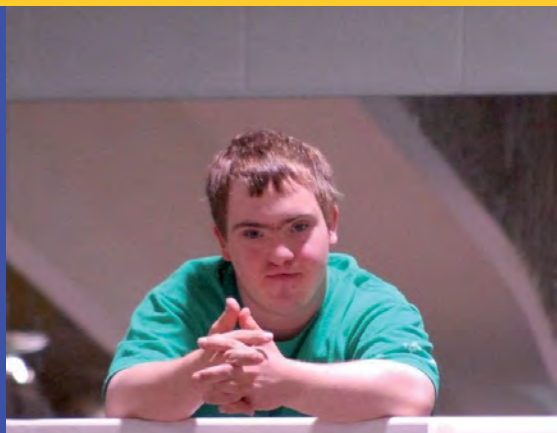# Bocce Session 8:
Follow the Leader Game Day!

BOCCE LESSON PLAN S:8

Objectives:

* To introduce athletes to the roles of scorekeeping (if appropriate)
* To introduce athletes to refereeing (using the colour coded ping pong paddle)
* To introduce athletes to stop watch
* To introduce athletes to leadership positions including referee and scorekeeper

Equipment:

* Bocce Balls
* Bocce Court
* Colour Coded Ping Pong Paddle
* Measuring Tape
* Timer
* Score Chart
* Pencil and Paper

Keys to the Practice:

* Enforce that goal setting is important, as well as sportsmanship
* Ensure that the colours of the balls and the team colour are clear for who is the throwing team
* Exaggerate the referee calls and support the athletes into the characteristics of their new roles- either players, referee, scorekeeper or timer
* If the leadership roles are too much too fast for the athletes in your particular session revert back to the Session 7 lesson plan and change who teams are playing
* Assigning leadership roles is a good opportunity to keep everyone engaged if you do not have enough courts or equipment for all your athletes

Time	Activity	Description
15 minutes	**Introduction- Warm Up & Stretch**	Athletes should jog, run or walk around the gym/field for 5 minutes whi e you collect the necessary equipment (bocce kits and court). Don't set up the bocce courts. Athletes will have a chance to learn to do this in the session. Have athletes do stretches such as touching their toes, moving their arms, legs and stretching out shoul ders and neck. Make sure athletes complete arm swings of both left and right. Grab water if need be. Explain the session's activity.
5 minutes	**Team Division, Role Dispersal and Role Explanation**	Split the athletes up into two teams and assign roles of scorekeeper, referee and time keeper. Ensure that all athletes are aware of the "role" that they will have. Scorekeeper-responsible for keeping score after each frame Timekeeper-timing the game for 20 minutes and making sure that the game stops before the 20 minute mark Referee-communicating verbally and with ping pong paddle whose play it is–is it green ball or red ball?
5 mi nutes	**Court Set Up**	Have athletes work together with coaches to set up the courts. The time frame of this activity may vary widely because of wide ranges of ability in the athletes participating in each session.
10 minutes	**Mini Game Time**	This session athletes will be the referees, scorekeepers and timers. Athletes will play a full game of bocce with a team of similar ability level. Game will last 10 minutes in total. • Coin Toss • Team who wins coin toss throws the pallina • The team who threw the pallina will throw the first ball • The next team will throw their bocce ball • The team whose ball is farthest from the pallina will throw next. *Reminder: Utilize the coloured paddle to indicate which team should be throwing.* This will continue until there are no balls left. • Once all the balls have thrown, calculate points. *(Ex. I{ the green team has two bocce balls closest to the pallina, they will receive 2 points for the round, red will receive no points. Refer to full scoring detail in the Bocce Scoring Section)* • Explain that the winner of the previous frame will have the pallina advantage (will throw the pallina and first ball of the next frame) • Switch sides and continue until time runs out *NOT£· Do not let time run out mid-frame. Ex. I{ there is 2 minutes left on the timer-end the game. With mini games you should have time for 2 frames.*
10 minutes	**Mini Game 2**	In this game have athletes switch roles. Athletes who were in "Leadership" roles will have a chance to be "Athletes" and "Athletes" will have the chance to be "Leaders".
15 minutes (Awareness)	**CoolDown- Stretches and Hydration**	Have athletes gather in a stretch circle stretching out wrists, hands and legs.

