



BIOBUZZ™

PRESENTED BY



RTX

Students will use their engineering skills to amplify the excitement and energy of the natural world in the 2026-2027 *FIRST*® Tech Challenge game, BIOBUZZ™ presented by RTX.

This season, the *FIRST* Tech Challenge community will generate buzz as teams from around the world collaborate, innovate, and problem-solve. Students will design, build, and program robots to compete in a dynamic, hands-on, biodiversity-themed challenge.

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CANOPY™

GAMEPLAY



ALLIANCES of two teams each compete to score POLLEN and NECTAR into their HIVES and FLOWERS. When enough POLLEN or NECTAR is launched into the CELL the HIVE will TIP. Each time a HIVE is TIPPED points are earned, and additional NECTAR is unlocked.

- **AUTO:** During the first 30 seconds of the MATCH, the ROBOTS operate autonomously. ROBOTS can use sensors to collect POLLEN from the FLOWERS and navigate to launch into their HIVE.
- **TELEOP:** During the remaining 2 minutes of the MATCH, drivers take control of their ROBOT and continue to launch into their HIVE. As time runs out, ALLIANCES work to fill FLOWERS with POLLEN and NECTAR. ALLIANCES earn points by placing their NECTAR in each FLOWER before their opponent. ALLIANCES also earn points for owning a FLOWER if their NECTAR is the top-most placed in a FLOWER.

The ALLIANCE that earns the most points wins the MATCH and additional RANKING POINTS can be earned though completing other scoring achievements.

