Welcome to the 2018 Bear Metal Robotics Summer Camp and this year’s game – Mallard Madness.

A game is played on a 12 foot square playing field with a foam floor and one foot high walls. The field is divided into 3 zones: the pond, the red pen, and the blue pen.

Against each alliance’s pen are three crates: two short, and one tall. The crates are 11 inches and 22 inches tall.

Within the pond are rubber ducks: 60 ducklings scattered about and two mallards in the center.

A Team consists of two drivers, a coach, and a robot. Robots must fit in a 18 inch sizing cube and can grow to any size.

Each match is played with four randomly selected teams, two per alliance. Your alliance partner for one match may be your opponent in another.

At the start of the match, the four robots are placed on the field, and must be in contact with the wall, in front of their alliance station.

Each match consists of a two minute driver control period.

During the driver control period, ducklings can be herded into an alliance’s pen for one point, placed into a short crate for 5 points or placed in a tall crate for 10 points.

The mallard can be moved into a pen for thirty points or in either crate for an additional thirty points.

Ducks can be removed from zones. However, robots cannot remove ducks from crates.

We want you to have fun and play hard at the competitions, and always remember, follow the rules carefully, as there are penalties for teams that break these rules.

For example, pinning another robot.

Or removing a duck from the field.

Read the game description for a full list of rules.

Have fun, good luck in this years game flag frenzy