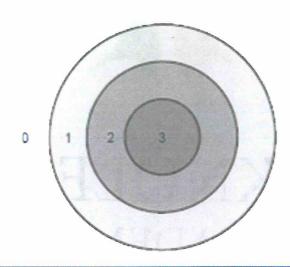


## **Targets**

### **Competition 1**



### How to play

- The target above is placed on the court 4m from the end zone.
- Players take it in turns to try and stop their Boccia balls on to it.
- Players will have three balls to attempt to get into the target
- Use a large hoop, medium hoop and a small circular mat.

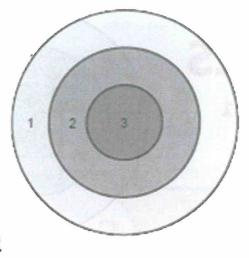
Bronze – 3 points

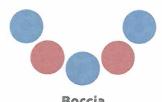
Silver-5 points

Gold-7 points



**Competition 1** 



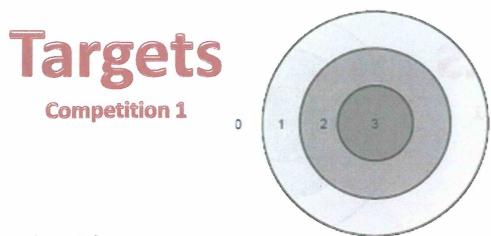


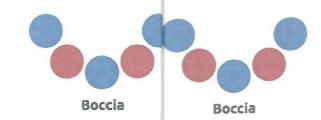
### Task 1- Large Hoop game

	1 <sup>st</sup> attempt	2 <sup>nd</sup> attempt
Team Name	,	
Team Name		
Team Name		
Team Name	_	
Team Name		

### Task 2- Into the 2 hoops game

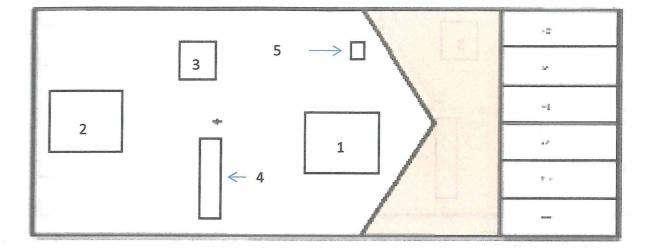
noisiac i e	1 <sup>st</sup> attempt	2 <sup>nd</sup> attempt
Team Name		
Team Name		
Team Name		r
Team Name		-
Team Name		





### Zones

### **Competition 2**



#### Task 3-3 hoops

	1 <sup>st</sup> attempt	2 <sup>nd</sup> attempt
Team Name		
Team Name		
Team Name		7
Team Name		
Team Name		7 . 17

### Task 4- Full game

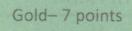
POW 151. 1 11	Overall score	Position
Team Name		
Team Name		
Team Name		-
Team Name		
Team Name		, , , , , , , , , , , , , , , , , , , ,

#### How to play

- The court is divided into zones that are designated into different points depending on size and difficulty.
- Players then take turns at trying to score as many points as possible.
- The winner is the player who scores the most points after all balls have been played.
- Each player will have three attempts

Bronze – 3 points

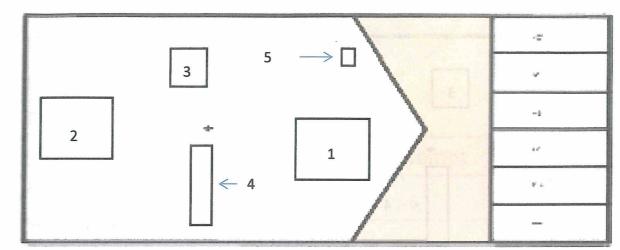






### Zones

### **Competition 2**

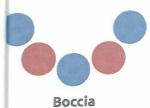


### Task 1- big square

	1 <sup>st</sup> attempt	2 <sup>nd</sup> attempt
Team Name		
Team Name	cosints again	
Team Name	than take to	a acido
Team Name	,ala	2.1
Team Name	alle have been	- t

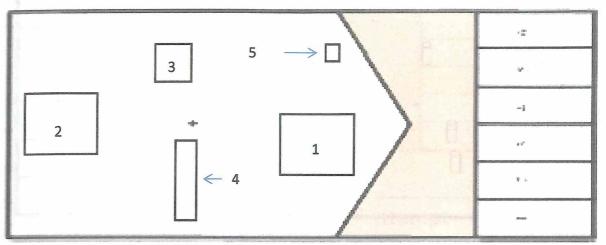
#### Task 2- small square

	1st attempt	2 <sup>nd</sup> attempt
Team Name		



### Zones

### **Competition 2**

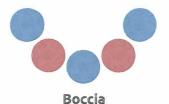


### Task 3- long rectangle

Teach Sever	1 <sup>st</sup> attempt	2 <sup>nd</sup> attempt
Team Name	-	
Team Name	-	
Team Name		
Team Name		
Team Name	ovdiC	

