



## Leader's Quest: The Disco Duck Disaster

### Premise:

A funky flock of Disco Ducks has taken over the dance floor, quacking out groovy tunes and refusing to let anyone else boogie. The troop must out-dance the ducks to win back the floor and restore balance to the rhythm of the universe.

### Quest Steps:

1. **Quack Attack:** Girls invent their best disco-duck dance move and pair it with a quack. The troop votes for the silliest.
2. **Feather Frenzy:** Scatter feathers (real or paper). Girls race to collect as many as possible while grooving to music.
3. **Duck Dodge:** Leaders toss soft balls or balloons labeled "Disco Ducks." Girls dodge them while keeping their dance going.
4. **Mirror Ball Madness:** A flashlight shines like a disco ball. Girls freeze every time the light points at them, then start dancing again when it moves away.
5. **Final Groove Off:** Troop forms a circle. Each girl takes a turn showing a silly disco move to "out-dance" the ducks.

### Boss Battle:

Face the Duck DJ (leader in sunglasses and feather boa, quacking into a fake mic). To win, girls must chant: "Quack, clap, stomp, and spin— Girl Scouts bring rhythm, we always win!" or something the girls create.

### Victory Title:

They become the **Groove Masters of Ducktopia**

