

# Jogo da Malha

(Jogo da Malha)



**Aim of the game:** To throw metal discs (or Malha) to pins (belho) with the intention to bring them down or get as close as possible.

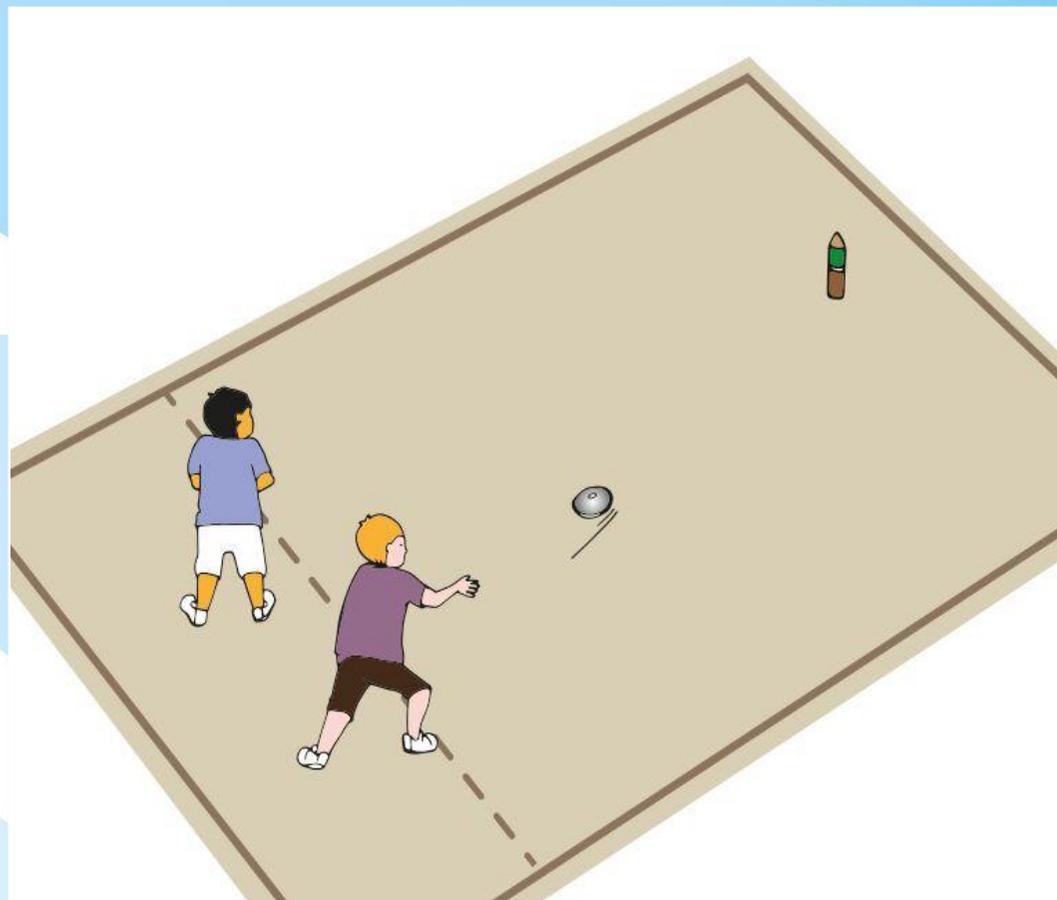
**Set up:** Select a 20m long soil. Draw a baseline, where players align behind horizontally. Place the 'belhos' vertically (2 pins or more) at the end of the track or at least 3 m far from the baseline.

## Rules:

Players alternatively try to overthrow the 'belho' with their 'malha', by throwing them from the baseline.

If the 'belho' is overthrown the player earns 3 points. If it is not, the player that threw its 'malha' the closest to the 'belho' earns 1 point. The game lasts up to 60 points.

Tournaments can have several teams but only two teams face each other on each track.



## Equipment and Materials:

Wooden pins (belhos) 15 cm high, 6 cm in diameter and sharpened at one end, and metal disks.

**Age:**  
12+

**Number of players:**  
2+ (equal teams)

**Duration:**  
Unlimited

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## Let's Inclusivize TSG!

### Teaching Style

1. Provide clear and simple instruction
2. Balance the ability level of the team
3. Practice games before introducing scoring
4. Encourage players to communicate throughout the game
5. Safety instructions to be tailored to the environment and participants playing the game

### Equipment

1. Range of pins/discs can be used that vary in weight, size, speed, texture, density etc.
2. Audible equipment can be used ( e.g. rattle disc)
3. Brightly coloured equipment can be used

### Rules

1. Allow players to roll the discs
2. Introduce a time limit to the game
3. Increase/decrease number of players on each team

### Environment

1. Increase/decrease the playing area/distance to pins
2. Ensure the indoor/outdoor playing area has a smooth surface and is free of obstacles

