

2026-2027 *FIRST®* Tech Challenge

Event Field Setup Guide

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This guide includes instructions to complete the assembly of the BIOBUZZ field on-site at an event after previously assembling the Field Elements (such as the Flowers, Hives, and Frame). Please refer to the companion “Initial Field Element Assembly Guide” for instructions on assembling the Field Elements.

This guide also provides instructions for re-assembly of a previously built and disassembled field.

Reminder: If at any time during the assembly process you get confused, remember you can reference the full [3D Onshape Field CAD Assembly](#) of the BIOBUZZ field and all its components. This is useful for assistance in identifying parts, checking how things fit together, confirming dimensions, and more.

To ensure correct performance of a BIOBUZZ field, builders should follow the quality checks provided as part of the Field Acceptance Checklist (coming soon) and follow the instructions for fixing field issues found in the Field Mitigation Guide (coming soon).

These and other resources can be found in the [Playing Field section](#) of the *FIRST* Tech Challenge 2026-2027 Game & Season Materials.

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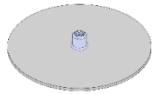
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Revision History		
Revision	Date	Description
1.0	9/12/2026	Kickoff Release

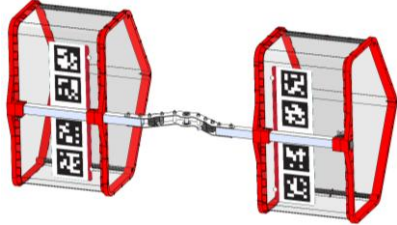
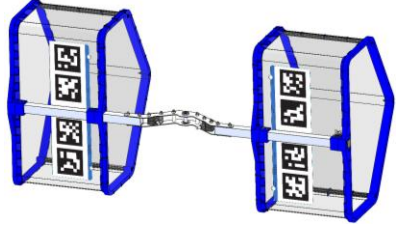
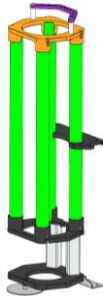
1 Recommended Tools

Component	Quantity	Photo
Utility Knife	1	
Tape Measure	1	
5/32 in. Hex Driver or Allen Wrench (ball-end recommended)	1	
3/8 in. Combination Wrench	1	
3/8 in. Nut Driver	1	
3/8 in. Impact Nutsetter / Nut Driver	1	
Drill or Power Screwdriver	1	
Safety Gloves	1	
Flush Cutters	1	
Phillips #2 (PH2) Screwdriver	1	

2 Parts List – Individual Components

Component	Part #	Quantity	Photo
Pollen	am-5851_yellow	40	
Nectar (Red)	am-5852_red	8	
Nectar (Blue)	am-5852_blue	8	
1 in. (2.5 cm) or 2 in. (5.1 cm) Wide Gaffers Tape - Red, and Blue (consumed with each build)	am-5850_tape (or equivalent)	1 roll each	
May be Pre-Installed in Assemblies:			
10-32 Nylock Nut (may be on Frame Assembly)	am-1042	2	
10-32 x 2.0 in. (5.1 cm) Long Screws (may be on Frame Assembly)	am-1049	2	
10-32 x 0.75 in. (1.9 cm) Long Screw (may be on Flower Assembly)	am-1047	4	
Under Tile Mount (may be on Flower Assembly)	am-5872	4	
1/4-20 Wing Nut (may be on Frame Assembly)	am-1705	4	
10-32 Wing Nut (may be on Frame and/or Hive Assembly)	am-1483	6	
Ballast Washer #10 Flat Washer 0.75 in. OD (1.9 cm) OD (may be on Frame and/or Hive Assembly)	am-1523	20	

3 Parts List – Pre-Built Assemblies

Component	Quantity	Photo
Frame Assembly	1	
Under Tile Strips (may be on Frame Assembly)	2	
Hive (Red)	1	
Hive (Blue)	1	
Flower Assembly	4	
Scoring Element Tray	2	

4 Fasteners & Tightness

There are no specifications for torquing the various fasteners used on the *FIRST* Tech Challenge field. Unless otherwise noted, all fasteners should be fully tightened as part of the assembly process.

For general reference:

- No fasteners should deform the objects being connected.
- Thread-forming screws should be tightened until no threads are visible and the objects being connected can no longer rotate when spun by hand.
- Screws threading into nylock nuts should be tightened until no threads are visible between the screw head and nut, and the nut/screw combination can no longer rotate when spun by hand.
- Nuts being installed into molded hexagonal pockets should be installed “flat side” first.
- Initial assembly may require loosely attaching Cable Ties to enable correct assembly.
 - Fully secured Cable Ties should be tightened until they can no longer be pulled further by hand, and the objects being connected do not move relative to each other.
- After full assembly, **all** Cable Ties should have their tails trimmed using flush cutters such that none of the tail protrudes from the Cable Tie head. It is important to use flush cutters to ensure the tail is fully trimmed.

5 Initial Arena Planning

Before beginning field setup, planning for the arena area should take place. This can mean different things depending on whether the field is being set up in a school classroom or as part of a multi-division Regional Championship.

When doing arena layout, it is important to consider things beyond the field itself. Event planners should include team/spectator/volunteer walkways, a scorekeeper’s table, timing screens, volunteer snack cart, audience displays, queuing tables & paths, cart parking at the field, and more.

Refer to the Tournament Guide for more info on planning and layout. This can be found in the [Event Resources and Materials section](#) of the *FIRST* Tech Challenge 2026-2027 Game & Season Materials

Field Surface Considerations

While every field uses tiles, robots will perform differently depending on the surface under the field. We recommend that wherever possible, tiles are placed on top of a hard, level, and uniform surface. This will enable the most consistent robot performance.

We also recommend that whatever the surface conditions are for the fields in the official competition arena, similar conditions are available at any practice fields which are available.

Consistency is most important (e.g., if you must place the practice fields in a carpeted area, consider putting carpet under the fields in the arena, and vice versa).

6 Tile Coordinates

Tile coordinates are used to assist with field setup. Figure 6-1 below defines the intersections/seams of each of the tiles on the field where the tile tabs interlock. Figure 6-2 defines the grid coordinate system for the tiles.

Figure 6-1 Tile seam/tab-line locations

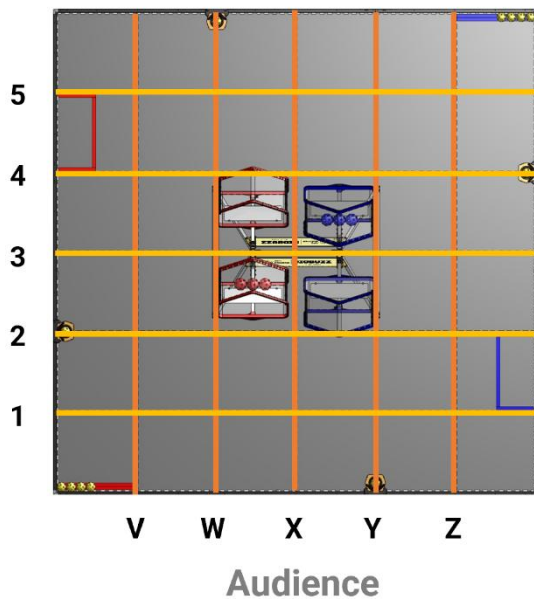
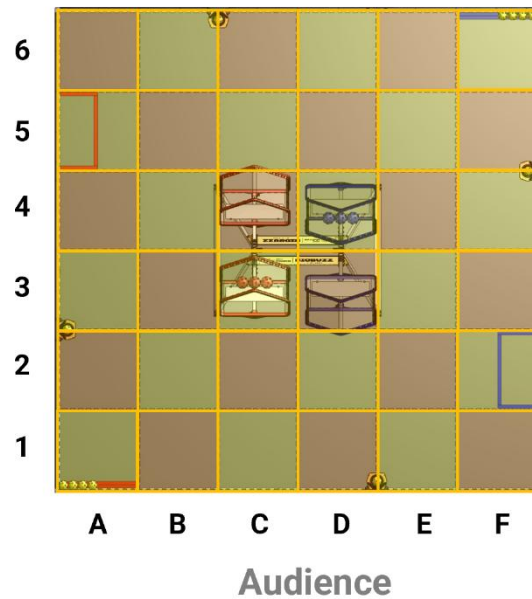


Figure 6-2 Tile locations



7 Field & Perimeter Assembly

The primary version of the field perimeter is the AndyMark *FIRST* Tech Challenge Perimeter Kit (am-0481), but other equivalent perimeters may be used.

Detailed information about what field components may be used for official *FIRST* Tech Challenge events is found in “Section 9 ARENA” of the BIOBUZZ Competition Manual.

7.1 Perimeter Assembly

If you’re using the AndyMark “FTC Field Perimeter”, follow the [FTC Field Perimeter Setup Guide](#) to construct your field perimeter. Scan or tap the QR code or tap the link above to view.

For a different perimeter, follow its associated assembly guide.

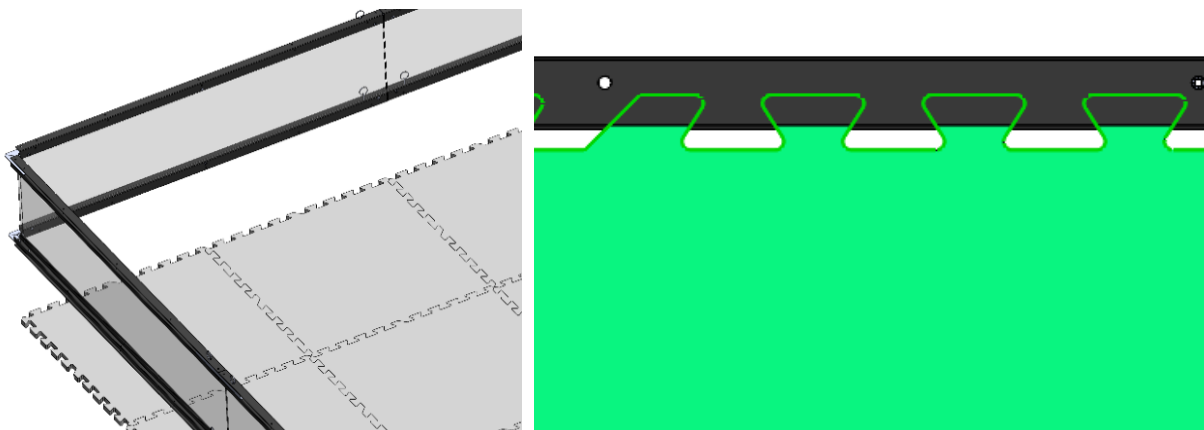
Compatibility Warning: different field perimeters may have dimensions that differ from the primary design. Builders are responsible for determining the correct compatibility of their perimeter and may need to make adjustments to adapt it for BIOBUZZ.



7.2 Tile Size Check

This step is only needed for new tiles that have not been part of a FIRST Tech Challenge field. Confirm the correct size of your foam tiles. Do this by assembling a [6 by 6] grid of tiles inside (or below) the field perimeter. The tiles will likely be wider than the inside of the perimeter.

Tile Sizes Vary: In the next step you will need to cut some of each “tab” off some tiles. Measure how much material needs to be removed so your tiles will be centered inside the perimeter.

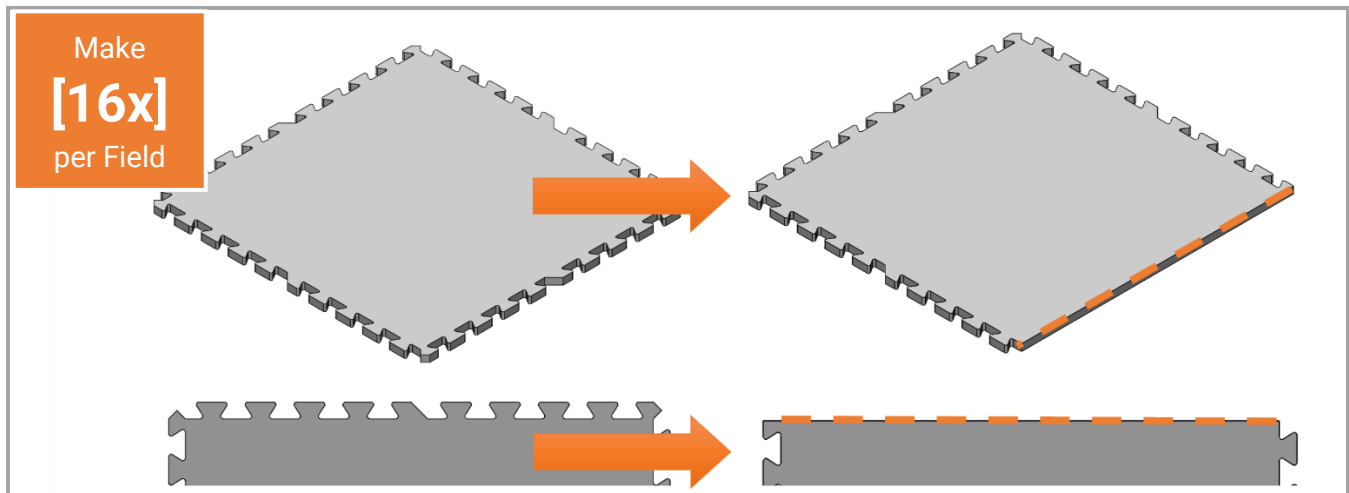


Note: Tiles may be different than the ones shown.

