**2020 EBoccia Challenges**

# **The Goalkeeper**

## **Equipment**

|  |  |
| --- | --- |
| Beginners | Advanced |
| * 1 large target or 2 sheets 8.5' x 11' * 4 balls to form the posts | * 3 sheets 8.5' x 11' (small target) * 12 balls (or others) to form the posts |

## **Set Up**

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| --- | --- |
| Beginners | Advanced |
| * Place the large target at a 3 meters distance. * On each side, slightly in front of the target (at a distance of 2 balls), stack 2 balls to form the posts. | * Place the small targets at a 5 meters distance. * Stack 2 balls at each end of each target (like a snowman). |

**Game Procedure**

|  |  |
| --- | --- |
| Beginners | Advanced |
| * Throw 3 balls towards each target while avoiding making the posts fall. * Balls can be picked up or moved after each target if they are in the way. * Replace the setup if a post (obstacle) falls | * Throw 3 balls, 3 times (9 balls total) towards the target while avoiding making the posts fall. * Balls may be picked up after each sequence of 3 throws.  Move the balls if they are in the way. * Replace the setup if a post (obstacle) falls |

**Score (Beginner & Advanced)**

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| --- |
| **5 points:** if the ball is completely on the target without touching the floor.  **3 points:** if the ball touches both the target and the floor.  **1 points:** if the ball crosses the posts without stopping on the target.  -**2 points:** if a post (obstacle) falls. |

# **Push Me Closer**

## **Equipment**

|  |  |
| --- | --- |
| Beginners | Advanced |
| * 2 balls * 1 large target or 2 sheets 8.5' x 11' (numbered 1 & 2) | * 3 balls * 3 sheets 8.5' x 11' (small target) numbered from 1 to 3 |

## **Set Up**

|  |  |
| --- | --- |
| Beginners | Advanced |
| * Place the large target or the 2 sheets in a vertical line at a 3 meters distance, the 1st one is closest to the athlete and the 2nd one is behind. * Place one ball in front of the 1st target and one ball behind the 2nd target. | * Place the 3 targets in a vertical line at a 5 meters distance, the 1st one is closest to the athlete and the 3rd is the farthest. * At the end of the 3rd target, stack 2 balls (like a snowman). * In front of the 1st target, place the remaining ball. |

**Game Procedure**

|  |  |
| --- | --- |
| Beginners | Advanced |
| * Throw 3 balls to push the ball that is in front of the 1st target on the targets and as close as possible to the ball behind the 2nd target. * If necessary, remove the balls that are in the way | * Throw 3 balls to push the ball that is in front of the 1st target on the targets and as close as possible to the snowman without making him fall. * If necessary, remove the balls that are in the way. |

## **Score**

|  |  |
| --- | --- |
| Beginners | Advanced |
| **Zone 1:** 50 points **Zone 2:** 100 points **Touching the ball behind the 2nd target:** 500 points | **0 points:** if the snowman falls.  **Zone 1:** 10 points  **Zone 2:** 50 points **Zone 3:** 100 points **Touching the snowman:** 500 points |

# **Minesweeper**

## **Equipment**

|  |  |
| --- | --- |
| Beginners | Advanced |
| * 1 small target * 1 jack * 1 ball of color | * 1 large target or 2 small targets (sheets 8.5' x 11') * 1 jack * 2 balls of color |

**Setup**

|  |  |
| --- | --- |
| Beginners | Advanced |
| * Place the small target at a 3 meters distance. * Place the jack and the ball on the target, at a distance of a ball or fist from one another. | * Place the large target at a 5 meters distance. * In the middle of the target, place the jack and a ball on each side of it at a distance of 2 fingers. |

**Game Procedure**

|  |  |
| --- | --- |
| Beginners | Advanced |
| * Throw 3 balls to push the ball of color off the target. | * Throw 3 balls to push the 2 balls of color off the target without moving the jack (the jack has to stay on the target). |

## **Score**

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| --- | --- |
| Beginners | Advanced |
| **5 points:** if the ball is pushed off the target.  **10 extra points:** for each ball not used. | **5 points:** if the 2 balls are pushed off the target.  **3 points:** if 1 ball out of 2 is pushed off the target.  **10 extra points:** for each ball not used. |

# **Target Elimination**

## **Equipment**

|  |  |
| --- | --- |
| Beginners | Advanced |
| * 1 large target * 1 small target * 1 post-it | * 1 large target * 1 small target * 1 post-it |

## **Setup**

|  |  |
| --- | --- |
| Beginners | Advanced |
| * Place the post-it at a 3 meters distance. * Place the small target on top of the post-it, then place the large target on top of the small target | * Place the post-it at a 5 meters distance. * Place the small target on top of the post-it, then place the large target on top of the small target. |

## **Game Procedure**

|  |  |
| --- | --- |
| Beginners | Advanced |
| **Level 1:**  - Throw 3 balls, trying that one of them ends up on the large target. If successful, advance to level 2. (It is not necessary to throw the remaining balls if the objective is achieved after 1 or 2 throws).  **Level 2:**  - Remove the large target.  - Throw 3 balls, trying that one of them ends up on the small target. If successful, advance to level 3. (It is not necessary to throw the remaining balls if the objective is achieved after 1 or 2 throws).  **Level 3:**  - Remove the small target.  - Throw 3 balls, trying that one of them ends up on the post-it. (It is not necessary to throw the remaining balls if the objective is achieved after 1 or 2 throws). **\*If a level is failed, the game ends.** | **Level 1:**  Throw 3 balls, trying that 2 of them end up on the large target. If successful, advance to level 2. (It is not necessary to throw the remaining ball if the objective is achieved after 2 throws).  **Level 2:**  Remove the large target.  Throw 2 balls, trying that one of them ends up on the small target. If successful, advance to level 3. (It is not necessary to throw the remaining ball if the objective is achieved after one throw).  **Level 3:**  Remove the small target.  Throw 1 ball, trying that it ends up on the post-it.  **\*If a level is failed, the game ends.** |

## **Score**

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| --- |
| **Level 1** 10 points if successful + 10 extra points for each ball not used. **Level 2** 50 points if successful + 50 extra points for each ball not used. **Level 3** 100 points if successful |