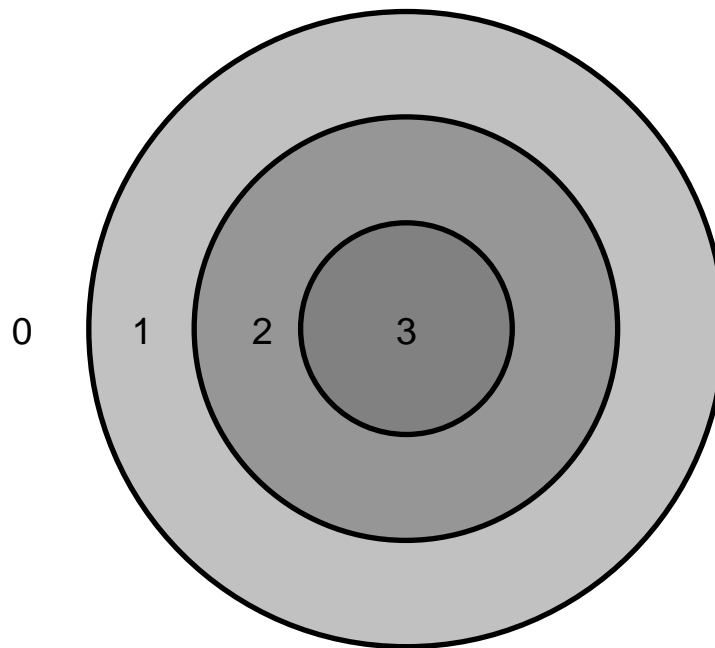


# Targets

## How to play:

- A target is placed on court and players are to take turns at trying to stop their Boccia balls on it.
- After all balls have been played, the points are added up to determine the winner.

*Note: this can be done as a team or as individuals.*



## Variations:

- Change shape and size of targets.
- Blindfold players.

# King of the court

## How to play:

- Two players are on the court at one time using the middle playing boxes (3 and 4).
- The game consists of 2 ends (each player has 1 turn at playing the jack).
- Rules and scoring as per normal.
- If scores are tied, a 1-ball tie-break is played.

# Cross Knockout

## How to play:

- Players to stop their Boccia balls as close as possible to the cross (+).
- After everyone has played, eliminate the furthest ball and continue until there is only one player left.

# Cat and mouse

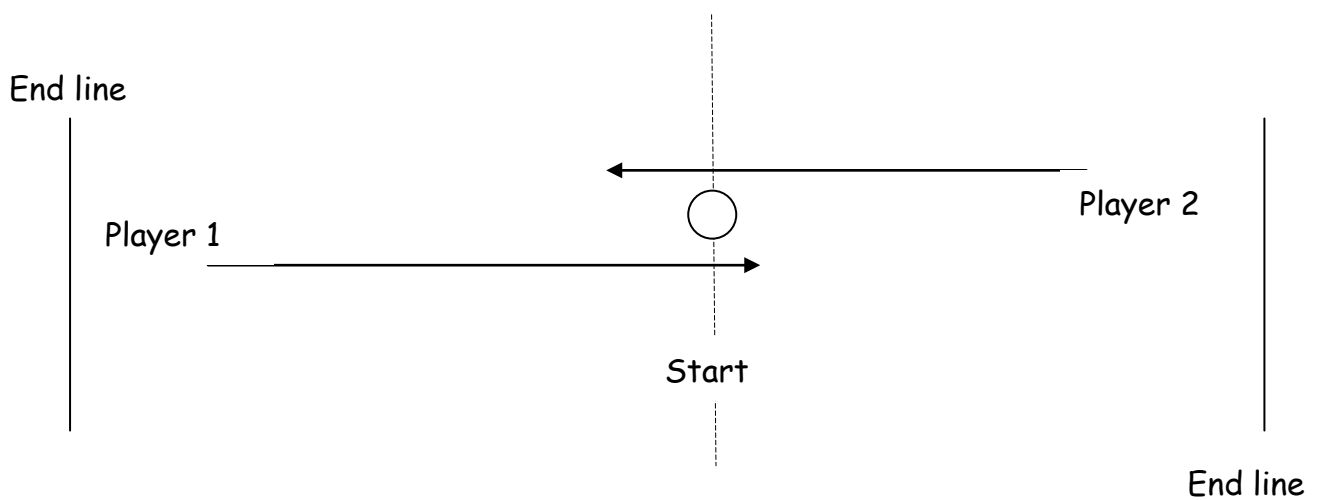
## How to play:

