

# Klis i maške

(Tip-cat and sticks)



**Aim of the game:** To score the agreed number of points measured in stick lengths, by catching the tip-cat or hitting the opponent's trunk.

**Set up:** : A 40x20 m school yard or park outdoors that includes one thicker piece of wood, such as a trunk.

## Rules:

To define which team starts first, two players (one per team) stack their hands up one after another, bottom-up on a vertically positioned stick. The team whose player's hand covers top of the stick begins the game.

The game starts by attacker tipping a tip-cat up into the air with a stick, while the opponent tries to catch it before it hits the ground. If the opponent succeeds, the roles are changed. If not, the attacker defends the trunk with his stick from the opponent who throws the tip-cat from where it fell on the ground at the trunk. If the opponent hits the target, the attacker who tipped the tip-cat is out and his teammates have the right to throw the tip-cat.

If the tip-cat falls close to the trunk (up to the length of the stick), the game continues and the player who was throwing the tip-cat, throws again. If the tip-cat falls on the ground farther than the length of the stick, then the player who was defending the trunk measures the distance from the trunk to the tip-cat in stick lengths. The number of stick lengths represents the awarded score. The team whose player manages to defend the trunk and hit the tip-cat gets points and the right to throw the tip-cat again.

The game is played till one of the teams reaches the agreed number of points.



**Equipment and Materials:** Trunk, sticks (length 50-70 cm); tip-cat (a short wooden pin, 10-15 cm long and 2-3 cm thick, cylindrical and sharpen on both sides).

**Age:**  
5+

**Number of players:**  
2– 6

**Duration:**  
Agreed number of points.

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**TAFISA**  
The Association For International Sport for All

## Let's Inklusivize TSG!

### Teaching Style

1. Provide clear and simple instruction
2. Balance the ability level of the team
3. Complete a walk through the playing area
4. Practice games before introducing scoring
5. Safety instructions to be tailored to the environment and participants playing the game.

### Equipment

1. A range of sticks and 'tip-cats' can be used that vary in weight, size, speed, texture, density (e.g. foam tube, bats, rackets and soft balls, beanbags etc)
2. Audible equipment can be used ( e.g. a small bell ball instead of the tipcat, a buzzer to mark the trunk)
3. Brightly coloured equipment can be used

### Rules

1. Introduce a rule that the tipcat must be passed to all team members before attempting to hit the trunk
2. The tipcat may be played from a range of positions (eg. thrown, a tee)
3. Increase the number of players defending the trunk

### Environment

1. Increase/decrease the size of the trunk
2. Ensure the playing area has a smooth surface and is free of obstacles

