**Game Idea - Quack Attack**

**Description - There has been an oil spill in your local pond and you need to bring as many ducks as possible to the cleaning and releasing shelters. There are two shelters, a low shelter and a high shelter. Once the ducks have been cleaned they can be re-released back into the wild (well back into the pond). But ducks being ducks, they just get dirty again and will need to be rescued again.**

**Game Play - There will be two periods just as a standard FRC game, a 15 second autonomous period and a 2 minute 45 second teleop period. You will start in your home base. Each alliance will have a home base which will also double as the low rescue shelter. They will each have a high shelter as well. The high shelter is elevated 2” above the surface of the play field. The ducks will be in the "pond" , a circle in the middle of the playing field. Once you have rescued a duck by bringing it to either shelter, you can return it to the pond for future rescuing.**

**Before the start of the game, 1 duck will be placed on each of the “runaway duck” zones (4 ducks total).**

**Rules - You are allowed to have at max 2 ducks in your control at one time. Anything more will be considered a penalty. A duck can only be returned to the pond after the duck has come to a full stop in the shelter (i.e. the duck is stationary and the robot is no longer in contact with said duck). You are able to block the other team, however any contact will be deemed a penalty by the initiator and points will be deducted.**

**All ducks that are being returned to the pond MUST be placed entirely within the perimeter of the pond.**

**Robot Construction Rules - Robots have a height limit of 48”. There is no length and width limit of the robot. However, the starting configuration of the robot MUST fit into an infinitely high cube, bounded by the perimeter of the Home Base (15” x 15”)**

**Scoring - During teleop, you will be awarded 1 point for ducks rescued to the low shelter and 2 points for each duck rescued to the high shelter.**

**During autonomous mode, any runaway duck that has been controlled by a robot is 1 point, if a duck is rescued it will be 3 points for the low shelter and 6 points for the high shelter.**

**All penalties will result in 2 points awarded to the other team for each infraction.**

**Finally, if you are in your home base when the game completes, you'll be awarded an additional 2 points. The team with the highest score at the end of the game wins!**