

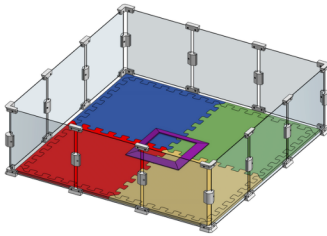
Duckbowl

QUICKSTART GUIDE



Design • Create • Market • Play • Iterate

What is the Duckbowl?



The **Duckbowl** is anything that takes place inside a **Duckbowl Battle Arena**.

- A flexible, low-pressure environment
- Teams learn robot basics and show their team personality
- Happens **anytime, anywhere**: practices, classrooms, club meetings, events



What you need

- ✓ Duckbowl Battle Arena
- ✓ Duckbowl-approved SRL robots
- ✓ Ducks
- ✓ One adult

Optional: Duckbowl Scoresheets



DUCKBOWL Rule of Thumb

If it's safe, inside a **Duckbowl Battle Arena**, and uses **Duckbowl-approved robots** - you're doing the **Duckbowl right**.



Who uses the Duckbowl?



Students (Grades 2-12)



Coaches and teachers
(no robotics experience required)

One adult supervisor or scorekeeper

Easy to run and easy to understand.



Duckbowl-Approved Robots **(Required)**

- Clearly marked "**Duckbowl Arena Approved**" on their SRL info pages
- Use **18650 batteries only**
- **No high-kinetic** energy weapons like spinners - adhere to **Duckbowl Materials Guide**

How to use the Duckbowl

- Practice driving and control
- Test robot designs safely
- Run scrimmages or practice matches
- Play official **Bonus Rounds and Matches**
- Develop your team's **brand**
- Make up your own **Duckbowl** challenges

Games can be scored or unscored.
Adult supervision is required.