7.3 Trim Edge Tiles

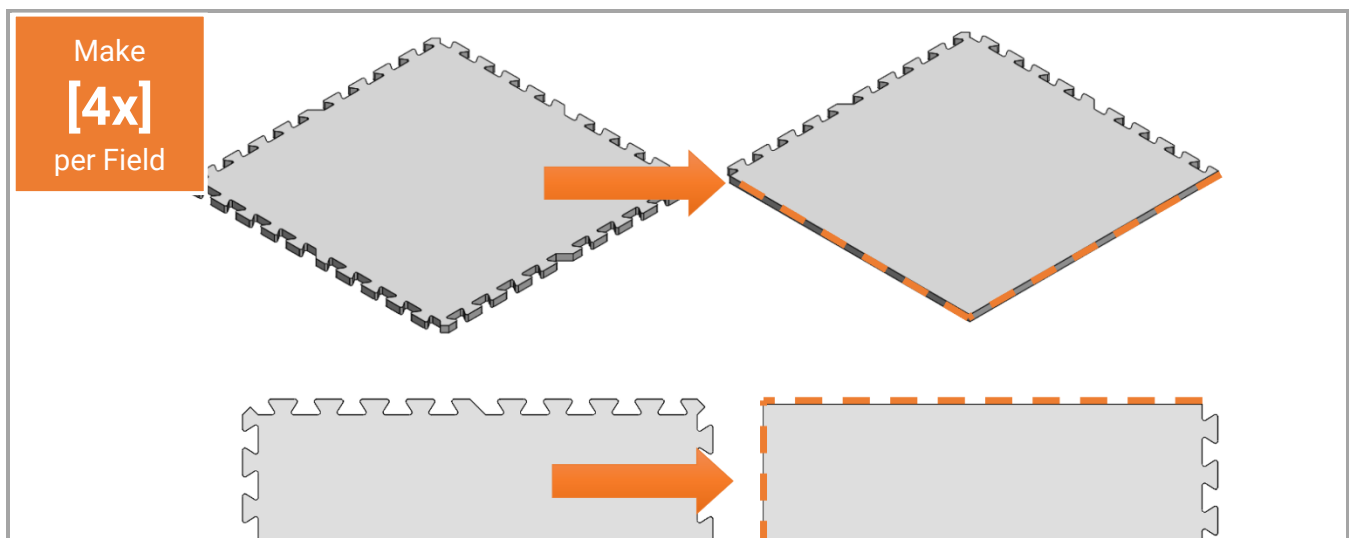
Make [16] Edge Tiles: From [16] tiles, remove material from [1] side. These will be used on the edges of the field.

Keep Tiles Centered: Make sure to cut an equal amount from both sides of the field to ensure tiles are approximately centered in the perimeter. The amount needed will vary based on the measurements from Step 7.2



7.4 Trim Corner Tiles

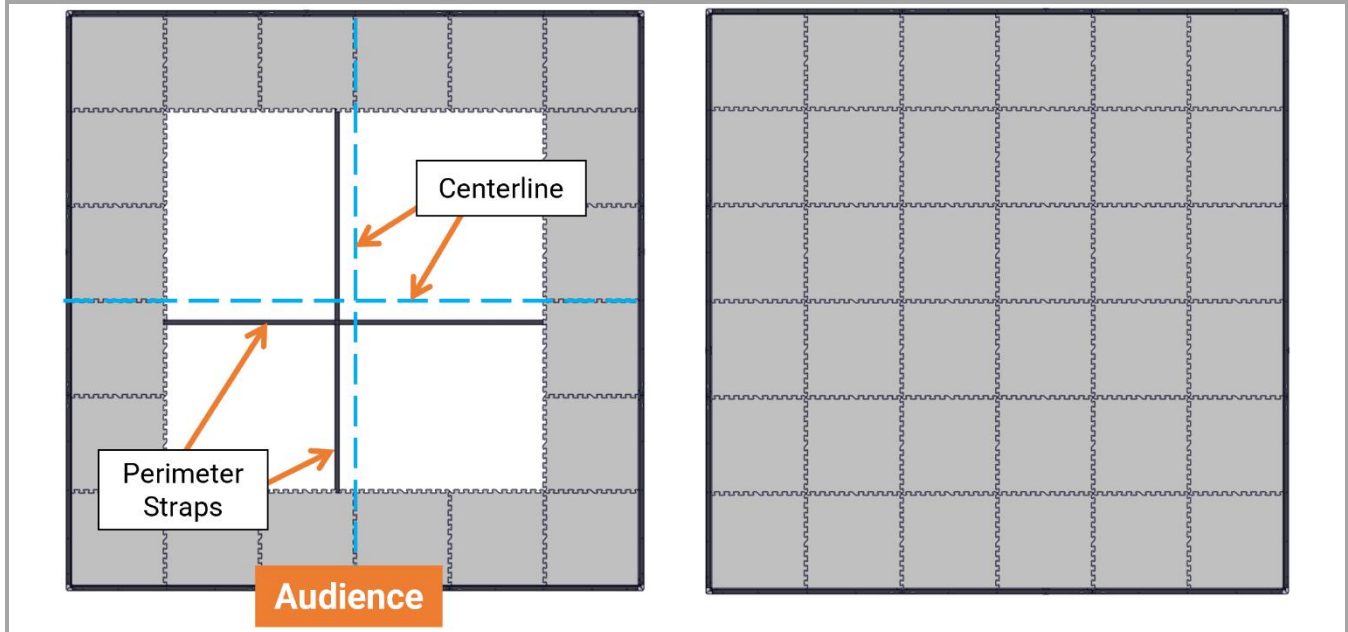
Make [4] Corner Tiles: From [4] tiles, remove material from [2] adjacent edges. These will be used in the four corners of the field.



7.5 Install Tiles & Perimeter Straps

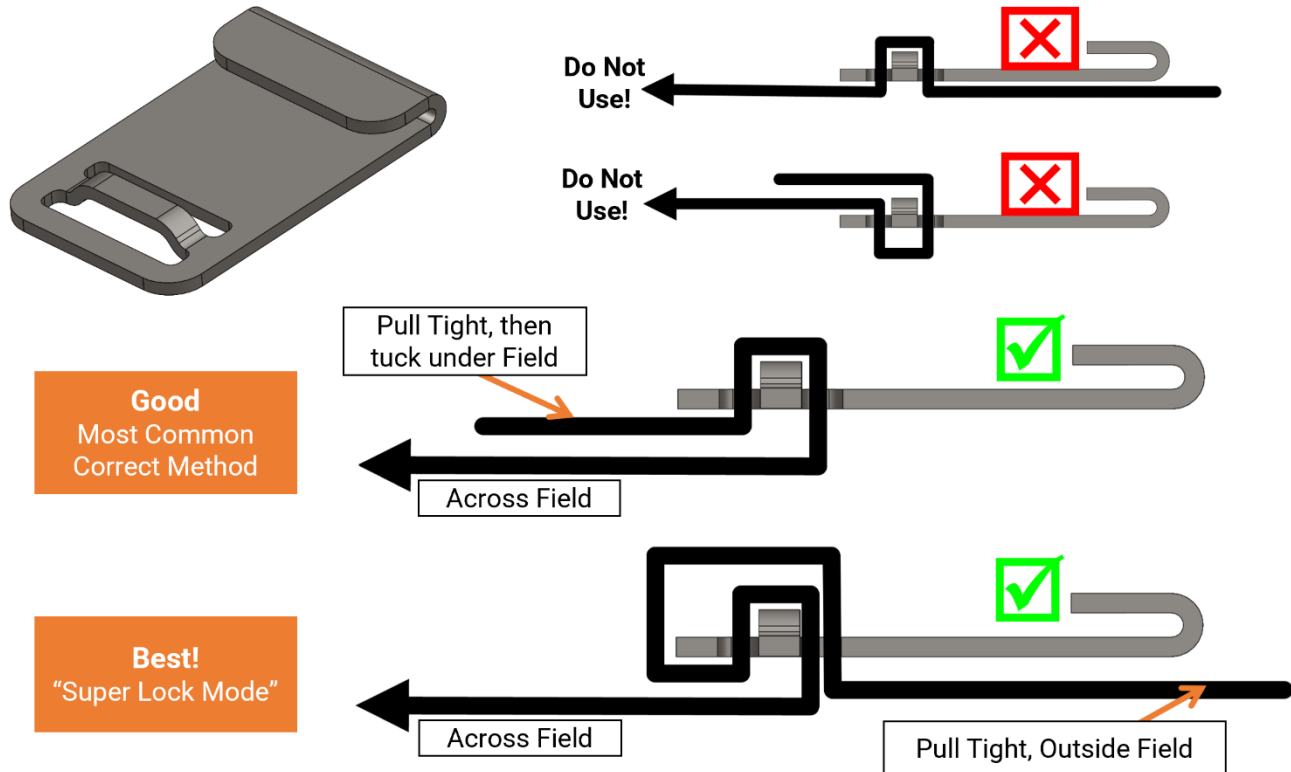
Install the field perimeter straps 6 in. away from the field centerline on the perimeter walls as shown (Note the position of the field straps relative to the “audience” side of the field).

Use the cut tiles ([16] Edge Tiles, [4] Corner Tiles) to form the outer border of the field surface inside the perimeter. Fill in the rest of the grid with uncut tiles. In total there are [36] tiles placed in a [6 by 6] grid.



7.6 Tighten Perimeter Straps

It is important to correctly thread the Perimeter Strap through the Strap Clip. This can be done in several ways; some are more effective than others, as shown below.



7.7 OPTIONAL: Anchor Field

Once the field is in the correct location, some events will anchor it in place, either by attaching the field perimeter to the surface on which it rests, clamping it onto something, or by bracing it in place.

Warning: Be careful when the field is placed directly on a surface where damage is a concern. (Don't drive screws into a gymnasium floor!)

In this setup teams should be aware that the perimeter will be more rigid and may behave differently.

Events using the AndyMark Perimeter Kit that choose to anchor their field in place do not need to install the Perimeter Straps that are part of the AndyMark Perimeter.

8 Tape Placement

8.1 Tape Specification and Variance

The tape used to mark lines and zones throughout the field is [ProGaff® Premium Professional Grade Gaffer Tape](#), or comparable gaffers tape in red, and electric blue. **The BIOBUZZ field is designed such that the tape can be either 1 in. (2.50 cm) wide or 2 in. (5.1 cm) wide.** The outside perimeter of each zone should be consistent with the specifications, but the tape width may vary.

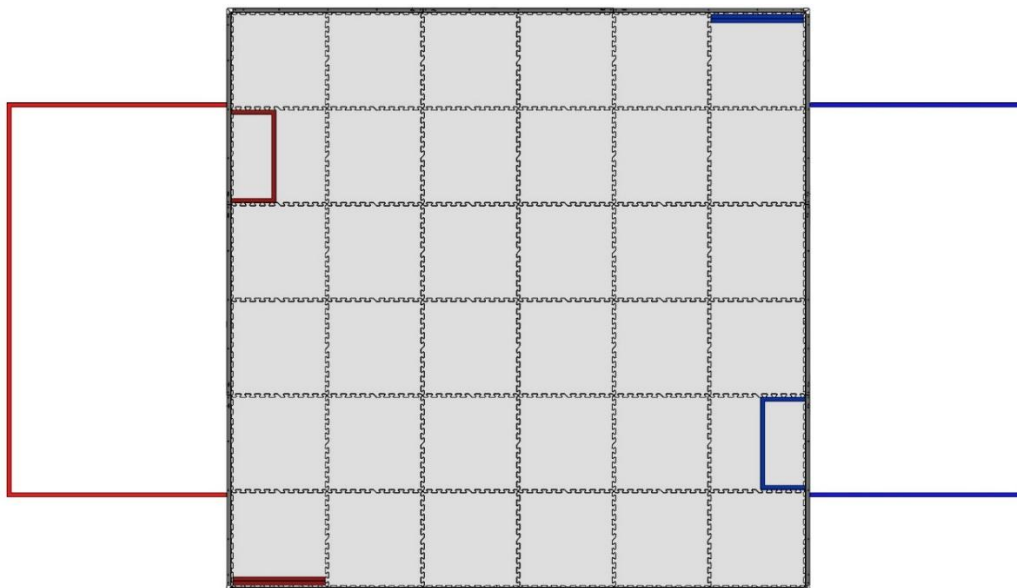
While in some games the tape lines are permitted to be applied in segments, this is not necessary this season. On the BIOBUZZ field, none of the tape lines span across tile seams. Events are encouraged to apply the tape lines continuously as shown in the specifications.