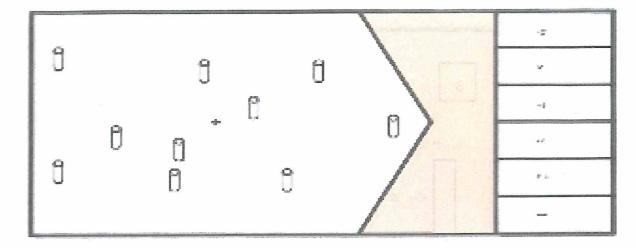
### Task 4- full game

Technology 21	1st attempt	2 <sup>nd</sup> attempt
Team Name		



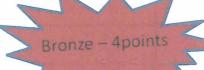
### Hit down

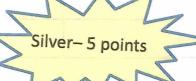
### **Competition 3**



### How to play

- Place 9 skittles or cans out around the court and have players try and knock them over.
- Points awarded for who can hit the most over in 3 attempts



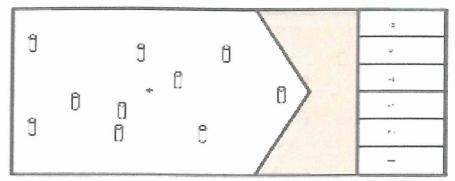


Gold- 6 points



### Hit down

### **Competition 3**

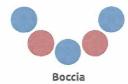


### Task 1-3 pin hit

tqmst r	1st attempt	2 <sup>nd</sup> attempt
Team Name		
Team Name		3
Team Name		
Team Name		
Team Name		

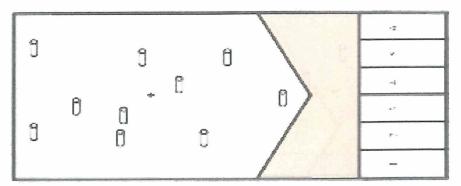
### Task 2- corners

attemptis attemptis	1st attempt	2 <sup>nd</sup> attempt
Team Name	-	
Team Name		
Team Name		-
Team Name		-
Team Name		



### Hit down

### **Competition 3**

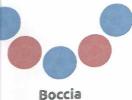


### Task 3-5 pin

	1 <sup>st</sup> attempt	2 <sup>nd</sup> attempt
Team Name		왕 - (
Team Name	_	
Team Name		-
Team Name		-
Team Name		

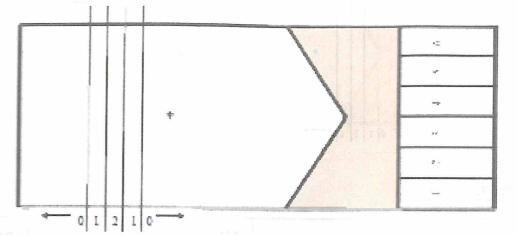
### Task 4-9 pin hit down

	1st attempt	2 <sup>nd</sup> attempt
Team Name		
Team Name		
Team Name		-
Team Name		4 2
Team Name		7



## Line Up

**Competition 4** 



### How to play

- Tape / mark lines across the court at various distances and players are to try and stop it within the lines to score points.
- Players have 3 attempts to score as many points as possible

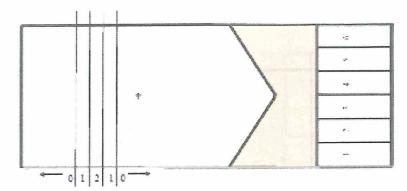
Bronze – 2points

Silver- 3 points

Gold-4points



# Line Up Competition 4



### Task 1- Aim for line 1

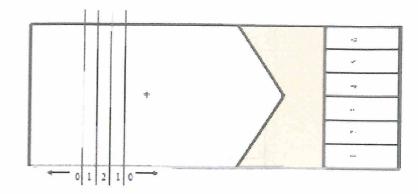
	1st attempt	2 <sup>nd</sup> attempt
Team Name		
Team Name	a sana aduphas	
Team Name	e vidiožine arcy	5
Team Name	. 27. PÚ	
Team Name	s-cittamp c sust	5 57 771 7

### Task 2- Aim for line 2

	1st attempt	2 <sup>nd</sup> attempt
Team Name		



# Line Up Competition 4

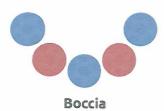


### Task 3- Full Game

	1st attempt	2 <sup>nd</sup> attempt
ssible progress	og da	- gl i -
players should a	90153	E .1
		1st attempt

### Task 4- Full Game

er-3 points	1st attempt	2 <sup>nd</sup> attempt
	er-3 points	1 <sup>st</sup> attempt



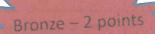
# Up the ladder

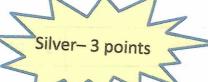
### **Competition 5**

6
5
4
3
2
1

### How to play

- Using as few shots as possible progress from 1-6
- At the end of the game players should aim to have a ball in each of the boxes.





