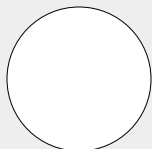
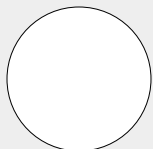


Back



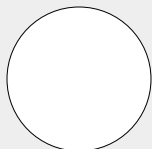
**Rotate Turn
Table CW**

Start



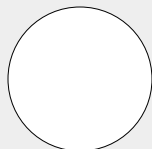
**Rotate Arm
To Angle**

Left Stick



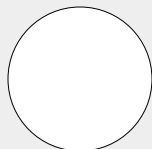
**Extend
Arm**

Right Stick



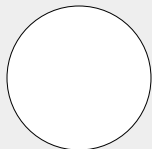
**Retract
Arm**

Left Bumper



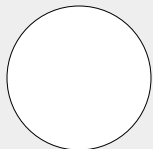
**Place
On Floor**

Right Trigger



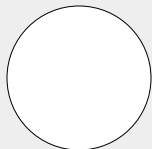
**Toggle
Claw**

Left Trigger



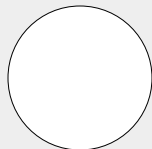
**Travel
Position**

X



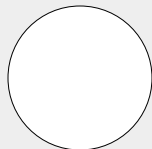
**Place
High**

Y



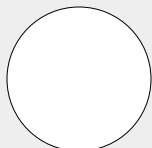
**Retrieve
Game Piece**

Right Bumper



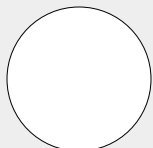
**Intake
Release**

B



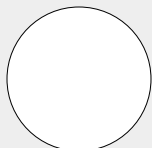
**Place
Low**

A



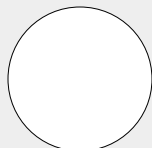
Ingest

POV Left



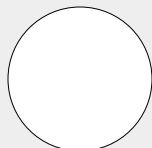
**Extend
Back Plate**

POV Right



**Retract
Back Plate**

POV Up



**Rotate Turn
Table CCW**