Aquabot Challenge 2 - The Great Pacific Eel Migration

This is a piloting and dexterity challenge. Eels are not born in New Zealand, they spawn thousands of miles away in an ocean trench near Tonga and must travel there from their freshwater homes.
You will use your aquabot to follow this migration route along the ocean floor. To replicate the route you will move a ring along a rope from one end of the pool to the other, encountering several obstacles along the way. Each obstacle must be successfully negotiated to earn points and the fastest teams to complete the full challenge will earn bonus points.

The pilot must change after each obstacle.

Scoring

- Knot obstacle - 10 Points
- Zigzag - 10 Points
- Loop - 15 Points
- Complete course - 15 Points
- 20 points for the fastest team completion of the course, 15 for second fastest, 10 for third, 5 for fourth.

Team Name	Obstacle Points	Completion Points	Time taken	Total Points