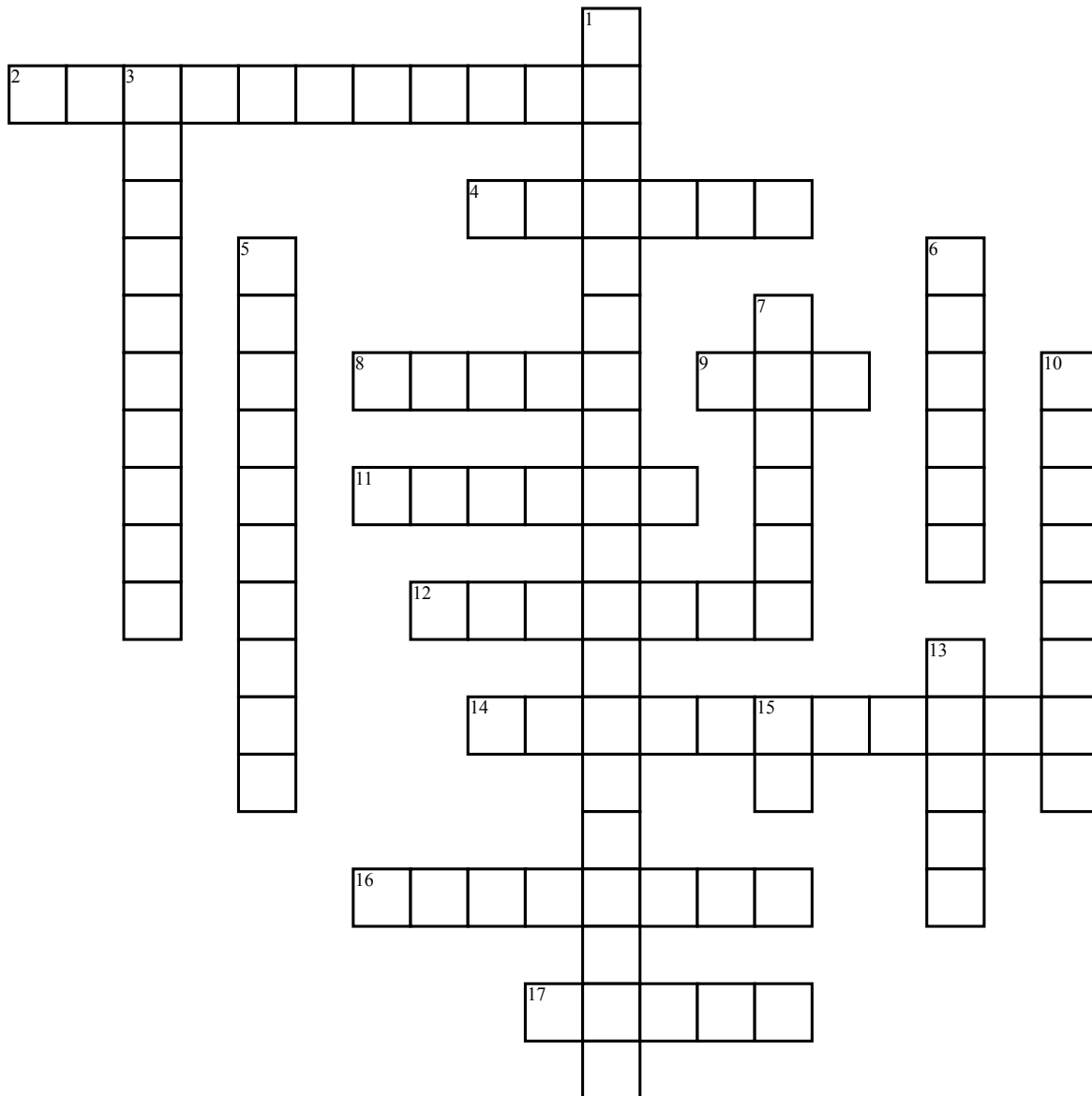


Spyder Crossword



Across

2. The pitting of one team's robot against another team's robot.
 4. The small scoring mechanism in the competition.
 8. The large scoring mechanism in the competition.
 9. Computer Assisted Designing software.
 11. A team's passion for not only Robotics, but also the team.
 12. The designs and logos that a team uses to distinguish itself.

14. Instructions that control what the robot has the ability to do.

16. The final method of scoring points in the competition.

17. A mechanical creation designed to perform a specific task.

Down

1. A necessary book for engineers to record their projects and progress.

3. The sub-team responsible for manually making the robot.

5. The sub-team responsible for making sure the mechanisms of the robot each have power.

6. Team 1622's team name.

7. The condition of being protected from harm.

10. The plans for how the robot will act during the game.

13. The electrical connectors throughout the robot.

15. Artificial intelligence.