



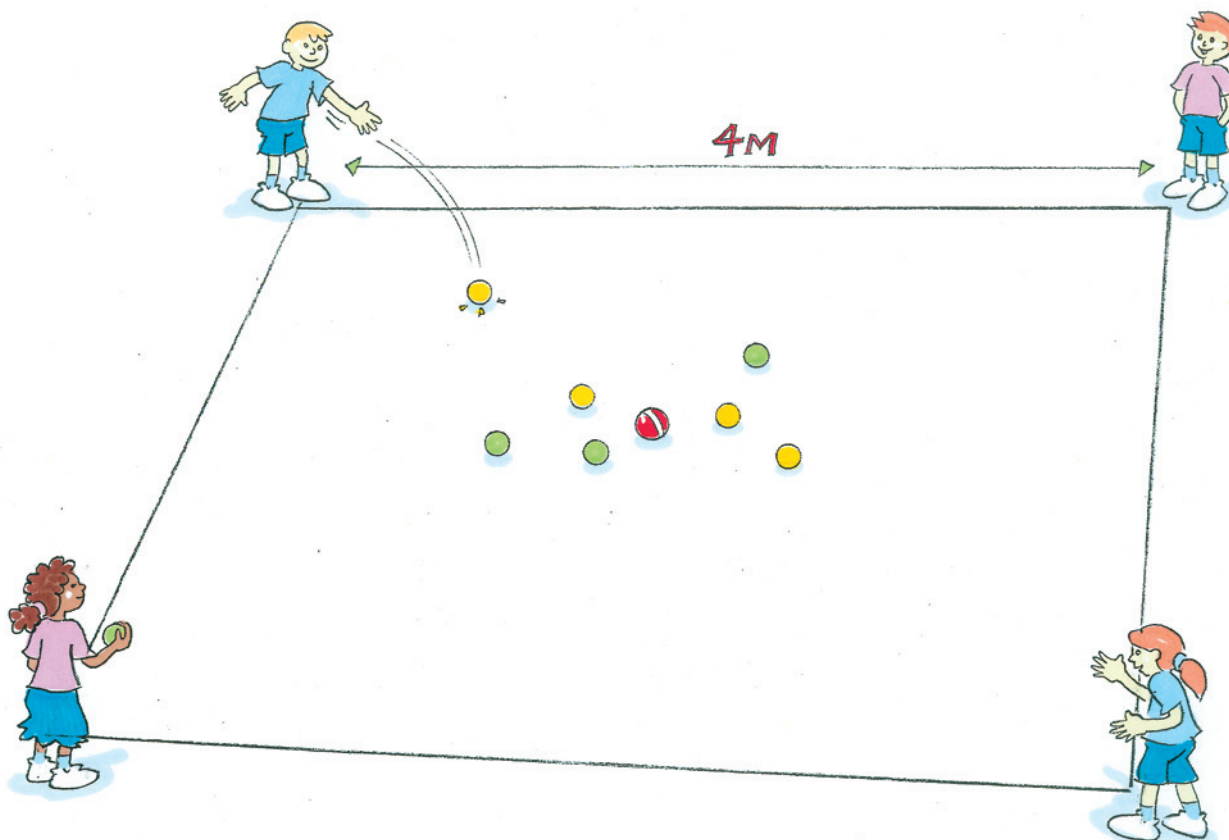
Australian Government
Australian Sports Commission

EASY MED HARD



Corner bowls

2 players work together to out-score opponents by accurately placing balls close to the target and displacing opponents' balls to deny access to the target. (Play in groups of 4.)



What you need

- > A smooth playing surface, e.g. grassed area or bitumen
- > 4 marker cones
- > Mark a square 4 metres X 4 metres
- > 2 balls per player, e.g. tennis balls
- > Balls marked with a shape, colour or number
- > 1 cricket ball as the target

What to do

PLAYING

- > Each player in turn rolls one ball at a time towards the target until all players have had 2 turns.
- > Complete 4 games, with each player taking a turn to play first.

Scoring

- > Points are awarded to each team based on the 4 balls that finish closest to the target.
- > 4-3-2-1 points depending on position.



LESSON LINK

Corner bowls is an easy to set up game that involves rolling a ball at a target. Use it as a transition to similar games.

SESSION PLANS

Combo > Start out WC 09a + Start out TG 03a + Get into it TG 01
Mixed combo > Start out WC 09a + Start out SF 01b + Get into it TG 01

Corner bowls

Skills > Teamwork · Accuracy in rolling

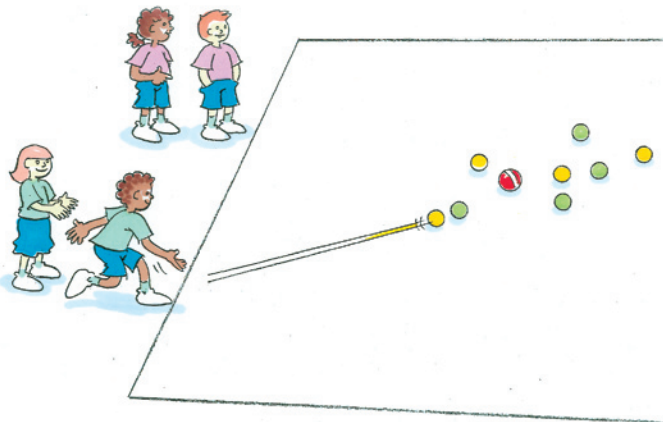
change it...

Coaching

- > Look–swing–release. Keep it smooth!
- > Highlight to the whole class good examples of rolling.

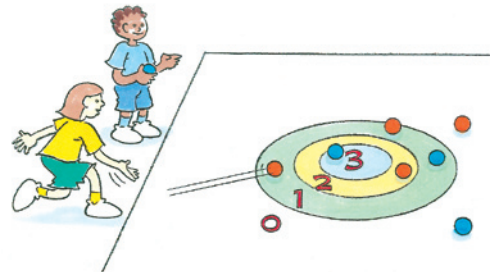
Game rules

- > **Starting position** – all players roll their balls from the same starting point.



Scoring

- > Only the ball closest to the target scores, or all 8 balls score: 8–7–6–5–4–3–2–1.
- > **Circle around target** – balls have different values depending on where they finish.



- > **Easier** – allow players to roll from anywhere on the square.
- > **All together** – all players roll at the same time on the word 'GO'.

Equipment

- > For players with limited vision, use a goalball (makes a noise when it rolls) and a caller to assist.
- > Propel the ball with a foot or use an assistance device such as a rolling ramp.



Playing area

- > Vary the area of the square.
- > Vary the distance of the line from the target (when players roll from the same position).
- > As an inclusive measure, vary the starting position of the target.



Safety

- > Only one player rolls the ball at a time.
- > Balls must be rolled and not thrown, e.g. the ball must contact the ground close to the player.
- > Have adequate space between games.



ASK THE PLAYERS

- > 'What do you do if your opponent's ball is closer to the target than yours?'
- > 'How can you work with your partner to restrict your opponent's scoring opportunities?'
- > 'How can you and your partner get the most balls next to the target?'
- > 'Is it better to roll a ball short of the target or past the target?'