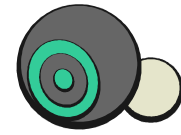


# Log Cabin Camp

## ACTIVITIES INSTRUCTIONS

# Boule



### DESCRIPTION

Boule is fast becoming a game played all around the world. Although traditionally played by the French and Italian's, we thought you might like to have a try at Boule or Pentanque as it's sometimes called, right here at Log Cabin Camp. You need to read the rules carefully before you play, so the game can run smoothly. However, you might like to add some special features in the rules to suit your group.

### MATERIALS

2 Sets of 8 Boule's with Cochonnet (small wooden ball) included in set available in Program Room. Instruction Sheet included in box.

### INSTRUCTIONS

The game must be played between two competing teams. However, the size of each team can vary from one to four or even more at a pinch. Thus any group of people numbering between two and perhaps ten can enjoy a game. By far the most usual team makeups are two against two (doublets), three against three (triplets). In Doublets each player plays three Boule's and in Triplets – Two. So the total number of Boule's in the game is almost twelve.

So, you've selected your location (the Recreation Area in front of the Main Hall), got some friends together, what now? Well, you need one final item of equipment – a coin to toss to see which team goes first.

A player of the team winning the toss selects the starting place and places a marker on the ground denoting the centre of a circle of around fifty centimetres in diameter. He or she then tosses the Cochonnet (small wooden ball) a distance from six to ten metres in any direction, however it is technically invalid if it ends up half a metre from any wall, tree or other obstacle. As a guide, a metre is a good pace taken by an adult.

The game proper starts when a player of the first team, standing with both feet together within the circle, throws a Boule and attempts to place it as near as possible to the Cochonnet, preferably between him and the Cochonnet. The second team must then play until at least one of their Boules is closer to the Cochonnet than the first team's Boule. This can be accomplished either by more accurate placing of a Boule, or by violently shooting the adversaries Boule out of the game by impact.

Assuming the second team achieves this before running out of Boules, the first team then plays until successful or out of Boules and so on, alternately, until all the Boules of both teams have been played. If the Cochonnet is displaced, the game continues unless the Cochonnet either goes outside an agreed perimeter, or cannot be seen from the circle. In that case the round is annulled and restarted, however if the Cochonnet is knocked away when one team has thrown all its Boule's and the other team still has Boule's in hand, the team with the Boule's earns one point for each one that it has not played.

When both teams have thrown all their Boules, the round is complete and the points are determined. The winning team receives one point for each Boule closer than any Boule of the opposing team (thus the maximum possible score in any one round is normally six). A player of the team winning the round

throws the Cochonnet and another round begins. The game usually ends when one team has accumulated thirteen points.

### **SAFETY GUIDELINES**

- Participants should be careful not to drop Boule's on their toes or other's toes.
- Participants should be careful not to toss Boule's when other players are in the throwing zone.

**TIME TO ALLOW FOR THIS ACTIVITY:-** At your discretion

### **LOCATION**

Recreation area in front of Main Hall.

### **AGE SUITABILITY**

The activity is suitable for participants of any age.

### **RATIO**

1:10 It is recommended that there is one Instructor/Leader per ten participants.

### **INSTRUCTOR EXPERIENCE**

Instructors with previous experience supervising small groups in recreation activities would be an advantage.

### **ASSISTING LEADERS EXPERIENCE**

No previous experience is required for an Assistant.

### **PARTICIPANT EXPERIENCE**

No previous experience in the activity is required.

### **INSTRUCTOR RESPONSIBILITY**

The Instructor is responsible for camper supervision and behaviour at all times, this includes: the supervision and behaviour of campers at the activity and to and from the activity. The Instructor is also responsible for: assessing first aid requirements and identifying campers with asthma or other ailments; adhering to Log Cabin Camps rules for the conduct of Boule; and ensuring that all the equipment is returned to the program room at the end of the activity.

The Instructor/Leader must inform the assisting leader (if one is available) of their role in the supervision of the activity, and to also train them in the technical and safety components of Boule.

### **PARTICIPANT'S RESPONSIBILITY**

Participants are responsible for adhering to the instructions of the Instructor.

### **PARTICIPANT'S CLOTHING AND ACCESSORIES**

Solid footwear, hat and sunscreen are advisable.

### **FIRST AID REQUIREMENTS**

The location of the activity is on the campsite, so if any injury should occur, the designated camp First Aider should be consulted.