8.2 Anti-Static Spray & Applying Tape

Before applying tape to the foam tiles, ensure the tile are dry and clean of any debris, dust, or contaminants.

Tape will more effectively stick to the foam tiles if it is applied **before** any anti-static compound is sprayed on the tile. *FIRST* recommends that tape is installed before anti-static spray is applied. If anti-static compound has already been sprayed on a tile, it is important to ensure it is fully dry before applying any tape. Vacuuming or cleaning the tiles may negate the effects of anti-static spray.

On the BIOBUZZ field, *all* of the tape can be installed before or after the other Field Elements.

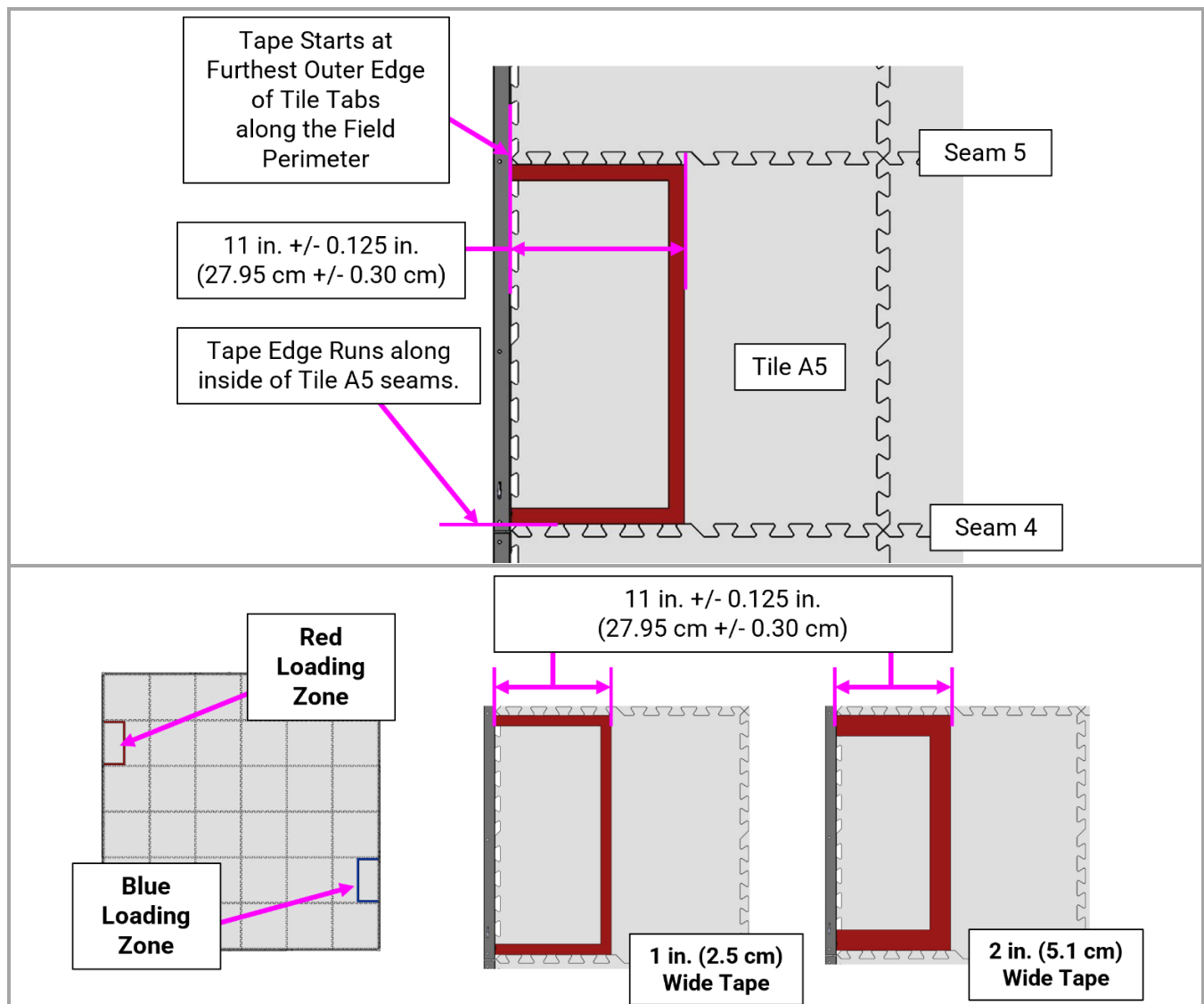


8.3 Install Tape: Loading Zones

There are [2] Loading Zones: [1] Red (on tile A5) and [1] Blue (on tile F2) each composed of [3] segments of tape. Installation begins by installing [2] segments that are each 11 in. (27.95 cm) long along the tile side seams. Then connect them with a third segment that spans between them.

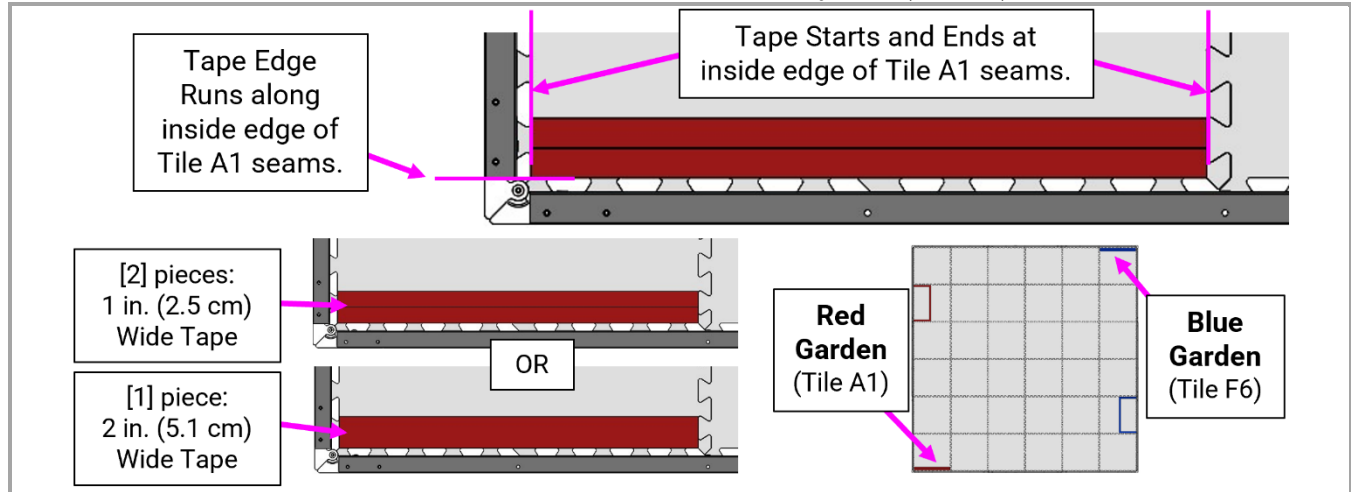
Repeat this for both Red and Blue Loading Zones.

Note: Different tape widths can be used as long as the outer edges of the Loading Zone remain unchanged, as shown below.



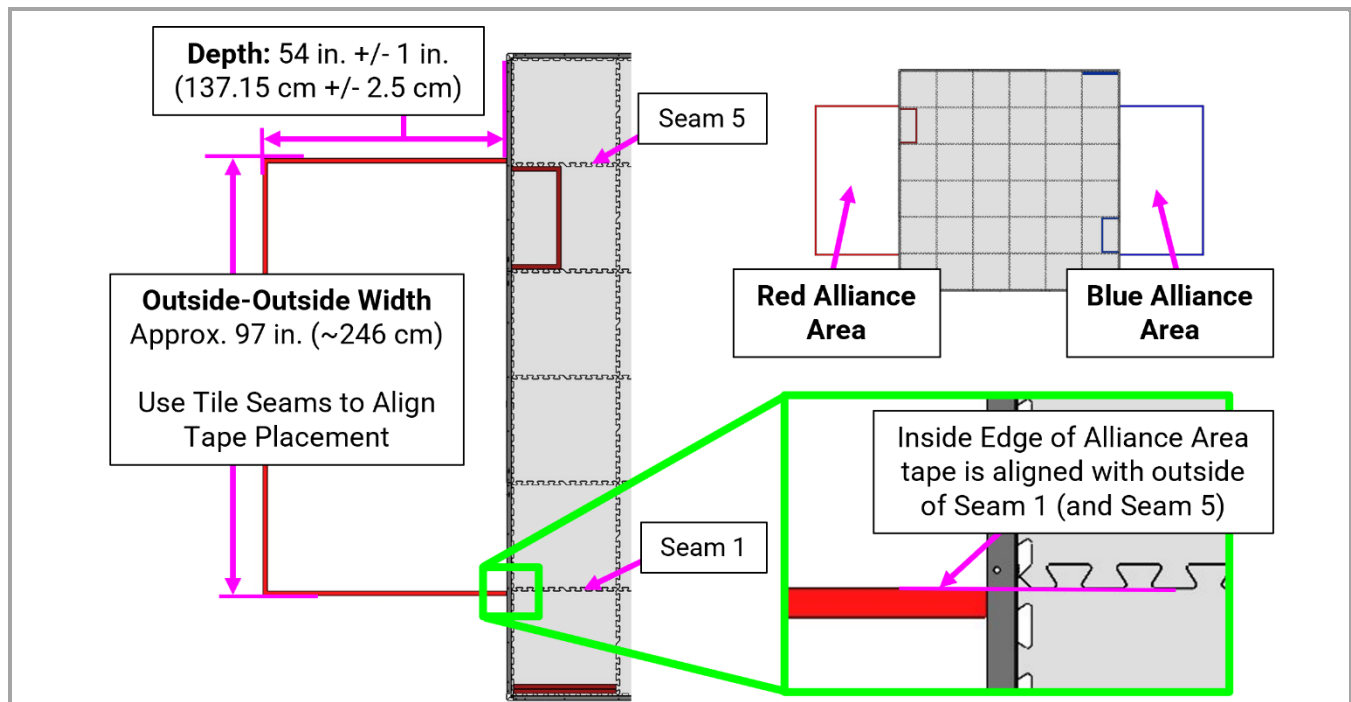
8.4 Install Tape: Gardens

There are [2] Gardens on the field, [1] Red Garden (on Tile A1) and [1] Blue Garden (on Tile F6), each comprised of [1] or [2] segments of tape, totaling approximately 2 in. (5.1 cm) in width.



8.5 Install Tape: Alliance Areas

There are [2] Alliance Areas positioned adjacent to the field perimeter, [1] Red Alliance Area and [1] Blue Alliance Area each comprised of [3] segments of tape. The Alliance Areas are 54 in. (137.15 cm) deep, and approximately 97 in. (~246 cm) wide. The width is set based on Tile Seam 1 and Tile Seam 5, as shown below.