Gold-4 points



# **Up the Ladder Competition 5**

6
5
4
3
2
1

### Task 1- aim for 4

attempt	2	1st attempt	2 <sup>nd</sup> attempt
Team Name			
Team Name			
Team Name			21.7
Team Name	, tongo		
Team Name	- san Confit		

### Task 2- Aim for 1,2,3

stlempt	116 *D   12.35	1 <sup>st</sup> attempt	2 <sup>nd</sup> attempt
Team Name	2 11 Jeografia		
Team Name	samper of a		
Team Name	- LAB D Bry C		
Team Name	look the san		
Team Name	e challenge	Whi-	



# **Up the Ladder Competition 5**

6	
5	
4	
3	
2	
1	

#### Task 3- aim for 4,5,6

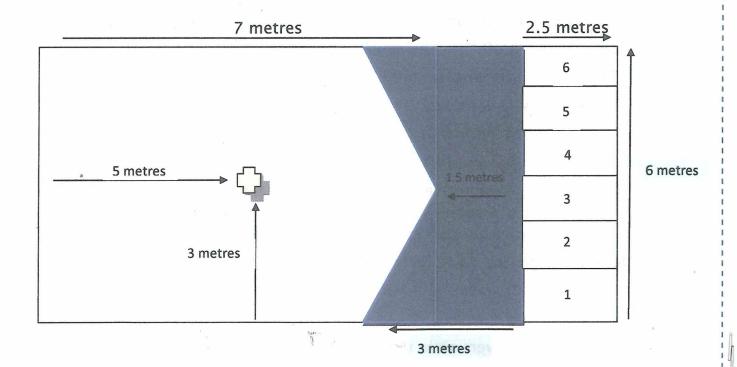
	1st attempt	2 <sup>nd</sup> attempt
Team Name		a maylim
Team Name		en sV nu -
Team Name		nosK are
Team Name		-msM a -
Team Name		m Name

#### Task 4- Full game

- a ·	1 <sup>st</sup> attempt	2 <sup>nd</sup> attempt
Team Name		smelf mas
Team Name		m Main
Team Name		an Nam-
Team Name		omski m-
Team Name		1913 F. L. GH

- Players sit in the seating boxes.
- Each player sits in a separate box.
- Only 2 teams play against each other at once.
- Players must stay inside their own box.
- Only 1 ball can be thrown at a time.
- The 'Jack' is a white Boccia ball which is thrown at the beginning of the game to start it off. The aim is to get your ball closest to the Jack.
- Players take it in turns to throw the Jack starting with the player in box 1.
- One 'end' is when the Jack is played and everyone has thrown all of their balls. The next 'end' would start when the player in box 2 plays the Jack at the start.
- If the game is being played in a team (3 people) there are 6 ends. If playing in pairs (2 people) or individually there are 4 ends.
- Each team has either red or blue balls. The team that throws first is decided before the game using a coin toss. The team that wins the toss can decide whether they are red or blue.
- The red team throw first.
- The red team players sit in the 1st, 3rd, and 5th boxes.
- If there are 2 players on each team each player gets 4 balls each and if each team has 3 players each player gets 3 balls.
- The score is added by the number of balls closest, for example if 2 red balls were closer to the Jack than any of the blue balls the score would be 2-0 to the reds.
- If both red and blue balls look the same distance from the jack, the gap needs to be measured to check which ball is nearer.

- If there is a tie the Jack should be placed on the cross in the middle of the court and a coin toss will decide which team plays first. Then a normal end is played.
- When the players throw the ball they must be the last ones to touch the ball before it hits the court.
- They must keep at least one Buttock on the chair when throwing the ball.
- Players can have assistance of a ramp if they are not able to throw, if so the ball can be released with any part of their body.
- Assistants holding the ramp cannot look at the game at any point they must face the other direction.
- Boxes and court lines need to be marked out with tape like the diagram:



- If the Jack or any other ball is thrown into the purple area it is a foul ball.
- If the Jack is fouled it's given to the next player along to throw.
- If the ball lands on the outside court lines it is out.
- If the ball lands in the purple section or off the court they are taken and placed to the side of the court.
- If the player accidently drops a ball they can re-take it.