PAUSE,0.1, STOP_FIRE,	// SHORT PAUSE // STOP FLYWHEEL
DRIVE,127,CDIR,DISTANCE,0.7,2, FIRE_AIM,TOP, PAUSE,FIRED,5, PAUSE,0.1, STOP_FIRE,	// DRIVE TO TOP FLAG DIST // SHOOT TOP FLAG // WAIT TILL SHOT // SHORT PAUSE // STOP FLYWHEEL
INTAKE_OFF, DRIVE,127,0,0.5, SCRAPER,SCRAPER_DOWN_POS, CATCH THE FLAG	// TURN INTAKE OFF // DRIVE TO TOGGLE BOTTOM FLAG // LOWER SCRAPER SO IT DOESN'T
DRIVE,-127,0,0.25, INTAKE_ON,	// DRIVE AWAY FROM FLAG // TURN INTAKE BACK ON
SCRAPER, SCRAPER_UP_POS,	// RAISE SCRAPER AGAIN
TURN,0,2, DRIVE,-127,0,DISTANCE,0.5,1, CAP	// TURN TO LINE UP // DRIVE TO LINE UP WITH NEXT
FLIPSEEK,FLIP_POS1, TURN,90,0, WRISTSEEK,WRIST_FORWARD_POS, DRIVE,-127,90,WHITE_E,1, LINE	// PUT FLIPPER CORRECT WAY UP // TURN TO FACE NEXT CAP // LOWER FLIPPER // DRIVE ACOSS CENTER WHITE
DRIVE, -90,90, DISTANCE, 2.5,2, (SLOWLY)	// DRIVE TO GET NEXT CAP
WRISTSEEK, WRIST_VERTICAL_POS, PAUSE, 0.25, DRIVE, 127, 90, DISTANCE, 0.1, 1, FLIP, TURN, 160, 2, WRISTSEEK, WRIST_FORWARD_POS, DRIVE, 127, 160, DISTANCE, 1.5, 2,	// LIFT CAP // PAUSE TO LIFT // DRIVE AWAY FROM WALL // FLIP CAP // TURN TO FACE PLATFORM // DROP CAP // DRIVE TO PLATFORM
SCRAPER, SCRAPER_DOWN_POS, WRISTSEEK, WRIST_VERTICAL_POS, FLIPSEEK, FLIP_POS1, PAUSE, 0.5, DRIVE, -127, 160, DISTANCE, 0.5,1, PAUSE, 0.5,	// LOWER SCRAPER // LIFT FLIPPER // REVERT FLIPPER // SHORT PAUSE // DRIVE AWAY FROM PLATFORM // SHORT PAUSE
TURN,90,2, SCRAPER,SCRAPER_DOWN_POS-10, POSITION	// TURN TO FACE NEXT CAP // MOVE SCRAPER TO CAP FLIP
DRIVE,127,90,DISTANCE,1.25,2, PAUSE,0.25,	// DRIVE TO FLIP CAP
DRIVE127.90.DISTANCE.1.25.2.	// DRIVE TO LINE UP FOR FLAGS

```
TURN, 0, 2,
                                      // TURN TO FACE FLAGS
SCRAPER, SCRAPER_UP_POS,
                                      // LIFT SCRAPER TO SAFETY
DRIVE, 127, 0, DISTANCE, 0.1, 1,
                                      // DRIVE TO CORRECT RANGE
FIRE_AIM, TOP,
                                      // SHOOT TOP FLAG
                                      // WAIT TILL SHOT
PAUSE, FIRED, 5,
                                      // SHORT PAUSE
PAUSE, 0.1,
STOP_FIRE,
                                      // STOP FLYWHEEL
DRIVE, 127, CDIR, DISTANCE, 0, 9, 2,
                                      // DRIVE TO TOP FLAG DIST
FIRE_AIM, TOP,
                                      // SHOOT TOP FLAG
                                      // WAIT TILL SHOT
PAUSE, FIRED, 5,
PAUSE, 0.1,
                                      // SHORT PAUSE
STOP FIRE,
                                      // STOP FLYWHEEL
INTAKE OFF,
                                      // TURN INTAKE OFF
DRIVE, 127, 0, 0.5,
                                      // DRIVE TO TOGGLE BOTTOM FLAG
SCRAPER, SCRAPER_DOWN_POS,
                                      // LOWER SCRAPER SO IT DOESN'T
CATCH THE FLAG
DRIVE, -127, 0, 0.25,
                                      // DRIVE AWAY FROM FLAG
INTAKE_ON,
                                      // TURN INTAKE BACK ON
SCRAPER, SCRAPER_UP_POS,
                                      // RAISE SCRAPER AGAIN
TURN, 20, 1,
                                      // TURN TO LINE UP
DRIVE, -127, 20, WHITE_R, 2,
                                      // DRIVE UNTIL ON THE TILE
DRIVE, -127, 20, 0.1,
                                      // DRIVE TO BE FULLY ON TILE
TURN, 0, 0.5,
                                      // TURN TO LINE UP
                                      // DRIVE UNTIL OFF THE TILE
DRIVE, -127, 0, BLACK_R, 2,
DRIVE, -127, 0, DISTANCE, 0.5, 2,
                                      // DRIVE TO LINE UP
TURN, 80, 2,
                                      // TURN TO FACE PLATFORM
INTAKE ON,
                                      // ENSURE INTAKE IS RUNNING
WRISTSEEK, WRIST FORWARD POS,
                                      // PUT FLIPPER DOWN
DRIVE, 127, 80, DISTANCE, 0.5, 1,
                                      // DRIVE TO PLATFORM
                                      // DRIVE UP PLATFORM
DRIVE, 127, 80, DISTANCE, 2.75, 4,
END
                                      // END OF ROUTINE
```

};