9 Frame & Hive Installation

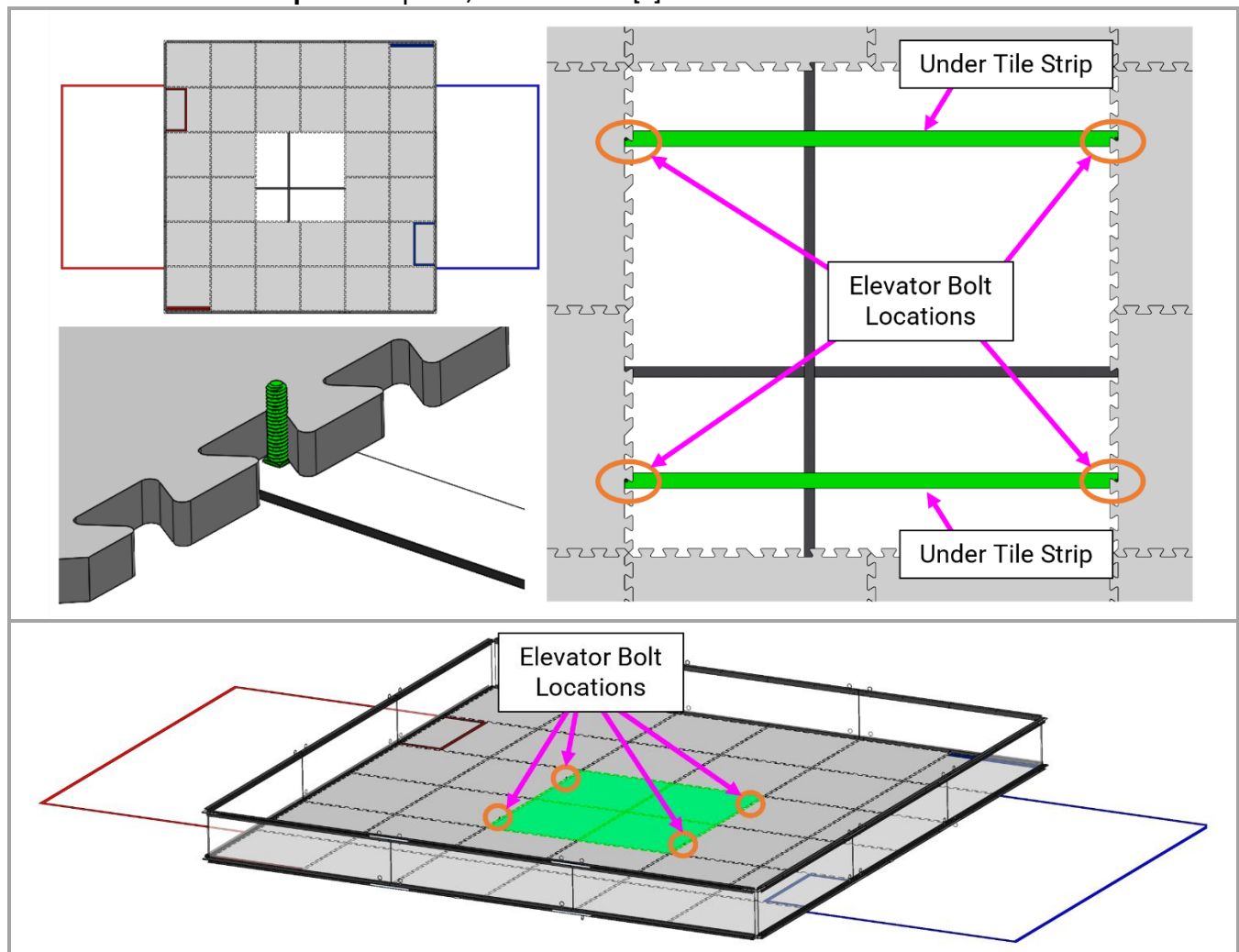
9.1 Under Tile Strips

Remove the [4] tiles at the center of the field (as shown below). If they're already installed, detach the [2] **Under Tile Strips** from the pre-built **Frame Assembly** by removing [4] **1/4-20 Wingnuts**.

Install [2] **Under Tile Strips** below the tiles such that the [4] **1/4-20 x 1.25 in. (3.15 cm) Long Elevator Bolts** are positioned in the locations shown relative to the tile tabs.

The exact position may vary depending on the specific tiles being used. If needed, adjust the placement later so the **Frame Assembly** is centered on the field.

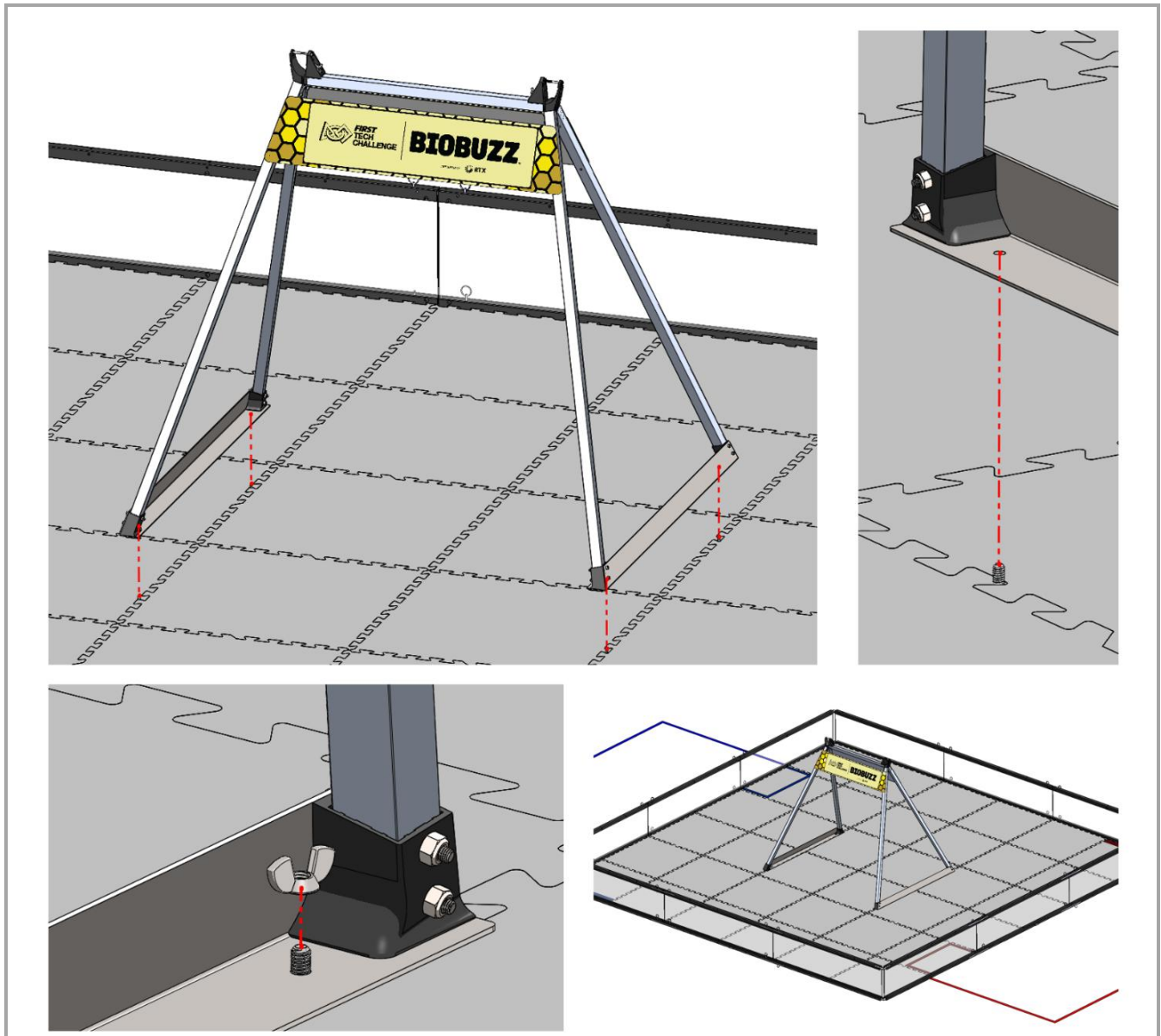
Once the **Under Tile Strips** are in place, re-install the [4] tiles.



9.2 Install Frame Assembly

Install the **Frame Assembly** onto the field: Align the [4] holes in the **Frame Foot Bars** that are part of the **Frame Assembly** with the [4] **Elevator Bolts** protruding from under the tiles.

Once the Frame Assembly is in position use [4] **1/4-20 Wing Nuts** to attach it to the **Frame Foot Bars** and clamped onto the tiles. Each **Wing Nut** should be tightened until both **Frame Foot Bars** sink into the foam surface of the tiles. It may help to place downward force on each corner of the Frame as you tighten its respective **Wing Nuts**.

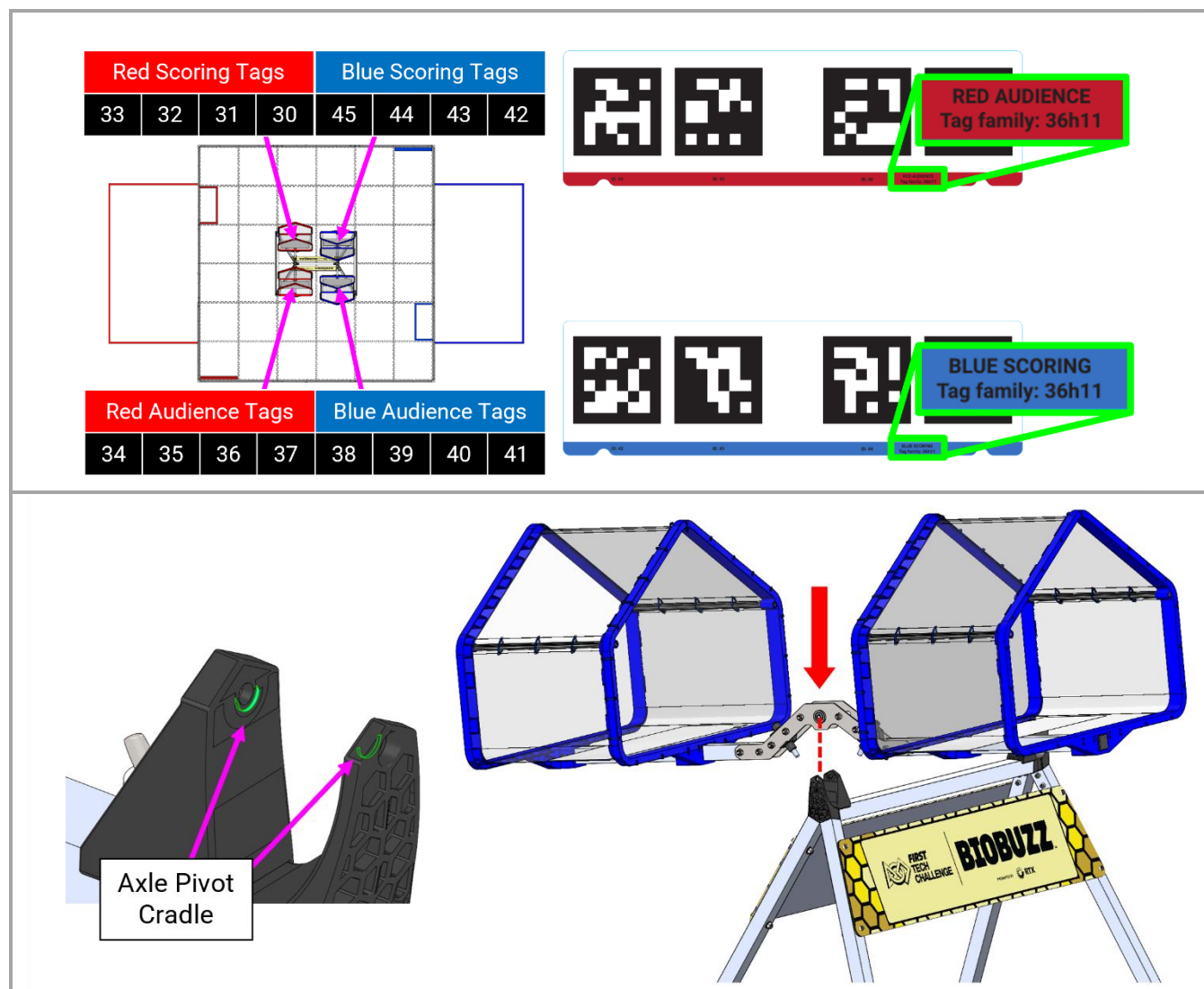


9.3 Install Hives

If they're already installed, start by removing the [2] **10-32 x 2.0 in. (5.1 cm) Long Screws** used as Axle Bolts from the **Top Frame Corners** of the pre-built **Frame Assembly**.

Position [2] pre-built **Hive Assemblies** in their correct positions. Note: The **AprilTag Stickers** on each **Hive Assembly** are labeled to show whether they should be on the Audience or Scoring side of the field, as shown below.

