```
// AUTONOMOUS ROUTINE FOR BLUE-BOT, RED TEAM
double redBackAuton[] = {
    270,                                    // ROBOT STARTS FACING 270°

    WRISTSEEK,-1000,                        // DEPLOY FLIPPER
    FLIPSEEK,FLIP_POS1,                     // MAKE SURE FLIPPER STRAIGHT
    INTAKE_ON,                              // START INTAKE
    DRIVE,127,270,BLACK_B,0.5,              // DRIVE OFF TILE
    DRIVE,80,270,DISTANCE,1.3,2,            // DRIVE TO FLIP CAP
    PAUSE,0.5,                              // SHORT PAUSE
    WRISTSEEK,WRIST_VERTICAL_POS,           // STOP DEPLOY

    DRIVE,-127,270,DISTANCE,1,2,            // DRIVE AWAY FROM CAP
    TURN,0,0.125,                           // SHORT TURN TO CONTROL
     DIRECTION
    TURN,90,2,                              // TURN TO FACE CAP
    WRISTSEEK,WRIST_FORWARD_POS,            // LOWER FLIPPER
    PAUSE,0.5,                              // PAUSE TO LET FLIPPER DOWN
    DRIVE,-70,90,DISTANCE,1,2,              // DRIVE TO GET CAP
    WRISTSEEK,WRIST_VERTICAL_POS,           // LIFT CAP UP

    PAUSE,0.5,                              // WAIT FOR CAP TO LIFT
    DRIVE,90,90,WHITE_R,3,                  // DRIVE TO START TILE
    DRIVE,-90,90,0.05,                      // DRIVE TO BREAK
    PAUSE,1,                                // PAUSE TO STOP TIP
    DRIVE,-90,90,DISTANCE,0.125,1,          // DRIVE AWAY A LITTLE
    PAUSE,0.25,                             // SHORT PAUSE
    TURN,180,2,                             // TURN TO LINE UP
    PAUSE,0.5,                              // SHORT PAUSE
    DRIVE,90,180,WHITE_L,2,                 // DRIVE TO WHITE LINE
    DRIVE,-90,180,0.1,                      // DRIVE TO BREAK
    DRIVE,-60,180,DISTANCE,0.125,1,         // DRIVE BACK A LITTLE
    PAUSE,0.5,                              // SHORT PAUSE
    TURN,270,2,                             // TURN TO FACE POLE
    PAUSE,0.25,                             // SHORT PAUSE
    ARMSEEK,ARM_POS_LOW,                    // RAISE ARM
    PAUSE,2,                                // WAIT FOR ARM TO RAISE

    DRIVE,-90,270,WHITE_L,2,                // DRIVE ONTO TILE
    DRIVE,-90,270,DISTANCE,0.5,2,           // DRIVE TO POLE
    PAUSE,0.5,                              // PAUSE TO STOP MOMENTUM
    WRISTSEEK,-1,                           // DROP CAP
    PAUSE,1,                                // LET CAP SCORE
    DRIVE,90,270,DISTANCE,0.5,2,            // DRIVE AWAY
    ARMSEEK,1,                              // LOWER ARM
    WRISTSEEK,WRIST_FORWARD_POS,            // RAISE WRIST
    PAUSE,0.5,                              // SHORT PAUSE
    WRISTSEEK,WRIST_VERTICAL_POS,           // RAISE WRIST

    TURN,180,2,                             // TURN TO FACE WALL

    DRIVE,127,180,DISTANCE,1,1,             // DRIVE TO WALL
    DRIVE,127,180,0.5,                      // ENSURE AGAINST WALL
    SET_GYRO,180,                           // RESET GYRO TO 180

    DRIVE,-127,180,DISTANCE,0.2,1,          // DRIVE AWAY FROM WALL
    TURN,90,2,                              // TURN TO FACE NEXT CAP
    WRISTSEEK,WRIST_FORWARD_POS,            // LOWER FLIPPER
    PAUSE,0.5,                              // PAUSE TO LET FLIPPER DOWN
    DRIVE,-80,90,DISTANCE,1.5,2 ,           // DRIVE TO NEXT CAP
    WRISTSEEK,WRIST_VERTICAL_POS,           // LIFT CAP
    PAUSE,0.5,                              // PAUSE SO CAP LIFTS
    DRIVE,127,90,DISTANCE,0.25,1,           // DRIVE TO LINE UP
    TURN,45,1,                              // TURN READY TO DRIVE
    DRIVE,127,45,DISTANCE,0.8,1,            // DRIVE TO LINE UP
    TURN,0,2,                               // TURN TO FACE POLE
    ARMSEEK,ARM_POS_LOW,                    // RAISE ARM
    FLIP,                                   // FLIP CAP
    PAUSE,2,                                // WAIT FOR ARM TO RAIS

    DRIVE,-90,0,WHITE_E,1,                  // DRIVE TO LINE
    DRIVE,-90,0,DISTANCE,0.5,2,             // DRIVE TO POLE
    PAUSE,0.5,                              // PAUSE TO STOP MOMENTUM
    WRISTSEEK,-1,                           // DROP CAPHIGH SCORE CAP 2
    PAUSE,1,                                // LET CAP SCORE
    DRIVE,90,0,WHITE_R,2,                   // DRIVE AWAY
    ARMSEEK,1,                              // LOWER ARM
    WRISTSEEK,WRIST_VERTICAL_POS,           // RAISE WRIST

    START_COAST,                            // LET FLYWHEEL SPIN UP
    TURN,90,2,                              // TURN TO FACE START TILE
    DRIVE,127,90,WHITE_R,2,                 // DRIVE TO START TILE
    DRIVE,127,90,DISTANCE,0.125,1,          // DRIVE A LITTLE MORE

    TURN,2,2,                               // TURN TO FACE FLAGS

    DRIVE,127,2,WHITE_L,2,                  // DRIVE TO TILE
    DRIVE,127,2,0.1,                        // DRIVE TO ENSURE FULLY ON
     TILE
    DRIVE,127,2,BLACK_L,2,                  // DRIVE OFF START TILE
    DRIVE,127,2,0.1,                        // DRIVE TO ENSURE FULLY ON
     TILE
    DRIVE,127,2,WHITE_L,2,                  // DRIVE TO NEXT TILE
    DRIVE,127,2,DISTANCE,0.8,1,             // LINE UP FOR SHOT

    TURN_AIM,BLUE_FLAG,LEFT,2,              // AIM AT RIGHT-MOST BLUE FLAG
    PAUSE,UNTIL,41.25,                      // WAIT AS LATE AS POSSIBLE

    FIRE_AIM,TOP,                           // SHOOT TOP FLAG
    PAUSE,FIRED,FIRE_TRY_TIME,              // WAIT TILL SHOT
    PAUSE,0.1,                              // SHORT PAUSE
    STOP_FIRE,                              // STOP FLYWHEEL
```