

The Game:

In BIOBUZZ™ presented by RTX, 2 competing ALLIANCES (“red” and “blue”) of 2 teams each collect POLLEN and NECTAR, LAUNCHING them into their HIVE and placing them into FLOWERS.

Pre-MATCH Setup:

Before each MATCH begins, FIELD STAFF stage SCORING ELEMENTS while DRIVE TEAMS stage their ROBOTS and OPERATOR CONSOLES.

Each HIVE is tilted such that one CELL is pointed down, and the other CELL is pointed up. The HIVES are bi-stable, holding their position until TIPPED.

40 POLLEN are staged on the FIELD as follows:

- 4 POLLEN in each of the 4 FLOWERS (16)
- 4 POLLEN in the red GARDEN (4)
- 4 POLLEN in the blue GARDEN (4)
- 4 POLLEN pre-loaded in each ROBOT (16)

8 red and 8 blue NECTAR are staged as follows:

- 3 NECTAR in each upward-facing CELL of corresponding color (6)
- 5 NECTAR are in each ALLIANCE AREA of corresponding color (10)

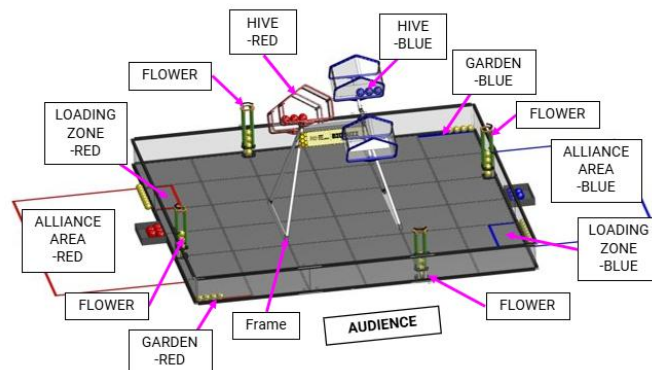
A ROBOT must be positioned on the FIELD in a legal starting configuration, which includes pre-loading 4 POLLEN. ROBOTS cannot start the MATCH in the LOADING ZONE, or touching a FLOWER, and must start the MATCH touching the perimeter wall.

AUTO Period:

During the first 30 seconds of the MATCH, the ROBOTS operate autonomously. ROBOTS can use sensors to collect POLLEN from FLOWERS and the playing FIELD floor and navigate to LAUNCH into the CELLS of their HIVE. When enough SCORING ELEMENTS are LAUNCHED into the CELL, the HIVE will tip. Each time a HIVE is TIPPED, points are earned, and additional NECTAR is unlocked and may be entered into the FIELD by that ALLIANCE.

TELEOP Period:

During the remaining 2 minutes of the MATCH, human DRIVERS take control of their ROBOTS. ROBOTS continue to collect and score POLLEN and NECTAR, tipping their HIVE to earn points and unlocking more NECTAR.



As time runs out, ALLIANCES can enter all remaining NECTAR into the FIELD and work to fill FLOWERS with POLLEN and NECTAR. ALLIANCES earn points by placing their ALLIANCE'S 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 by completing other scoring achievements.

Scoring:

		AUTO	TELEOP
LEAVE		3	-
PARK		5	5
HIVE	HIVE TIP	20	20
	Remaining POLLEN/NECTAR	-	2
FLOWER	Bottom NECTAR Bonus	-	5
	POLLEN/NECTAR in owned FLOWER	-	2
GARDEN	POLLEN/NECTAR	-	1

Ranking Points:

	RP Threshold			RP
	FIRST CMP	Regional CMP	Other	
SWARM	TBA	TBA	16	1
POLLINATOR 1	TBA	TBA	4	1
POLLINATOR 2	TBA	TBA	7	1
WIN	-	-	-	3
TIE	-	-	-	1