Bocce Session 9:
Tournament/Fun Day

BOCCE LESSON PLAN S:9

Objectives:

- To introduce athletes to a competition
- To foster cooperation and communication between unfamiliar teams
- To model and instill socially appropriate behaviour including fair play
- To include volunteers and "buddies" in the community to assist in running this session's games

Equipment:

- Bocce Balls
- Bocce Court
- Colour Coded Ping Pong Paddles
- Pinnies
- Measuring Tape
- Timer
- Score Chart
- Pencil and Paper

Keys to the Practice:

- This session can stay within the 60 minutes or can be extended depending on time/schedule
- Athletes will be able to show sportsmanship, encouragement for their team as well as the opposition. Athletes will be confident in all or most aspects of play
- Athletes may still need one-to-one coaching when it is their turn to throw the bocce ball and/or the pallina
- Athletes may need reminders of game play basics as well as occasional intervention on proper technique

Time	Activity	Description
15 minutes	**Introduction- Warm Up & Stretch**	Athletes should jog, run or walk around the gym/field for 5 minutes while you collect the necessary equipment (bocce kits and court). Don't set up the bocce courts. Athletes will have a chance to learn to do this in the session. Group aerobics with music is a wonderful ice breaker for athletes who have never met. Have athletes do stretches such as touching their toes, moving their arms, legs and stretching out shoulders and neck. Make sure athletes complete arm swings of both left and right Grab water if need be. Explain the session's activity.
5 minutes	**Court Set Up**	Have athletes work together with coaches to set up the courts. The time frame of this activity may vary widely because of wide ranges of ability in the athletes participating in each session.
3 minutes	**Team Organization**	Have athletes wear pinnies or team shirts to differentiate themselves. Place teams with similar ability level opposite each other to ensure meaningful competition.
20 minutes	**Game 1**	This session coaches will be the referees, scorekeepers and timers. Athletes will play a full game of bocce with a team of similar ability level. Game will last 20 minutes in total. • Coin Toss • Team who wins coin toss throws the pallina • The team who threw the pallina will throw the first ball • The next team will throw their bocce ball • The team whose ball is farthest from the pallina will throw next. *Reminder: Utilize the coloured paddle to indicate which team should be throwing.* This will continue until there are no balls left. • Once all the balls have thrown, calculate points. *(Ex. If the green team has two bocce balls closest to the pallina, they will receive 2 points for the round, red will receive no points. Refer to full scoring detail in the Bocce Scoring Section)* • Explain that the winner of the previous frame will have the pallina advantage (will throw the pallina and first ball of the next frame) • Switch sides and continue until time runs out *NOTE' Do not let time run out mid-frame. Ex. If there is 2 minutes left on the timer and the game*
20 minutes	**Game 2**	If you have enough time and athletes to do a tournament style competition have the 2 winning teams from game 1 play each other. The two losing teams will play each other. If there are only two teams in total, have athletes play again and coach areas For improvement.
15 minutes (Awareness)	**Cool Down- Stretches and Hydration**	Have athletes gather in a stretch circle stretching out wrists, hands and legs. Award athletes for their participation. Special awards may be presented to the first place, second place and third place winners.

