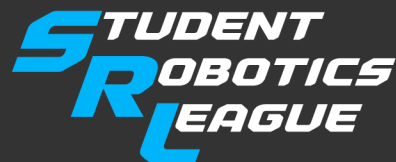


Duckbowl

SCOREKEEPER GUIDE

Official Resource for the SRL Duckbowl



THE BASICS

- 60-Second Matches
- Scorekeepers determine the Winner and award points
- Each round is worth 2, 1, or 0 Match Points

ARENA LOAD-IN PROCESS

- ✓ Team 1 loads its Robot
- ✓ Team 2 loads its Robot
- ✓ Team 1 loads its Duck
- ✓ Team 2 loads its Duck
- 🕒 Match Ready - 3,2,1 GO

Awards 2 Match Points

! CALLING A KO (Knockout)

When in doubt, call the KO!

Match ends immediately.



Robot can't move after fast 3-count (excludes pins)



Team's Robot stuck in or by the Trap



Team's Duck is pushed in to the Trap first by the opponent

- **Pinning for 3 seconds allowed, then BACK OFF!**
- **Scorekeeper rulings are FINAL!**

NO CLEAR WINNER?

Awards 0 Match Points



Scan to upload an official score

JUDGES' DECISION

Awards 1 Match Point

No KO? Judging Time!

If there is no KO by the end of the match, split each point category between the teams

CONTROL (3 points)

- Intentional, controlled driving
- Ability to recover and reposition
- Effective use of space and movement

AGGRESSION (3 points)

- Willingness to engage
- Forward pressure and pursuit
- Avoiding passive or evasive-only driving

MEMORABILITY(2 points)

- Team branding, decorations, personality
- Standout enthusiasm, excitement
- Crowd reaction

	Team 1	Team 2
CONTROL (3 points)	2	1
AGGRESSION (3 points)	3	0
MEMORABILITY(2 points)	0	2
TOTAL	5	3

IN THIS EXAMPLE, TEAM 1 WINS!