



Y3 & 4 BOCCIA , NEW AGE KURLING & TUG OF WAR.

Each team will be required to have 6 players, which will split into 2 sub-teams of three. Players will play both Boccia & New Age Kurling in their sub teams. Sub teams will then join together to form a 6 player Tug of War team.

Teams should comprise of pupils who have not represented the school so far this year in a sports event. The aim is to encourage school team competition for the less able performers.

Though not essential, teams should comprise of 3 girls and 3 boys.

The final scores of the boccia games, new age kurling games and tug of war will be added together to find the winner.

All events will take place in the sports hall.

Players should have suitable footwear.

BOCCIA



Boccia

Basis of The Game:

- Each team plays with a different colour ball.
- Each player has 1 ball each to throw.
- Players take it in turn to throw.
- Players must be seated when throwing.
- Balls can be thrown overarm, underarm or rolled.

Matches will comprise of 3 ends.

An "end" is when each player from each team sends their ball.

1 team starts the end by sending the initial white ball to act as a target.

Players take it in turns to send their ball, getting it as close to the white ball as possible.

The winning team gets a point for each ball that is closer than the opposition's to the white ball.

- If the points totals are level at the end of the third end the match shall be deemed a tie.
- Winning teams will get 4 points
- Drawing teams get 2 points each
- Losing teams get 1 point.



New Age Kurling

Basis of The Game:

- Each team plays with different coloured "stones".
- Each player has 1 stone each to throw.
- Players take it in turn to throw towards the target.
- Players must be seated when throwing.

Matches will comprise of 3 ends.

An "end" is when each player from each team sends their stone.

Players take it in turns to send their stone, getting it as close to the centre of the target as possible.

The winning team gets a point for each stone that is closer than the opposition's to the target centre.

- If the points totals are level at the end of the third end the match shall be deemed a tie.
- Winning teams will get 4 points
- Drawing teams get 2 points each
- Losing teams get 1 point.

The referees' decisions will be final.

It may be necessary for staff to help the throwers depending on their experience and age.





Tug of War

Basis of The Game:

- Each team comprises of 6 players.
- The event will be held as a round robin event in which each team the others.
- Teams are required to stand behind their "Team line" and on the command "Take the Strain" hold the rope taught, without pulling the opponents forward.
- On the command "Pull", teams attempt to pull the rope in unison to make the central flag travel over their team line.
- Teams must not let go of the rope.
- Matches will comprise of one pull.

- Teams get 4 points for winning and 1 for losing.

The referees' decisions will be final.

It may be necessary for staff to help the throwers depending on their experience and age.

Sub Team 1: Boccia followed by New Age Kurling	Sub Team 2: New Age Kurling followed by Boccia
1	1
2	2
3	3