Bocce:
Bonus Lesson Plans

BOCCE BONUS LESSON PLAN : 1

Objectives:

- To improve the athlete's ability to deliver consistently well-directed balls using both the previous skills drills, for distance and direction
- To have athletes roll bocce balls on cue to specific areas of the court
- To have athletes recall the different types of shots
- To ensure athletes have the proper form of throwing/tossing techniques covered in earlier sessions

Equipment:

- Bocce Ball Set
- Bowling Pines (water bottles, cones, or other available equipment)
- Bocce court and/or tape
- Colour Coded Ping Pong Paddle
- Measuring Tape
- Gym benches or tape

Keys to the Practice:

- Athletes need to understand the significance of the speed of delivery, and coaches should place an emphasis on this
- The further down the court a ball is rolled, the greater the push needed to get it there
- A softer roll means a lesser distance traveled by the ball
- Smoothness through all stages of the pedulum swing is key
- Emphasize keeping eyes on the target to ensure an accurate roll
- In order to aim the roll, athletes need to understand the significance of the initial set up prior to the delivery
- Focus on ""laser eyes" and follow through to this focal point

Time	Activity	Description
15 minutes	**Introduction- Warm Up & Stretches**	Athletes should jog, run or walk around the gym/field For 5 minutes while you collect the necessary equipment (bocce kits and court). Set up the Bocce Court, or tape the outline onto the Floor. Have athletes do stretches such as touching their toes, moving their arms, legs and stretching out their shoulders and neck. Have athletes do arm swings to get them ready to roll! Grab water if need be. Explain the session's activity.
20 minutes	**Hit That Ball**	Divide athletes into teams with Four (4) players each-the number of teams will be dependent on program size. Set up a bocce court Setup 4 bocce balls From the opposing team around the pallina (as per diagram on next page). Have the Arst team stand on the end of the bocce court, practice hitting the opposing team's balls away from the pallina. Once all team members have had an attempt, next team is up.
10 minutes (Awareness)	**CoolDown- Stretches and Hydration**	Have athletes gather in a stretch circle stretching out wrists, hands and legs.

HIT THAT **BALL** ACTIVITY
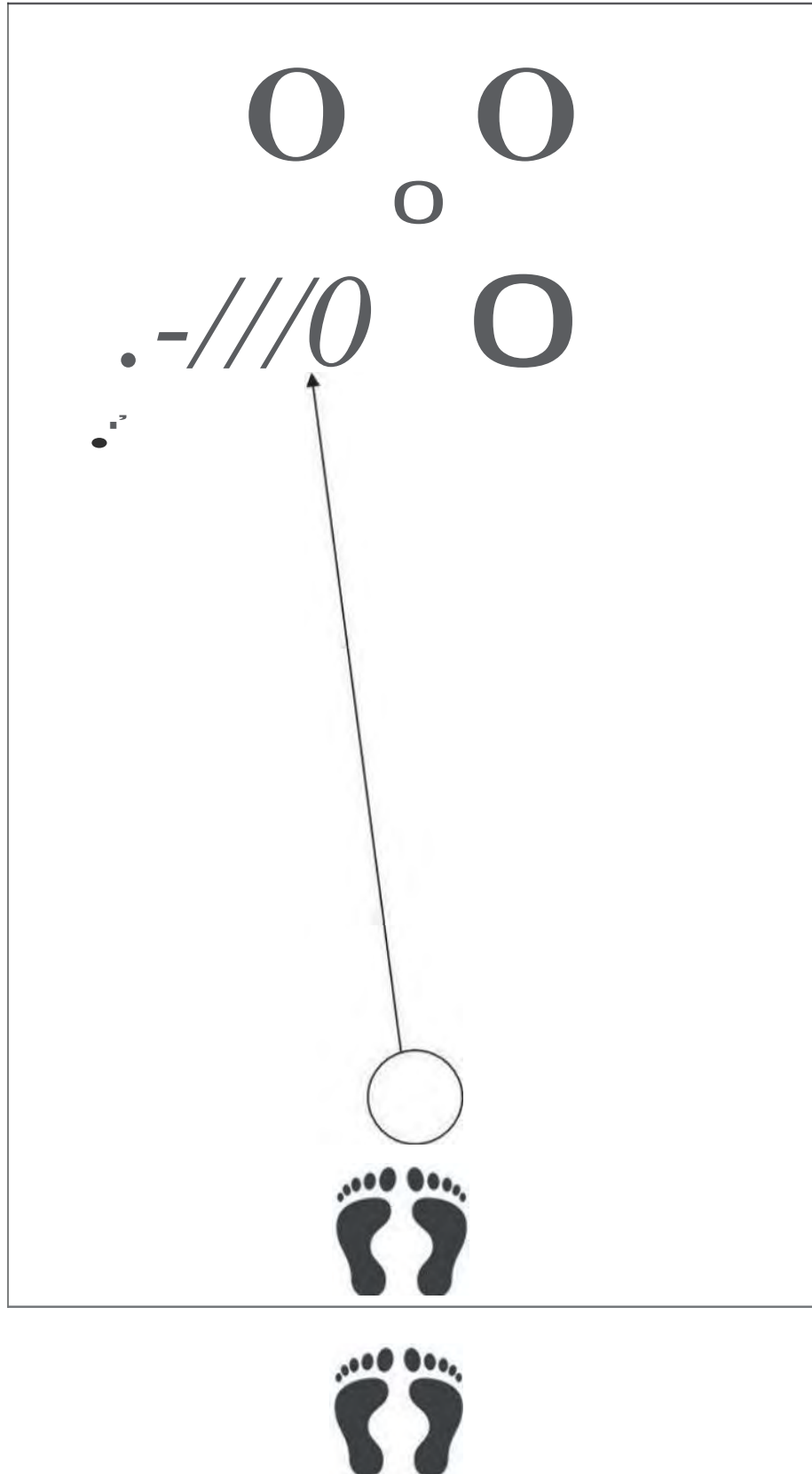
BOCCE BONUS LESSON PLAN : 2

