumper will be reported in cm. ***Don’t hit the hound!***