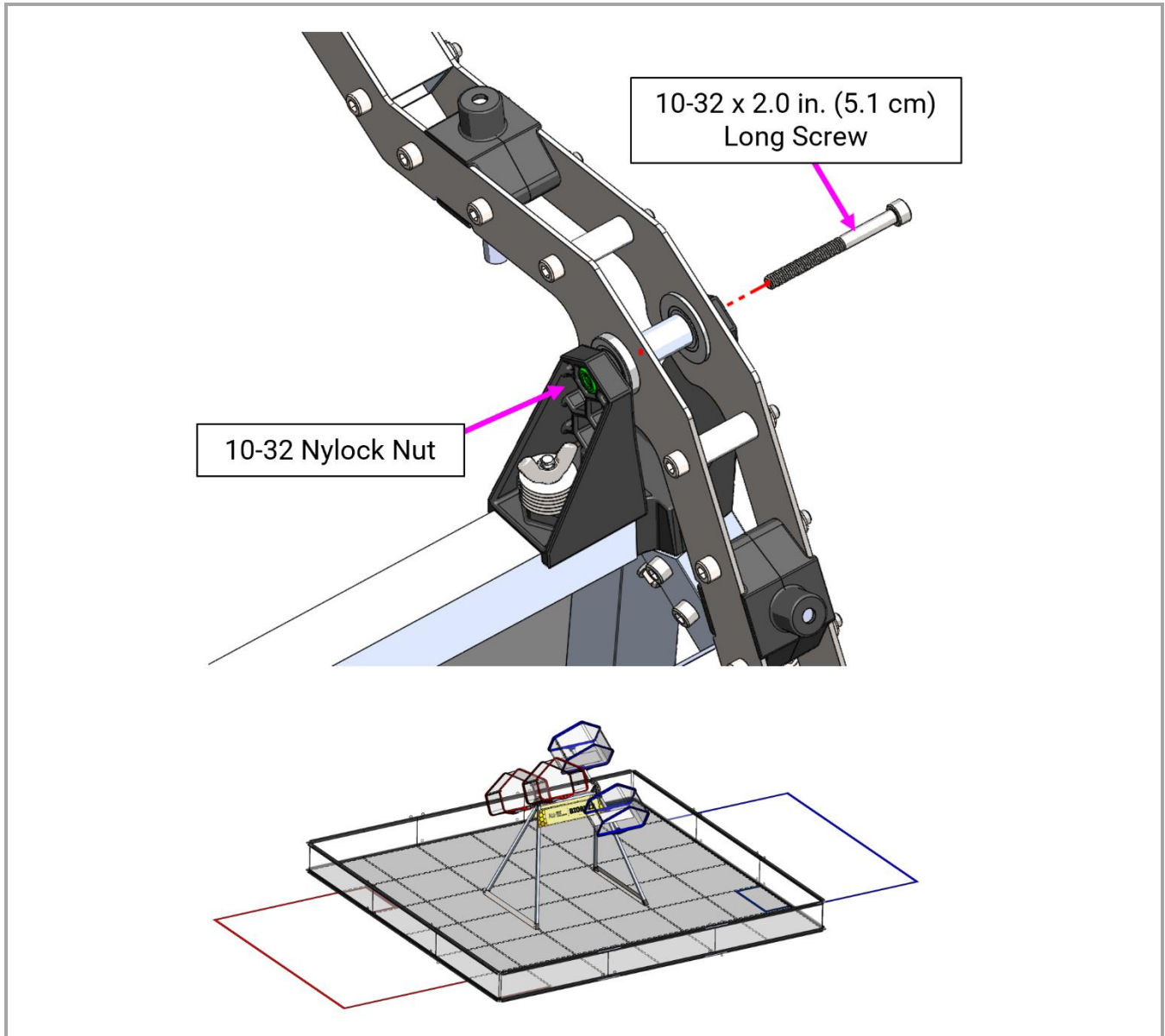
The **Frame Assembly** includes [2] **Axle Pivot Cradles** built into the injection molded pieces. Both **Hive Assemblies** should be placed such that their respective **Stepped Axles** rest in the **Axle Pivot Cradles** in the correct locations.



9.4 Attach Hives

With the **Hive Assembly** sitting in the **Axle Pivot Cradle**, attach [1] **Hive Assembly** to the **Frame Assembly** by inserting [1] **10-32 x 2.0 in. (5.1 cm) Long Screw** through the injection molded parts and the **Stepped Axle** into [1] **10-32 Nylock Nut** in the hexagonal pocket of the injection molded **Axle Holder**.

Repeat for [2] **Hive Assemblies**: [1] **Red Hive** and [1] **Blue Hive**.

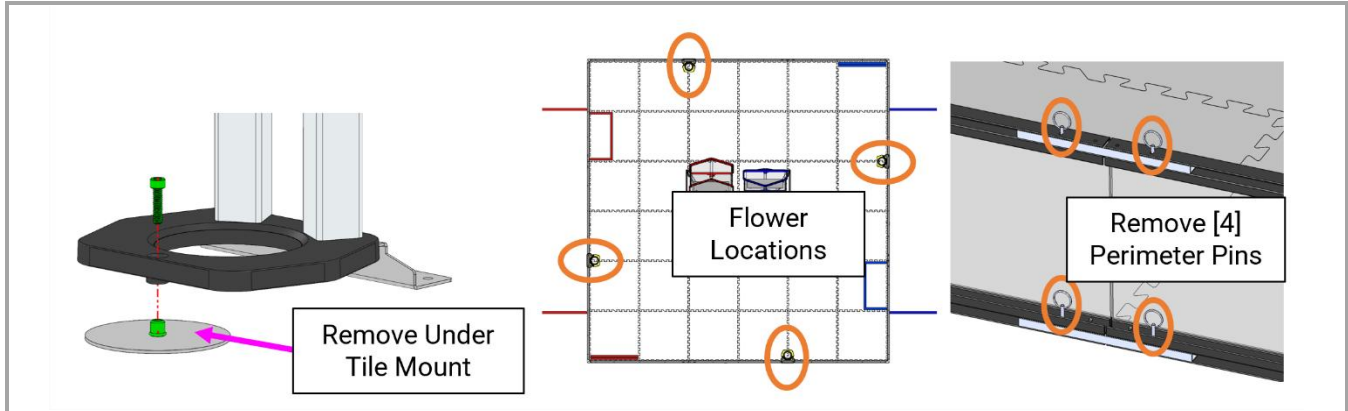


10 Flower Installation

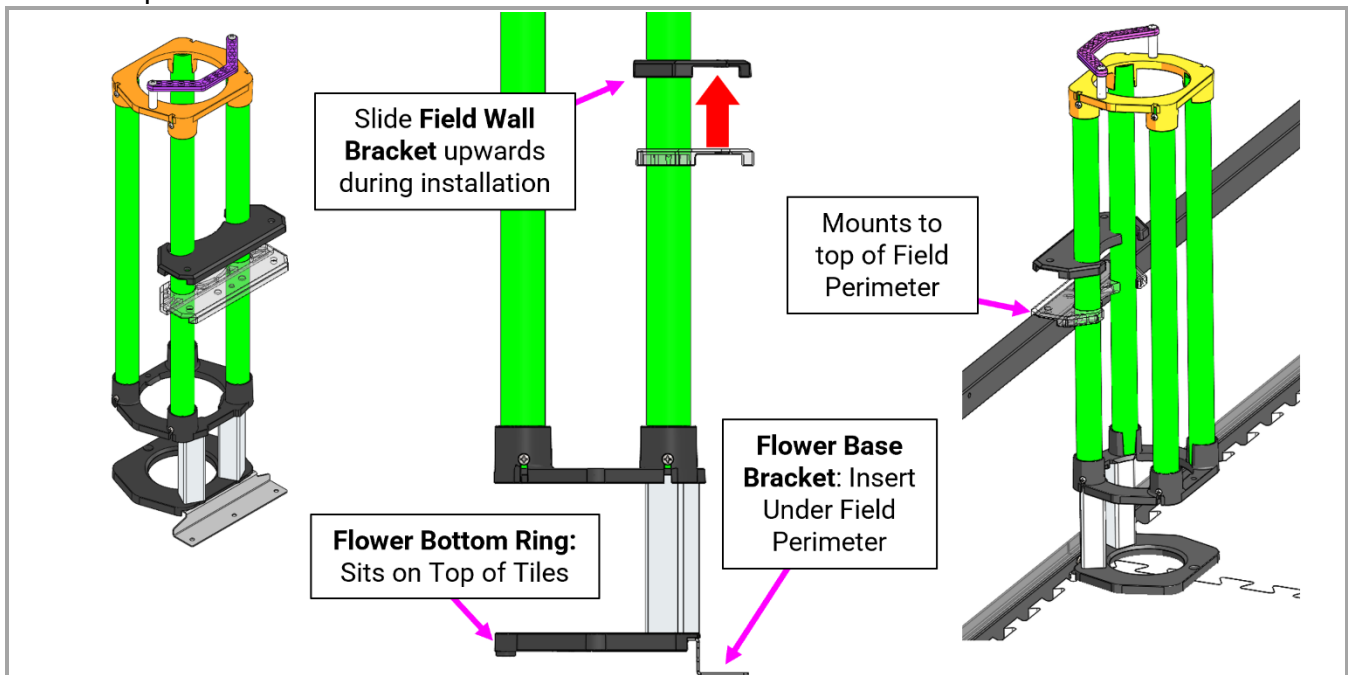
10.1 Place Flower Assembly

If they're already installed, detach the **Under Tile Mount** from one of the [4] pre-built **Flower Assemblies** by removing [1] **10-32 x 0.75 in. (1.9 cm) Long Screw**.

The **Flower Assemblies** need to be installed in [4] locations around the **Field Perimeter**. At [1] of these locations, remove the [4] **Perimeter Pins** that hold the perimeter walls together

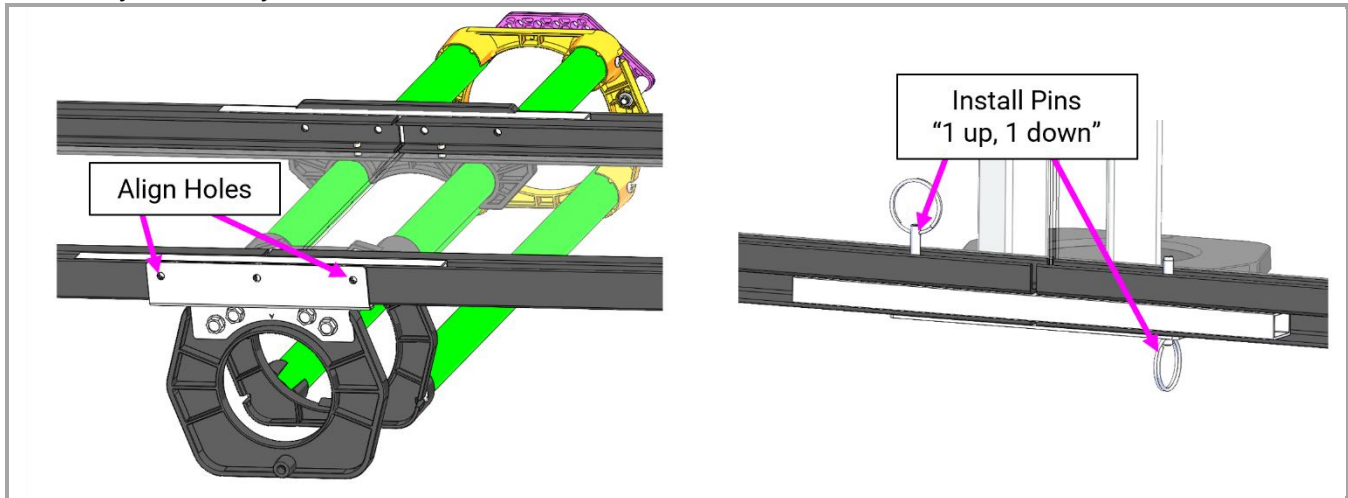


Install [1] **Flower Assembly** at the location where the **Perimeter Pins** were removed: Slide the **Field Wall Bracket** upwards out of the way. Insert the metal **Flower Base Bracket** under the **Field Perimeter** and ensure the **Flower Bottom Ring** sits on top of the tiles. Then slide the **Field Wall Bracket** down so it rests on top of the **Field Perimeter**.

