1. **Block Bots**: students participating in S&R can play a smaller version of the original block bots competition. Goal: place the colored blocks on the correct pedestals before the time runs out.
2. **Robot Soccer**: four robots can play a game of soccer, where the bots must guide a small inflatable ball (or balloon?) into the appropriate goal. 3-5 min match?
3. **Target practice**: students participating in RoboRally. Goal: score the most points on shooting your missile. We just need to set up several paper targets on the floor.
4. **Sumo bots:** battle bots, except no balloon, and goal is to simply push opponent out of ring. (timed at 30 –60 sec matches?)
5. Bring back line follower mazes? ( Alaina has a great [lesson](https://drive.google.com/drive/folders/0B166bOaXh4bbV01pUVhXNFhaX3c) already done for using mindstorms for a line follower challenge, RobotC can also be used [here](http://cdn.robotc.net/pdfs/nxt/curriculum/Sensing%20-%20Line%20Tracking%20for%20LEGO.pdf). )
6. **Tractor Pull** (aka Tug o War): heavyweight battle bots can see who is the strongest: tie a string to both robots, they drive away from one another until one is pulled across a center line.