Objectives:

- To establish "laser eyes" on a target (in this case the hula hoop)
- To work on straight aim in to the hula hoop with purposefully follow through
- To establish confidence with stance and grip of the bocce ball to achieve more independence while playing the game of bocce
- To feel the difference of rolling for differing distancing the adjustment of throwing force that goes along with this change

Equipment:

- Bocce Balls
- Bocce Court
- Hula Hoops

Keys to the Practice:

- Adjust the distance of the hula hoop to the athlete if the activity is too difficult or easy for athletes
- Stand behind the athlete and help them establish proper body positioning for successful aim
- Help the athlete not to overstep, i.e. step too far forward or step to a too-narrow base
- Give athlete cues as to how light or hard to throw the ball (if necessary)
- If athletes are having particular trouble adjusting the aim have each athlete take two turns to give them adjustments and allow the athlete to execute the adjustment
- Smoothness through all stages of the pendulum swing is key for this session
- Emphasize keeping eyes on the target to ensure an accurate roll

Time	Activity	Description
15 minutes	**Introduction-Warm Up & Stretches**	Athletes should jog, run or walk around the gym/field For 5 minutes while you collect the necessary equipment (bocce kits and court). Set up the Bocce Court, or tape the outline onto the floor. Have athletes do stretches such as touching their toes, moving their arms, legs and stretching out shoulders and neck. Have athletes do arm swings to get them ready to roll! Grab water if need be. Explain the session's activity.
15 minutes (Throwing/ Aiming)	**Aim for the Centre**	Setup the bocce court. Place a hula hoop on one end of the court. Have athletes line up on the opposite end of the court. Each athlete attempts to throw bean bags/bocce balls into the hula hoop. Each athlete gets 8 throws. Two points are awarded For every bean bag/ball that lands inside the hula hoop without touching the edge and one point if the bean bag/ball is touching the hula hoop (from inside). Each athlete will throw one after the other.
15 minutes	**Distance Rolling**	Set up a bocce court. Place pallina at different locations within the court and divide athletes into two teams of 4 or into 4 teams of 4. Adjust based on the number of athletes in your session. Athletes will line up and throw one time each and try to get as close to the pallinas as possible. The team who reaches all 4 pallinas in the court will be the winner.
15 minutes (Awareness)	**Cool Down-Stretches, and Hydration**	Have athletes gather in a stretch circle stretching out wrists, hands and legs.

