

Block Mover and Orientation Machine:

Machine must automatically move four individual blocks placing them in specific locations and specific orientations on the machine's table. See diagram below

- Blocks will be 1.5" x 1.5" square Aluminum or Steel.
- Block side numbers and orientation will match the number and orientation of dots on a gaming die.
- All blocks will start with side #1 up and side #2 facing the machine table.
- Block orientation is correct when the # is facing up.
- Machine must be no larger than 4'x4' (no limit on height).
- Machine must perform all functions with one flip of the switch.
- Must include appropriate safety interlocks.
- Must include working CAD drawings.
- Must include operators manual..

Blocks must be moved to these positions and orientations

Block

#	Position #	Orientation #
1	4	2
2	5	3
3	9	4
4	16	5

Table Layout

Block#	Start Position	Table Position	Table Position	Table Position
1	1	8	9	16
2	2	7	10	15
3	3	6	11	14
4	4	5	12	13