

Suomen Kyykkäliitto

(Finnish Skittles)



www.recallgames.com

Aim of the game: To knock out as many skittles as possible during two halves.

Set up: Draw a 7 x 22m field on a gravel surface. Create two "playing squares" 5 x 5m 10 m apart from each other. Place and align the skittles in the playing squares.

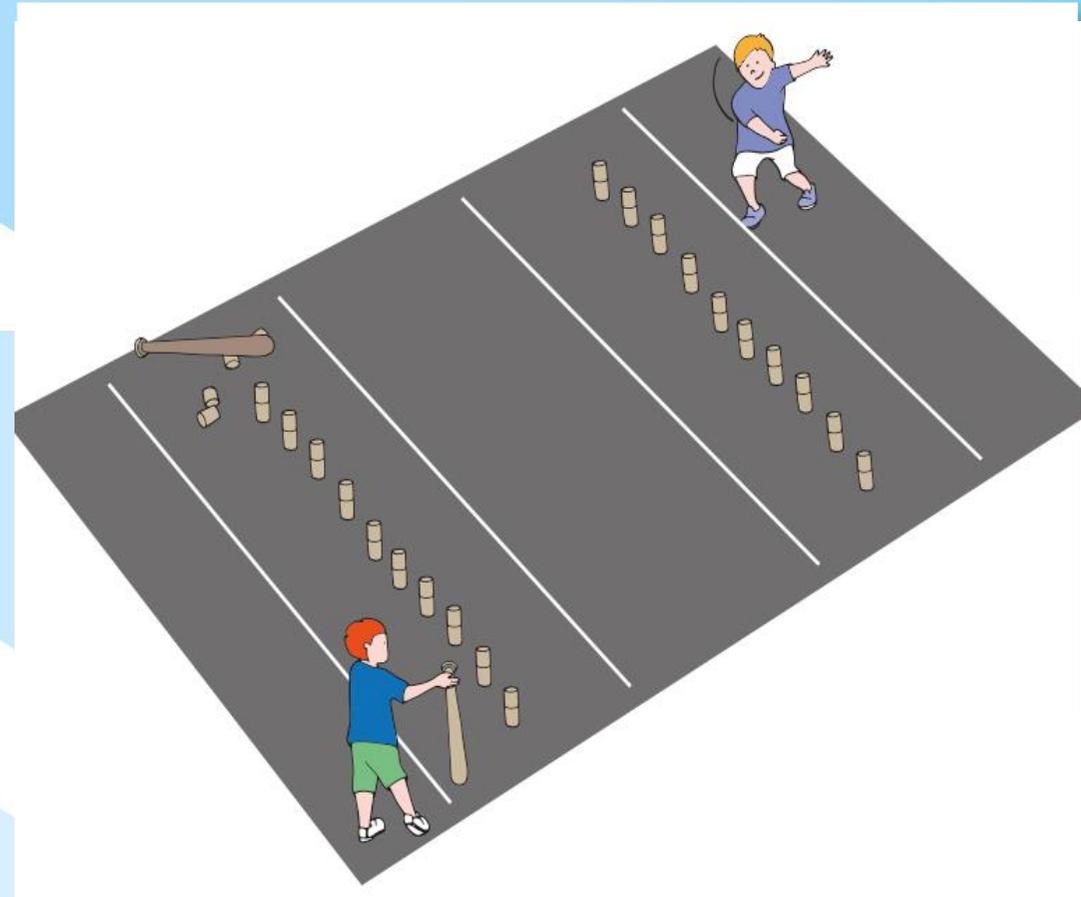
Rules:

Each player in his turn steps up into the throwing square and throws the bat, trying to knock the skittles out of the opponent's playing square.

Skittles thrown out of the playing square yield two points; unused bats yield 1 point; skittles remaining in the playing square yield two minus points and skittles remaining on the square lines yield one minus point.

The first half ends when a team or player clears its playing square from skittles. The opponent may throw the same number of bats per half. After this, sides are changed, and the second half is played like the first one. The team with the highest total score is the winner.

In individual games, 20 bats per half may be used. The players alternatively throw four bats.



Equipment and Materials: Skittles and bats: team games use 20 skittles and 2 bats and individual games use 10 skittles and 4 bats.

Age:
5+

Number of players:
1 – 4 per team

Duration:
Unlimited



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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. Encourage players to communicate throughout the game
6. Safety instructions to be tailored to the environment and participants playing the game.

Equipment

1. Range of balls can be used that vary in weight, size, speed, texture, density etc.
2. Range of skittles that vary in weight, size and material can be used
3. Audible equipment can be used (e.g. the skittles and bats have a buzzer)
4. Brightly coloured equipment can be used
5. Use bowls and a ramp.

Rules

1. Remove negative scoring.
2. Adjust bonus point system according to ability level.
3. Introduce a time limit (e.g. the team that knocks the most skittles in 30 seconds wins)

Environment

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



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