

Battendi



Aim of the game: To hit the target by throwing a ball with a spear

Set up: Draw the starting line and place the target marks at some distance (i.e. 20 meters away). Allow a 10 meter area to throw and run up. If various players use the same target, it is recommended to use different coloured balls.

Rules:

- The players stand at the starting line with the spear
- At first, the game is distance throwing contest. 3 attempt are given to each player. A method of measuring is made from the throwing line and in a direct line to where the ball lands. The winner is the player that throws the ball the furthest.
- Secondly, there is a target contest, which consists in throwing the ball at a target (traditionally representing a kangaroo 20 meters away). The distance to the target however depends on the age of the players. A round of 20 attempts is allowed and the ball must fully hit the target to count. The winner is the player that hits the most targets.



Equipment and Materials: Target mark, tennis ball & spear (dog-thrower)

Age:
7+

Number of players:
3+

Duration:
Infinite



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Teaching Style

1. Provide clear and simple instructions
2. Encourage players to communicate throughout the game
3. Safety instructions to be tailored to the environment and participants playing the game.
4. Help people with disabilities make contact and move, if needed

Equipment

1. Use harder/softer balls

Rules

1. Increase / reduce the number of attempts to hit the targets
2. Create teams of even players and a points system. Based on accuracy, the individual throws brings points to the team and the team that gets the most points when all players have thrown wins the game.
3. Throw the ball with hands
4. Kick the ball with feet

Environment

1. Increase/reduce the distance of the targets