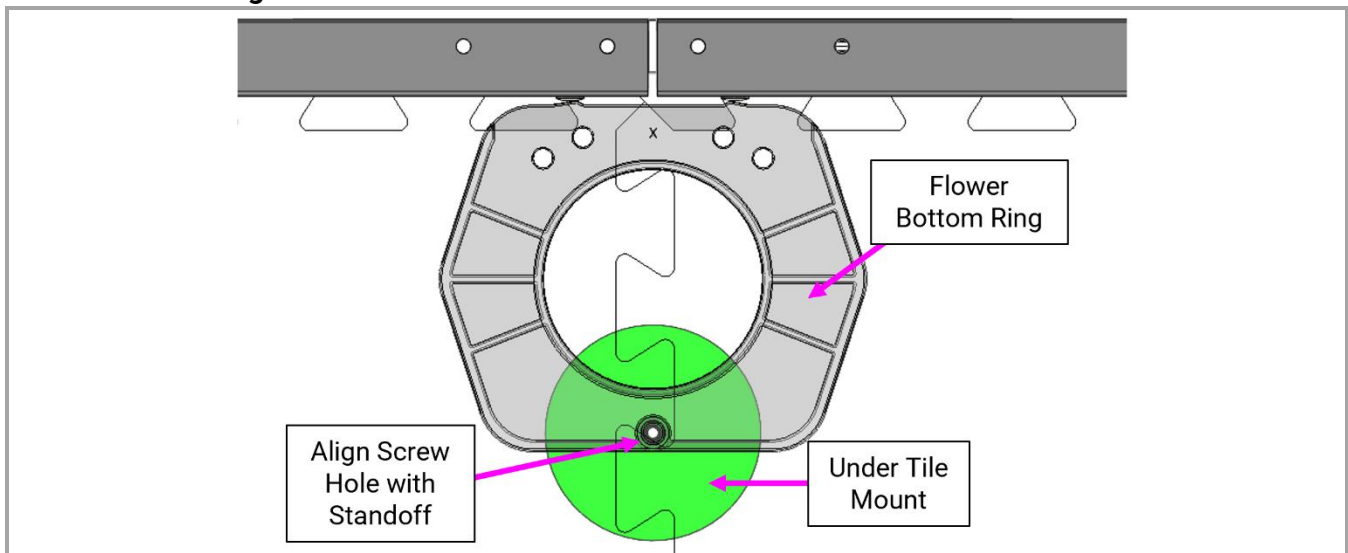


10.2 Install Bottom Flower Mounts

To help access the attachment points under the **Flower Assembly**, lift the **Field Perimeter** approximately 2 in (5.1 cm) off the ground. If possible, it is recommended to prop the perimeter up on a tool or other available object. Once the **Field Perimeter** is lifted, align the mounting holes of the **Flower Base Bracket** with those on the **Field Perimeter**. Re-install the **Perimeter Pins** in a "1 up, 1 down" configuration as shown. Ensure the venue floor is protected! Alternate fastener solutions that replace the bottom Perimeter Pins (such as high-strength cable ties) are acceptable variations if the Flower Assembly is robustly attached.



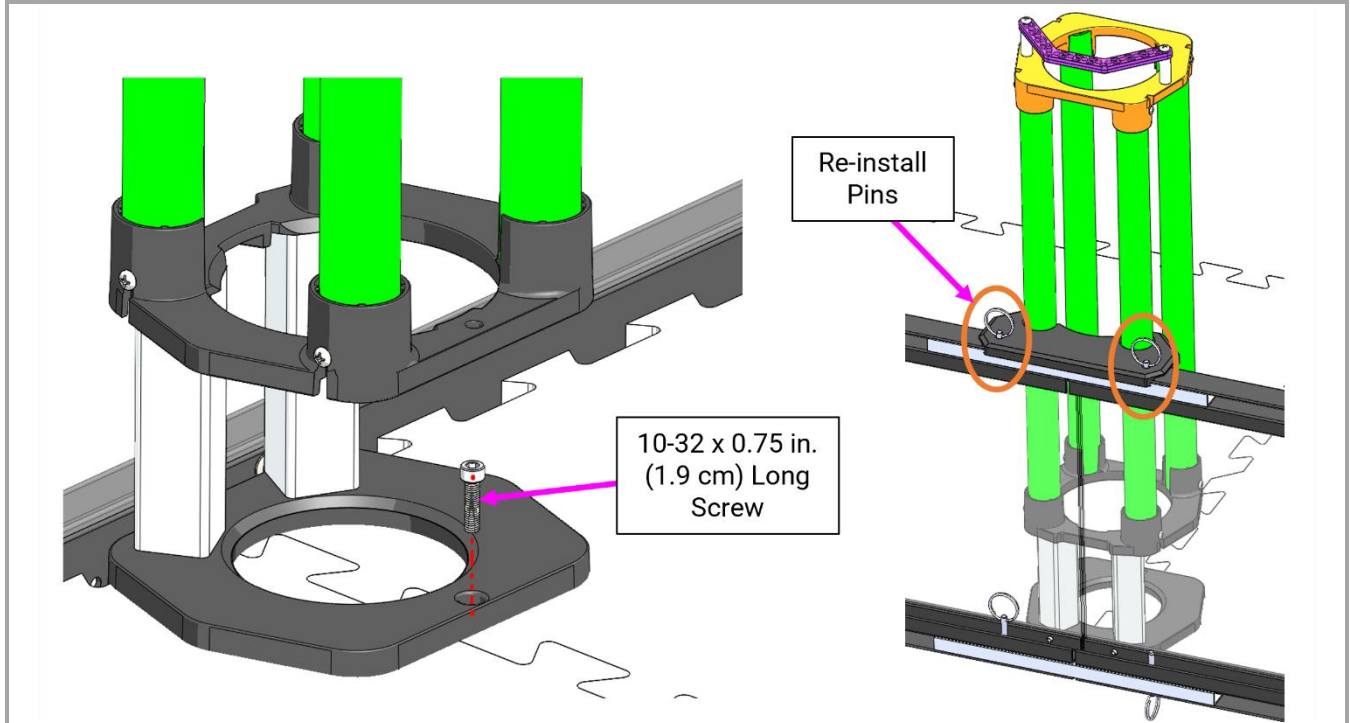
Before lowering the **Field Perimeter**, locate and install [1] **Under Tile Mount** in approximately the location shown. The threaded standoff on the **Under Tile Mount** must align with the screw hole in the **Flower Bottom Ring**. A 5/32 in. Ball End Hex Driver or 5/32 in. Allen Wrench is recommended.



Once the **Under Tile Mount** is in position, remove the tool or object being used to prop up the Field Perimeter and lower it back to the ground.

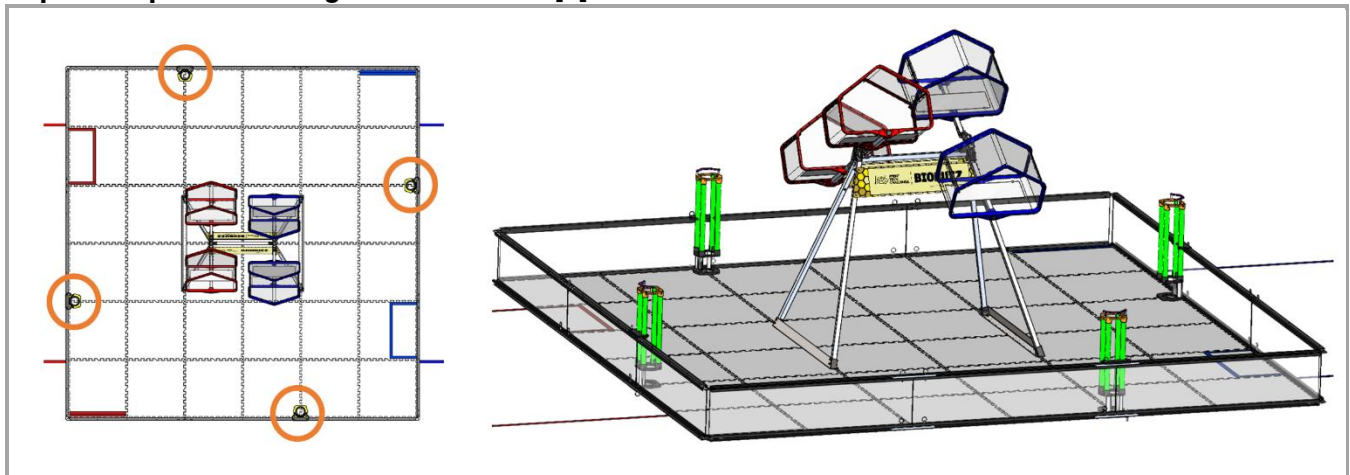
10.3 Attach Flower

Attach the **Flower Bottom Ring** to the **Under Tile Mount** using [1] **10-32 x 0.75 in. (1.9 cm) Long Screw**. Attach the **Field Wall Bracket** to the **Field Perimeter** by reinstalling [2] **Perimeter Pins**, as shown.



10.4 Repeat for [4] Flowers

Repeat Steps 10.1 through 10.3 to attach [4] Flower Assemblies to the Field Perimeter.

