Aquabot Challenge 4 - Levers

This is a dexterity challenge and a race. You are tasked with restarting an underwater machine.
The Machine has four levers that can be tipped back and forth to prime it. You must use your aquabot to **move each of the levers back and forth as many times as possible** in the five minutes available to you.
Concentrating on one lever only will not restart the machine, so you must move to the next lever after successfully shifting the last one. After each of the four levers has been switched, handover to a teammate to continue the challenge.

Scoring:

- 5 points for each lever tipped over

Team	Levers switched	Total points