

```

FIRE_AIM,                // FIRE AT FLAGS
PAUSE, FIRED, 2,          // PAUSE UNTIL FIRED
PAUSE, 0.5,              // SHORT PAUSE

DRIVE, 127, CDIR, DISTANCE, 1.5, 2, // DRIVE TO HIT BOTTOM FLAG
TURN, 0, 2,              // TURN STRAIGHT
DRIVE, -100, 0, DISTANCE, 2, 2,     // DRIVE BACK

DRIVE, 127, 0, DISTANCE, 0.5, 2,    // DRIVE FORWARD A LITTLE
TURN, 90, 2,                      // TURN TO FACE NEXT CAP
WRISTSEEK, WRIST_FORWARD_POS,       // LOWER FORKS
DRIVE, -127, 90, DISTANCE, 1, 2,    // DRIVE CLOSE TO CAP

DRIVE, -40, 90, DISTANCE, 1, 3,     // DRIVE TO GET CAP
WRISTSEEK, WRIST_VERTICAL_POS,      // LIFT CAP
DRIVE, -40, 90, DISTANCE, 1, 2,     // DRIVE BACK
PAUSE, 1,                          // PAUSE WHILE CAP LIFTS
FLIP,                              // FLIP THE CAP
WRISTSEEK, WRIST_FORWARD_POS,       // PUT THE CAP DOWN

DRIVE, 100, 90, DISTANCE, 1, 2,     // DRIVE FORWARDS
TURN, 0, 2,                        // TURN TO FACE FLAGS
WRISTSEEK, WRIST_VERTICAL_POS,      // RAISE WRIST
DRIVE, 127, 0, DISTANCE, 1.5, 2,    // DRIVE TO HIT BOTTOM FLAG
TURN, 0, 2,                        // TURN STRAIGHT
DRIVE, -100, 0, DISTANCE, 2, 2,     // DRIVE BACK TO LINE UP FOR
    SHOT
TURN, 345, 1,                    // TURN TO FACE FLAGS

WRISTSEEK, WRIST_VERTICAL_POS-50,   // RAISE WRIST TO KNOCK BALLS
TURN_AIM, BLUE_FLAG, CENTER, 2,    // AIM AT CENTER-MOST BLUE
    FLAG
WRISTSEEK, WRIST_FORWARD_POS/2,     // LOWER WRIST
PAUSE, 0.25,                       // SHORT PAUSE

FIRE_AIM,                // FIRE AT LAST FLAGS
PAUSE, FIRED, 2,          // PAUSE UNTIL FIRED
PAUSE, 0.5,              // SHORT PAUSE

END                               // END OF ROUTINE
};

```