

Duckbowl

Match



STUDENT
SRL ROBOTICS
LEAGUE

What is a Duckbowl Match

The Duckbowl Match is an up to **60-second 1v1 robot match** inside a Duckbowl Battle Arena using Duckbowl Arena-approved robots only.

- Teams win by **knockout** or a **judges' decision**
- Teams may run an **unlimited number** of Duckbowl Matches in an SRL season

Quick Setup

- Duckbowl Battle Arena
- Two (2) Duckbowl Arena Approved SRL robots
- One (1) duck per team
- 60-second timer
- Adult Scorekeeper Referee

How to Run

1. ARENA LOAD-IN

- Team 1 places its **robot**, then Team 2 places its **robot**
- Team 1 places its **duck**, then Team 2 places its **duck**

2. START THE RUN

- Start the **60-second timer**. The run ends when the timer runs out or a knockout occurs

3. JUDGES' DECISION

- Occurs if there is no knockout when the 60-second timer ends
- Teams are judged on **Control, Aggression, and Memorability** - see judge guide for full details
- If neither team is declared the winner, the match score is zero points

Knocked Out (KO)

The round ends immediately if a knockout occurs.

A team is knocked out if:



Their robot cannot move after a fast 3-count - upside down, broken, etc.



Their robot OR duck becomes trapped by the Trap - can't get out, inside, stuck, etc.

Scoring

Outcome	Points
Knockout	2
Judges' Decision	1
No Winner	0



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