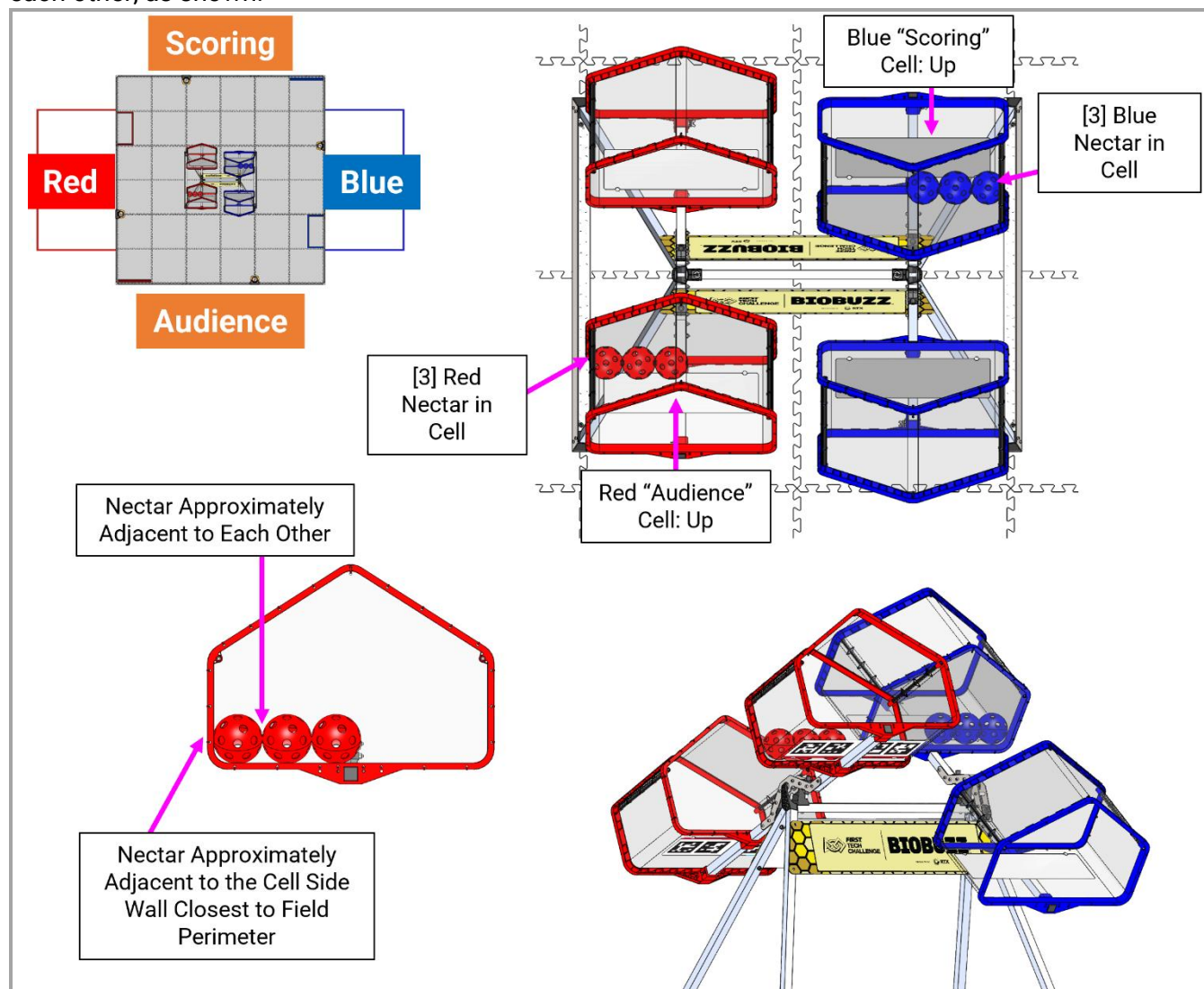


11 Field Setup

11.1 Hive Setup

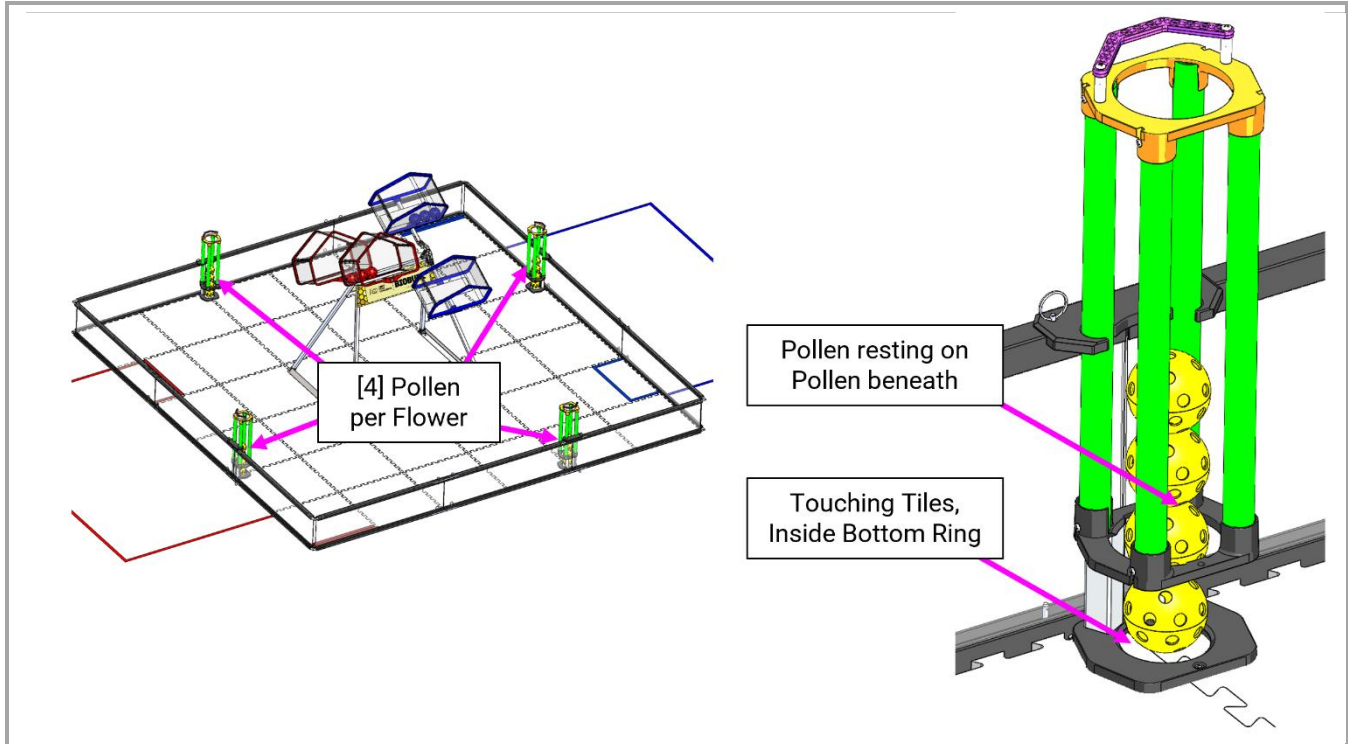
At the start of each match, the Hives should be tipped with the Cell of the Red Hive on the “Audience” side of the field tilted up, and the Cell of the Blue Hive on the “Scoring” side of the field tilted up, as shown.

Each upward tilted Cell has [3] Nectar in it. These Nectar start adjacent to the Hive Back Skin, approximately adjacent to the Cell Wall closest to the Field Perimeter and approximately adjacent to each other, as shown.



11.2 Flower Setup

At the start of each match, each Flower should have [4] Pollen placed in it, with the bottom most Pollen sitting on the tiles inside the Flower Bottom Ring and each subsequent Pollen resting on the one below. It is expected that Pollen will “zig-zag” inside the Flower depending on how they come to rest, the exact configuration of these Pollen is not specified.

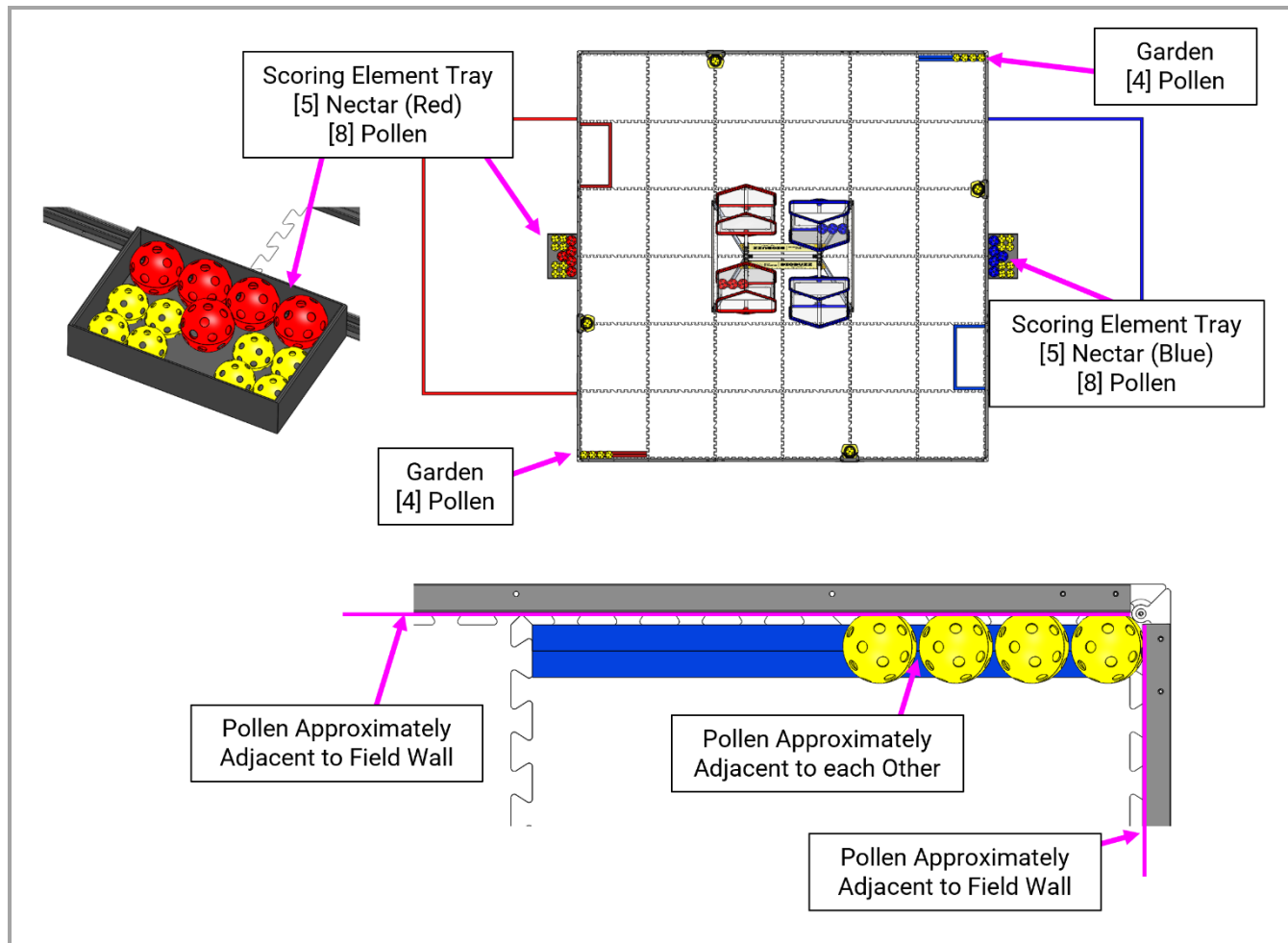


11.3 Remaining Scoring Elements

Each **Alliance Area** has one **Scoring Element Tray** that belongs to it. These trays each contain [5] **Nectar** of the corresponding color of that **Alliance Area** (Red or Blue) and [4] **Pollen**.

Note: these [4] **Pollen** are only staged here for field reset purposes. They will be used as Robot Preloads by teams and must start the match on the field per Section 11 of the BIOBUZZ Competition Manual.

[8] **Pollen** are placed in the [2] **Gardens**: [4] in the **Red Garden**, and [4] in the **Blue Garden**. The [4] **Pollen** in each **Garden** are placed in a line such that they contact the Tape Lines of the **Garden**, are approximately adjacent to both nearby **Field Perimeter Walls** and are approximately adjacent to each other.



12 Hive Calibration

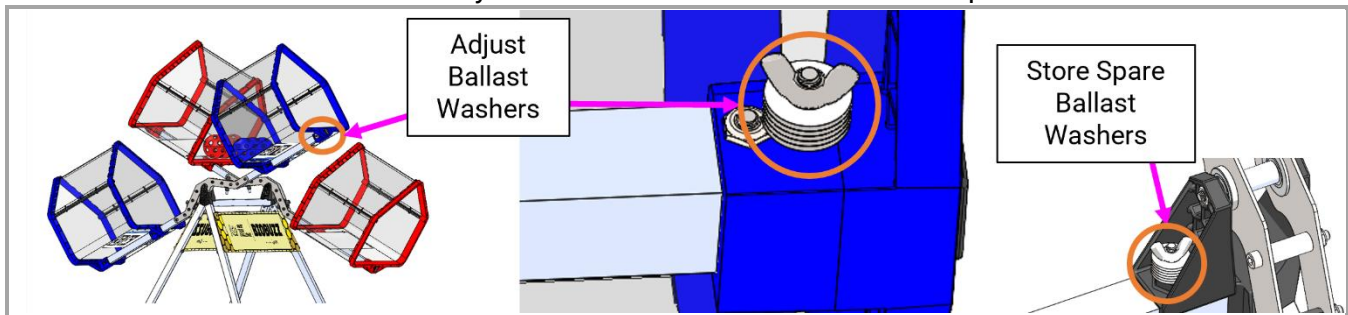
A consistent Hive tipping point is important to the BIOBUZZ gameplay. While teams should expect some amount of variation, Field Staff must make every effort to ensure each Hive is correctly calibrated. Once a Hive is calibrated, it should not need to be calibrated again unless something changes. After moving a Hive from one location to another, it is important to confirm that the calibration has not changed, but it is likely that recalibration is not needed.

Each Hive should be calibrated to tip when [2] combinations of scoring elements are placed in an upward facing Cell (See Section 12.3):

- [8] Pollen + [0] Nectar, and
- [3] Pollen + [3] Nectar.

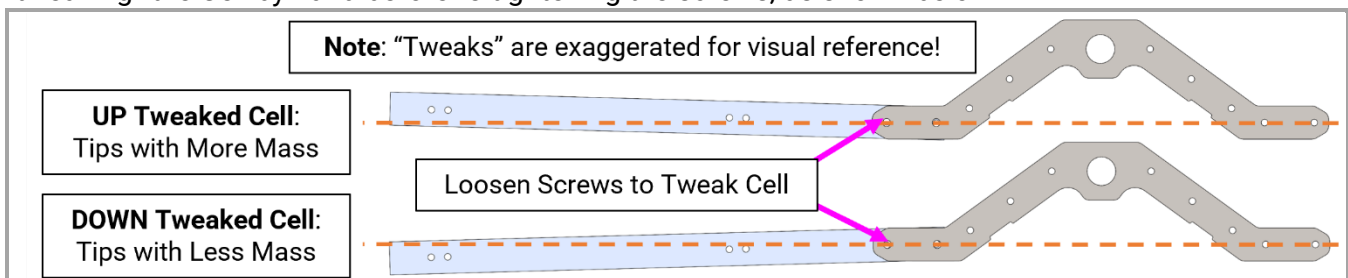
12.1 Calibration & Tuning Methods

The **Hives** are calibrated by adding to or removing **Ballast Washers** from the **10-32 x 2.0 in. (5.1 cm) Long Screw** at the end of each **Cell** nearest its opening. They are retained by [1] **10-32 Wing Nut**. Unused **Ballast Washers** are similarly stored on the **Frame** near each **Hive** pivot.



