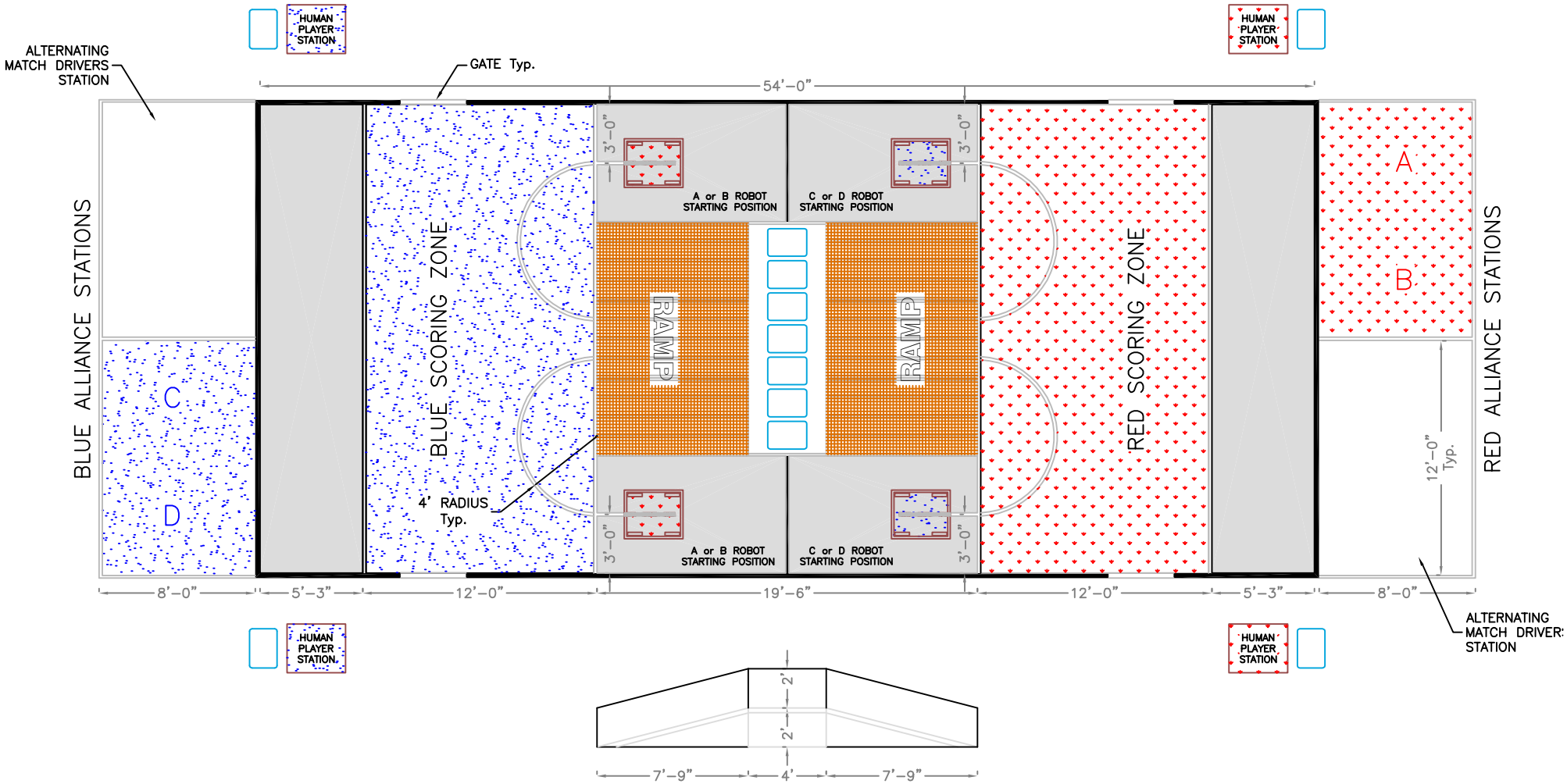
HUMAN PLAYER STATION
ALTERNATING MATCH DRIVERS STATION
GATE Typ.
54'–0"
BLUE ALLIANCE STATIONS
RED ALLIANCE STATIONS
BLUE SCORING ZONE
RED SCORING ZONE
A
B
C
D
RAMP
RAMP
A or B ROBOT STARTING POSITION
C or D ROBOT STARTING POSITION
3'–0"
4' RADIUS Typ.
12'–0" Typ.
8'–0"
5'–3"
12'–0"
19'–6"
12'–0"
5'–3"
8'–0"
ALTERNATING MATCH DRIVER STATION

2'
2'
7'–9"
4'
7'–9"