

# Duckbowl

## Bonus Round



**STUDENT**  
**SRL** ROBOTICS  
LEAGUE

### What is the Duckbowl Bonus Round?

The Duckbowl Bonus Round is an optional, **30 second** challenge where teams use their SRL robot to push ducks into a Duckbowl Battle Arena Trap.

Teams may attempt the Bonus Round casually for practice, but **up to five (5) official runs** are recorded and tracked across the season on **different dates** to show growth and improvement.

### Quick Setup

- Duckbowl Battle Arena
- **Ten (10) ducks** placed randomly in the arena
- One Duckbowl Arena Approved SRL robot
- 30-second timer
- **Adult Scorekeeper**

### How to Run

- 1. DECLARE THE RUN OFFICIAL** (optional)
  - Team **MUST** tell the scorekeeper it is official before starting the run
  - Teams have up to **5 official bonus rounds** on different dates per season
- 2. START THE RUN**
  - Place the **10 ducks** randomly
  - Start the **30-second timer**, the run ends when timer runs out or the robot is knocked out
- 3. THE OBJECTIVE**
  - Push as many ducks into the trap as possible
  - **Knockouts are an automatic 0 ducks** (the ducks won)

### Knocked Out (KO)

A run ends immediately if the robot is knocked out.

- ⚠ A robot is considered knocked out if:
  - ⚠ It cannot move after a fast 3-count - stuck on a duck, flipped, or immobilized, etc.
- ⚠ **OR it becomes trapped by the Trap** - can't move, inside, stuck, etc.

### Scoring Tiers

Ducks fully inside the Trap at the end of the run

Ducks	Tier
0-2	Just warming up
3-4	Waddling
5-6	Quack Attack
7-8	Duck Dominator
9	Almost Legendary
10	 <b>Legendary</b>

Scan to upload an official score