- Two players are on the court at one time using the middle playing boxes (3 and 4).
- One player begins with 6 balls (cat) and the other player begins with 1 ball (mouse).
- Each end the 'cat' loses 1 ball (i.e. 6 - 5 - 4 - 3 - 2 - 1) and the 'mouse' gains 1 ball (i.e. 1 - 2 - 3 - 4 - 5 - 6).
- Rules and scoring as per normal.

# Driving supreme

## How to play:

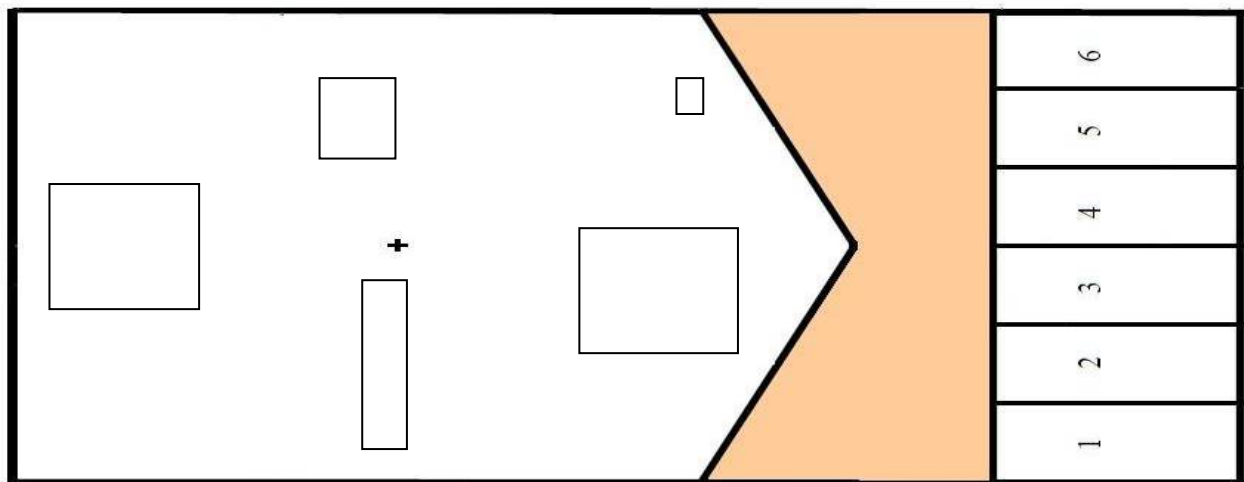
- Two players sit at opposite ends of the court with a jack ball positioned half way between.
- Players then take turns at trying to 'drive' the ball towards their opponents' end line.
- The winner is the player who hits the jack the furthest from the middle line after all balls or when the jack ball in the middle crosses the end line.



