

Team Bowler-Rama

Objective: To be able to roll a ball accurately and cooperate as a team

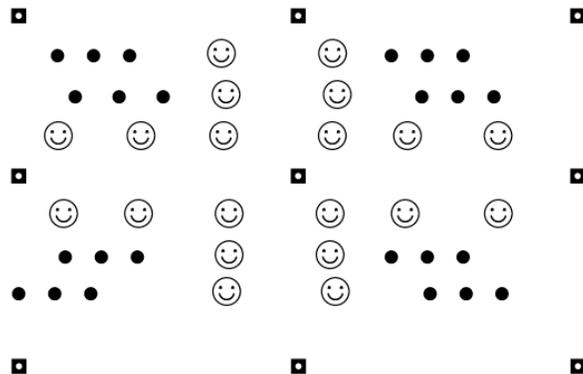
Facility: Gymnasium or open space

Level: Ages 11 and up

Time: 10-15 minutes

Equipment: 24 bowling pins
12 foam balls
10 cones/markers

Organization: Using the cones (■), divide the play area into four quadrants. Divide the players (☺) into four equal teams (approximately 6-8 per team) and place one team inside each of the four quadrants. Place 6 bowling pins (●) inside each of the four quadrants. Give each team three foam balls.



Directions:

1. The object of the game is for each team to roll the balls back and forth, and across the quadrants, trying to knock down other teams' pins. The last team with at least one pin standing is the winner.
2. Players must roll the balls along the floor only, even when passing to teammates. Pins knocked down by throws or bouncing balls are reset.

3. Players must be in their own quadrant when rolling balls into other quadrants. A pin knocked down by a player not in her/his quadrant is reset.
4. Once a pin is knocked down, it must stay down, even if it was knocked down inadvertently by a player on the team defending the pin.
5. Once a team has had all of its pins knocked down, they continue trying to knock down pins of other teams.
6. Players are allowed to block balls from hitting their pins; however, only one player at a time may guard a pin.
7. Players can use any part of their bodies (hands, feet, etc.) to block the balls.

These games are meant for educational purposes only and may not be sold or distributed beyond an educational setting without written permission from SHAPE America.

Submitted by Curt Hinson