Even though two Cells are linked as one Hive, each individual Cell needs to be calibrated. Due to variations in Hive construction, some Hives are “tricky” to calibrate. If during the calibration process adding a Ballast Washer causes the Hive to tip “too easily”, and removing a Ballast Washer causes it to “not tip”, it may be necessary to “tweak” the attachment of a Cell.

Each Hive should be built “flat” (see Step 7.7 in the Initial Field Element Assembly Guide), but adjustments can be made by loosening the screws that attach the Cell to the Pivot Bearing Plates and “tweaking” the Cell by hand before re-tightening the screws, as shown below.



12.2 Calibration & Tuning Suggestions/Notes:

- Confirm your Hives are built correctly. Missing parts (or extra parts) will affect calibration.
- It makes things go faster to have scoring elements prepared. This can be done using the Scoring Element Trays; place [8] Pollen in one and [3] Pollen + [3] Nectar in another.
- To ensure correct calibration, every time you tip the Hive, ensure the Damper is FULLY compressed before performing the next test.
- A Wing Nut is approximately the same mass as a Ballast Washer. To save time uninstalling / reinstalling Wing Nuts, it is recommended to use an “extra” Ballast Washer instead of a Wing Nut until the end of the process. Be sure to validate the final calibration after the Wing Nuts are installed!
- Pollen & Nectar should be “gently placed” in the back of the Cell contacting the Hive Back Skin.
- [3] Pollen + [3] Nectar has less mass than [8] Pollen. If the Hive is “too hard to tip” perform tuning with [3] Pollen + [3] Nectar. If the Hive “tips too easily” perform tuning with [8] Pollen. (Then validate your tuning with the other combination of scoring elements!)
- The Cell being calibrated is referred to as the “Test Cell,” and the Cell on the other side of the Hive is referred to as the “Opposite Cell.”
- When testing a Hive, the calibration of one Cell affects the other. The Ballast Washers added to make the Test Cell tip with less weight will slightly increase the weight required to tip the Opposite Cell. (But this is not 1:1.)

12.3 Calibration Requirements:

Hive State	Test Action	Desired Result	Requirement
[3] Nectar + [1] Pollen	2nd Pollen is “Tossed In”	No Tip	Necessary
[3] Nectar + [2] Pollen	3rd Pollen is Gently Placed	Tip	Preferred
[3] Nectar + [2] Pollen	3rd Pollen is “Tossed In”	Tip	Necessary
[0] Nectar + [6] Pollen	7th Pollen is “Tossed In”	No Tip	Necessary
[0] Nectar + [7] Pollen	8th Pollen is Gently Placed	Tip	Preferred
[0] Nectar + [7] Pollen	8th Pollen is “Tossed In”	Tip	Necessary

12.4 Calibration Process:

The process below is provided as a reference. The result is more important than the specific process. Iterate to achieve the results specified in the Calibration Requirements shown above for ALL Cells.

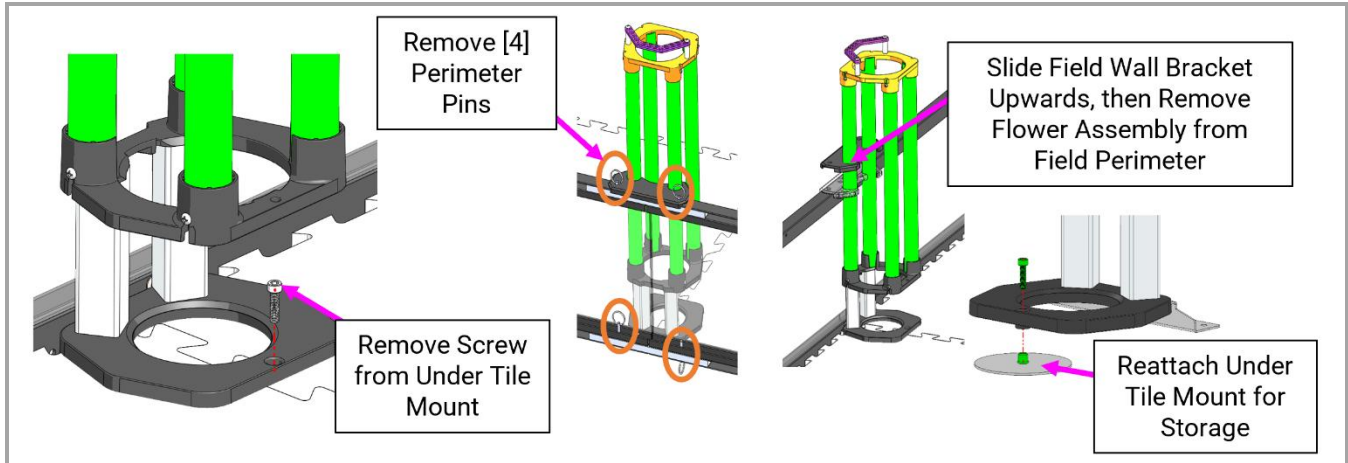
- Add Ballast Washers to Cells to make them easier to tip.
- Remove Ballast Washers or add Ballast Washers to Opposite Cells to make them harder to tip.
- “Tweak” a Cell’s attachment (as described in Section 12.1) if you’re “stuck in a loop.”
- If it seems impossible to tune to the correct tipping point, reconfirm everything is built correctly.
 1. Start by removing *all* the Ballast Washers and Wing Nuts from both Cells of a Hive.
 2. Add [1] Washer to both Cells, to simulate the missing Wing Nuts.
 3. Tip the Hive so the Cell being calibrated (the “Test Cell”) is facing “upwards.”
 4. Gently Place [3] Nectar and [2] Pollen in the Test Cell. The Hive should NOT tip. (See above.)
 - a. If the Hive tips: for a big adjustment, remove [1] Washer from the Test Cell (if possible) OR for a small adjustment, add [1] Washer to the Opposite Cell and return to the beginning of Step 4.
 - b. If the Hive does NOT tip: Gently place a 3rd Pollen into the Test Cell.
 - i. If the Hive does NOT tip, remove the 3rd Pollen and “Toss” it into the Test Cell.
 1. If the Hive does NOT tip after “tossing” the 3rd Pollen: add [1] Washer and return to the beginning of Step 4.
 2. If the Hive tips after “tossing” the 3rd Pollen: move onto Step 5.
 - ii. If the Hive tips after placing the 3rd Pollen: move onto Step 5.
 - c. If you think you’re stuck in a loop – “tweak” the Cell to make it easier or harder to tip (as described in Section 12.1). If it seems impossible to tune, reconfirm everything is built correctly.
 5. Gently place [6] Pollen in the Test Cell. The Hive should NOT tip. (See above.)
 - a. If the Hive tips... repeat Step 4, since [6] Pollen has less mass than [3] Nectar + [2] Pollen.
 - b. If the Hive does NOT tip: move onto Step 6.
 6. Gently place [7] Pollen in the Test Cell. The Hive should NOT tip. (See above.)
 - a. If the Hive tips: for a big adjustment, remove [1] Washer from the Test Cell (if possible) OR for a small adjustment, add [1] Washer to the Opposite Cell and return to the beginning of Step 4.
 - i. If you think you’re stuck in a loop – “tweak” the Cell to make it easier or harder to tip (as described in Section 12.1). If it seems impossible to tune, reconfirm everything is built correctly.
 - b. If the Hive does NOT tip: Gently place an 8th Pollen into the Test Cell.
 - i. If the Hive does NOT tip, remove the 8th Pollen and “Toss” it into the Test Cell.
 1. If the Hive does NOT tip after “tossing” the 8th Pollen: add [1] Washer and return to the beginning of Step 6.
 2. If the Hive tips after “tossing” the 8th Pollen: move onto Step 7.
 - ii. If the Hive tips after placing the 8th Pollen: move onto Step 7.
 7. Move to the other side of the Hive. The Opposite Cell should now become the Test Cell. Return to Step 3 with the new Test Cell.

Continue until you reach this step again with both cells without adding/removing any Ballast Washers.
 8. Congratulations! The Hive is calibrated. Repeat this process for all Hives.

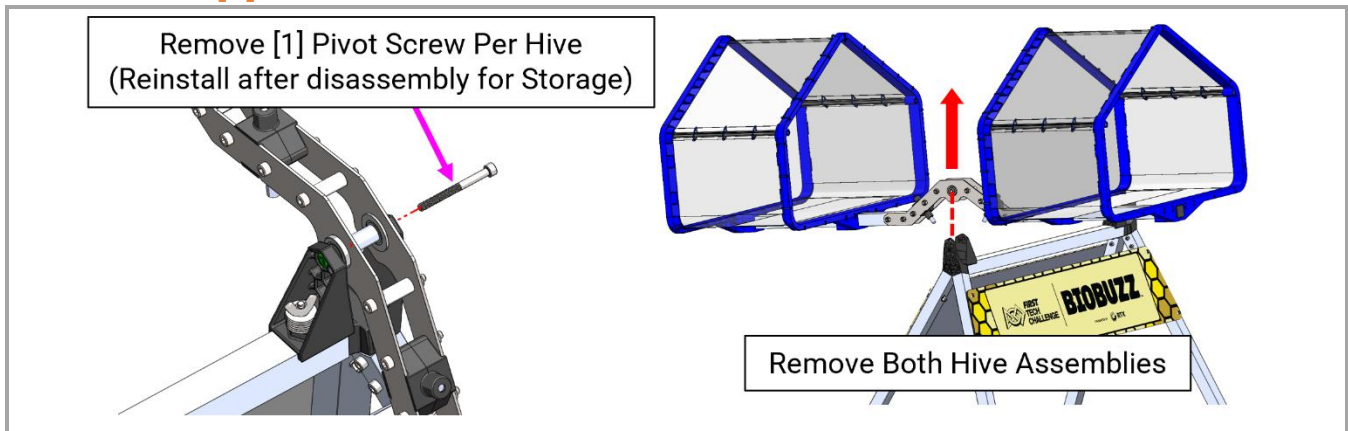
13 Element Disassembly for Storage & Transport

During the season, a *FIRST* Tech Challenge field will be set up, taken down, moved, and re-assembled multiple times. These fields are designed to be partially disassembled for transport without needing to fully disassemble every component. Below are the steps to prepare the field for movement:

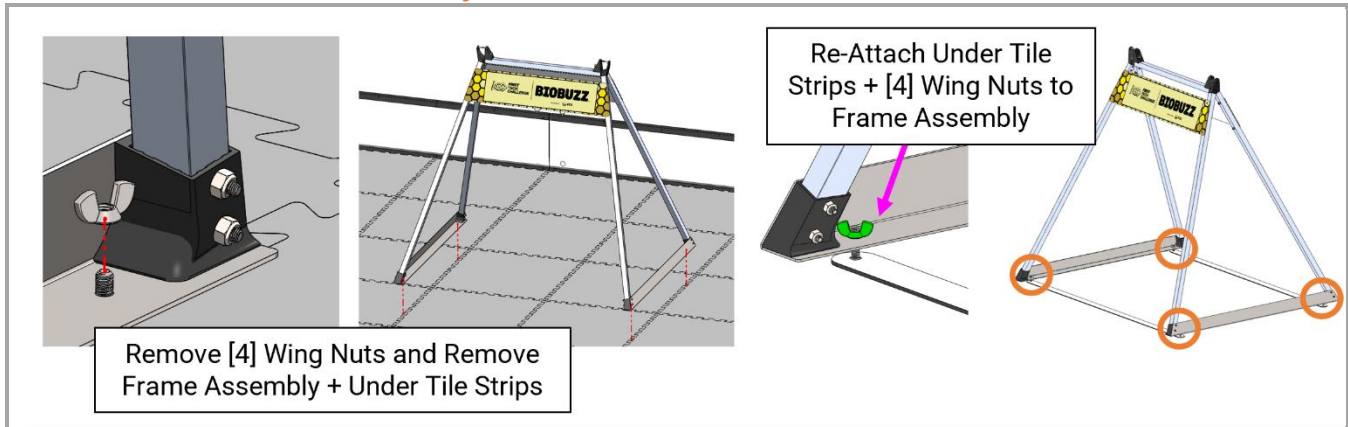
13.1 Remove [4] Flowers from the Field Perimeter



13.2 Remove [2] Hive Assemblies



13.3 Remove Frame Assembly



13.4 Prep for Transport

Ship It! No additional disassembly is required or recommended. The [4] Flowers, [2] Hives, and [1] Frame can be packed and transported with the rest of the “loose” Field Elements.