# Zones

## How to play:

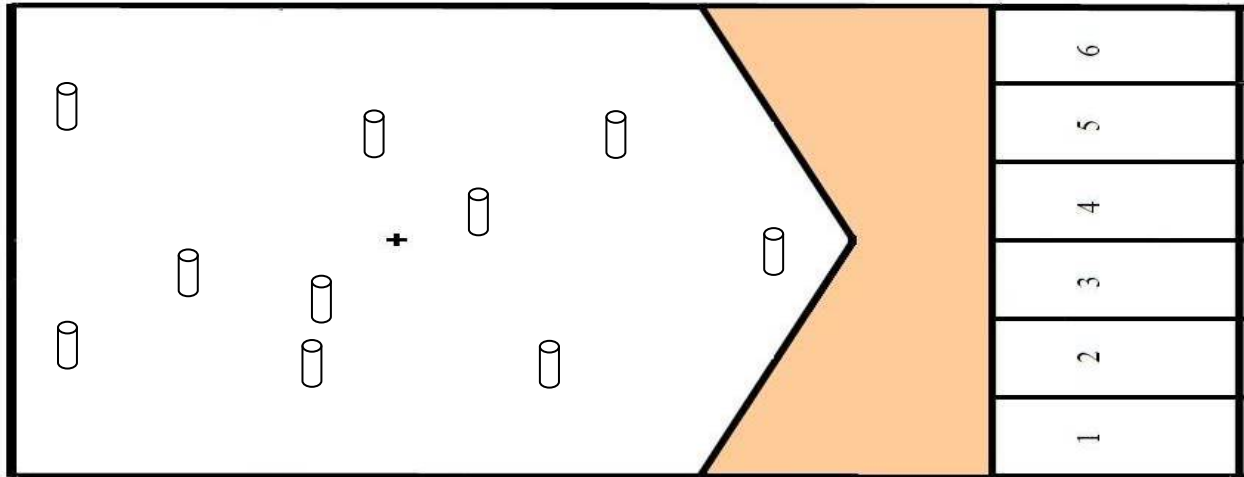
- The court is divided into zones that are designated into different points depending on size and difficulty to land in that area.
- Players then take turns at trying to score as many points as possible.
- The winner is the player who scores the most points after all balls have been played.



# Hit down

## How to play:

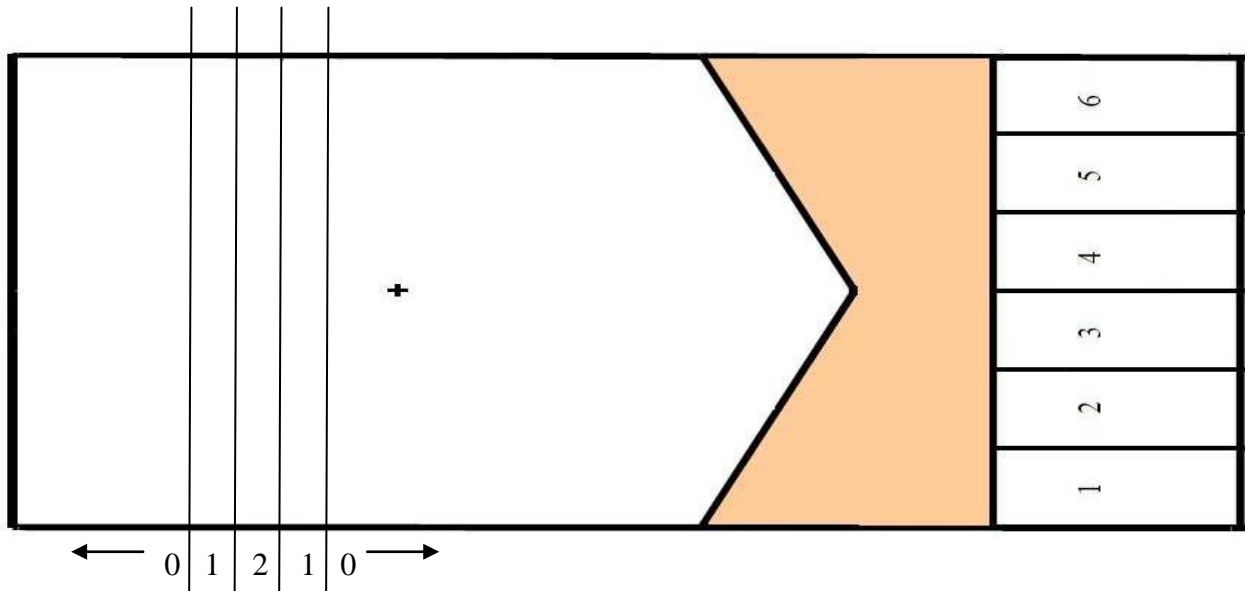
- Place skittles or cones out around the court and have players try and knock them over like in bowling.
- Points awarded for who can hit the most over in 6 attempts.



# Line up

## How to play:

- Tape / mark lines across the court at various distances and players are to try and stop it within the lines to score points.



# Up the ladder

## How to play:

- Using as few shots as possible, progress from boxes 1 – 6.

6
5
4
3
2
1

## Variations:

- A race between individuals, pairs or teams.
- Race in a set time or determined number of attempts.
- Change size and distance of each box.