

TITLE

Jogo dos Bilros



TITLE IN ENGLISH

Bobbins Game

OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED

Portugal, Polska (Kuba), Italy (Birilli), Spain (Juego de los bolos)

ORIGIN:

No reference found.

MINIMUM NUMBER OF PARTICIPANTS

2

MAXIMUM NUMBER OF PARTICIPANTS

10+

MATERIAL AND BUILDING INSTRUCTIONS

9 small bobbin, 1 big bobbin and 1 rag ball

SETTING:

Indoor, outdoor

DESCRIPTION OF THE GAME:

The goal is to knock down the bobbin. The team that first reaches 100 points wins.

RULES:

On smooth and level ground, three columns are formed, composed of three bobbins each, all being separated by a distance of about 15 centimeters. The large bobbin is placed in the extension of the central column, about 30 centimeters from the others, and being separated by a risk made on the floor.

Teams must be at a distance from the pitch from 6 to 8 meters.

One player at a time throws the ball so that it rolls across the floor, trying to knock down the bobbin.

The scoring is defined as follows: 20 points for the downfall of the largest bobbin (the twenty), 2 points for the tipping of one of the small bobbins, if this does not exceed the risk, and 10 points for the tipping of a small bobbin if overcome the risk.

Each match can consist of three games, and to win, a team will have to earn at least two.

LEARNING OUTCOMES | COMPETENCES TO BE DEVELOPED THROUGH THE GAME:

Psychomotor abilities: Hand mastery, body coordination, hand-eye coordination, accuracy.

Social skills: Cooperation, teamwork, relationship, communication.

Intellectual abilities: Strategy, reasoning, tactics;

ILLUSTRATION:

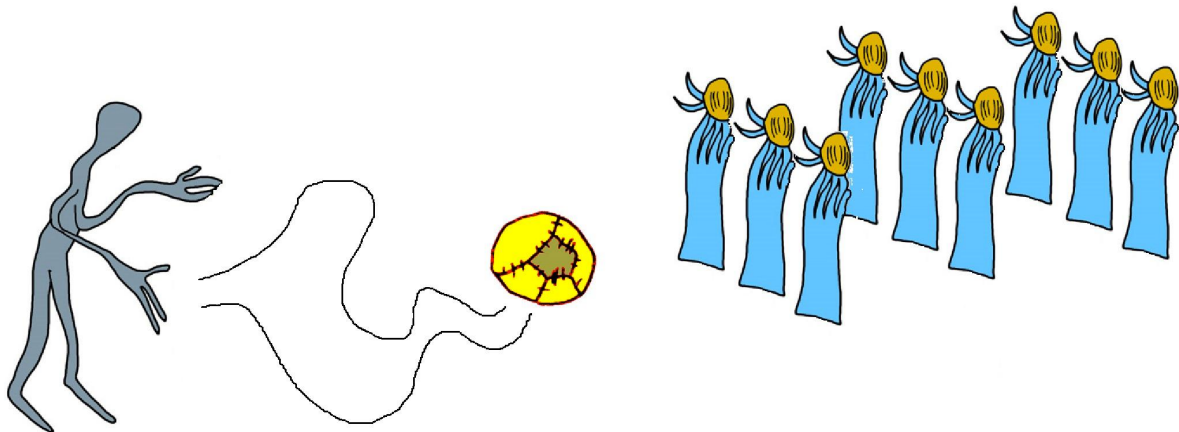


Illustration by Hubert Wencel , adapted by Pedro Lagoá