

	U Turn (10)	U Turn (20)	U Turn (30)	U Turn (40)	U Turn (50)	U Turn (60)
<b>Clumsy</b>	L Turn (10)	R Turn (20)	L Turn (30)	R Turn (40)	L Turn (50)	R Turn (60)
	L Turn (190)	R Turn (200)	L Turn (210)	R Turn (220)	L Turn (230)	R Turn (240)
Slow	L Turn (65)	R Turn (75)	L Turn (85)	R Turn (95)	L Turn (105)	R Turn (115)
	L Turn (250)	R Turn (260)	L Turn (270)	R Turn (280)	L Turn (290)	R Turn (300)
Slow	L Turn (125)	R Turn (135)	L Turn (145)	R Turn (155)	L Turn (165)	R Turn (175)
	L Turn (310)	R Turn (320)	L Turn (330)	R Turn (340)	L Turn (350)	R Turn (360)
Slow	L Turn (63)	R Turn (73)	L Turn (83)	R Turn (93)	L Turn (103)	R Turn (113)
Medium	L Turn (185)	R Turn (195)	L Turn (205)	R Turn (215)	L Turn (225)	R Turn (235)
	L Turn (370)	R Turn (380)	L Turn (390)	R Turn (400)	L Turn (410)	R Turn (420)
Slow	L Turn (123)	R Turn (133)	L Turn (143)	R Turn (153)	L Turn (163)	R Turn (173)
Medium	L Turn (245)	R Turn (255)	L Turn (265)	R Turn (275)	L Turn (285)	R Turn (295)
	M2 (670)	M2 (680)	M2 (690)	M2 (700)	M2 (710)	M2 (720)
Slow	M1 (670)	M1 (680)	M1 (690)	M1 (700)	M1 (710)	M1 (720)
	M2 (730)	M2 (740)	M2 (750)	M2 (760)	M2 (770)	M2 (780)
Slow	M1 (730)	M1 (740)	M1 (750)	M1 (760)	M1 (770)	M1 (780)
	M3 (790)	M3 (800)	M3 (810)	M3 (820)	M3 (830)	M3 (840)
Slow	M2 (790)	M2 (800)	M2 (810)	M2 (820)	M2 (830)	M2 (840)
Medium	M2 (790)	M2 (800)	M2 (810)	M2 (820)	M2 (830)	M2 (840)

**Clumsy** 2+ Drop Weapons or Launchers

Slow 5+ Options

Medium 3-4 Options

Fast 0-2 Options

**Clumsy Bots treat U as either R or L (L if odd, R if even)**

Slow Bots treat R or L of 190 to 300 as number-125

Slow Bots treat R or L of 310 to 420 as number-247

Medium Bots treat R or L of 310 to 420 as number-125

Slow Bots treat M2 as M1

Slow Bots treat M3 as M2