AIM FOR THE CENTRE

Hula Hoop

DISTANCE ROLLING

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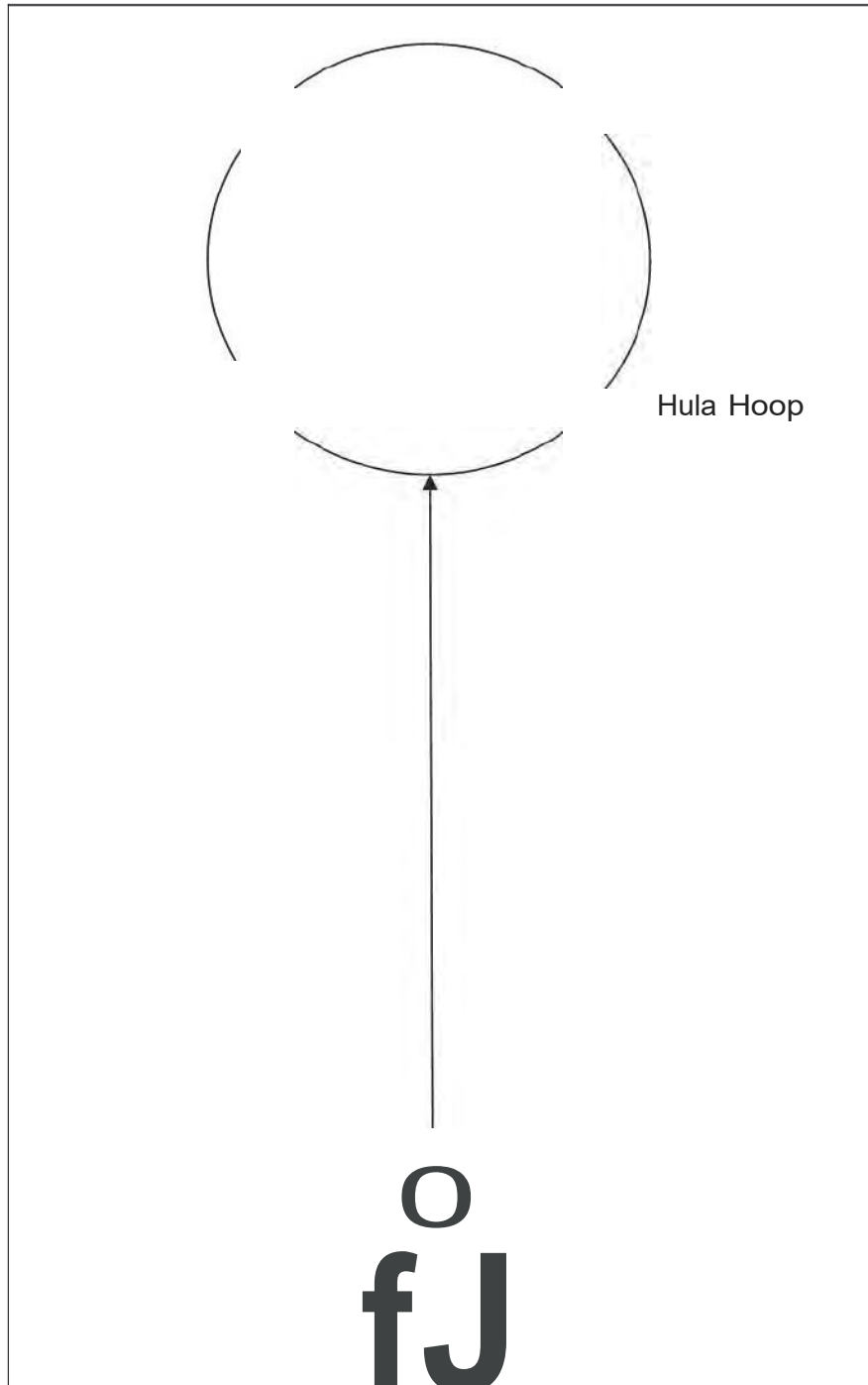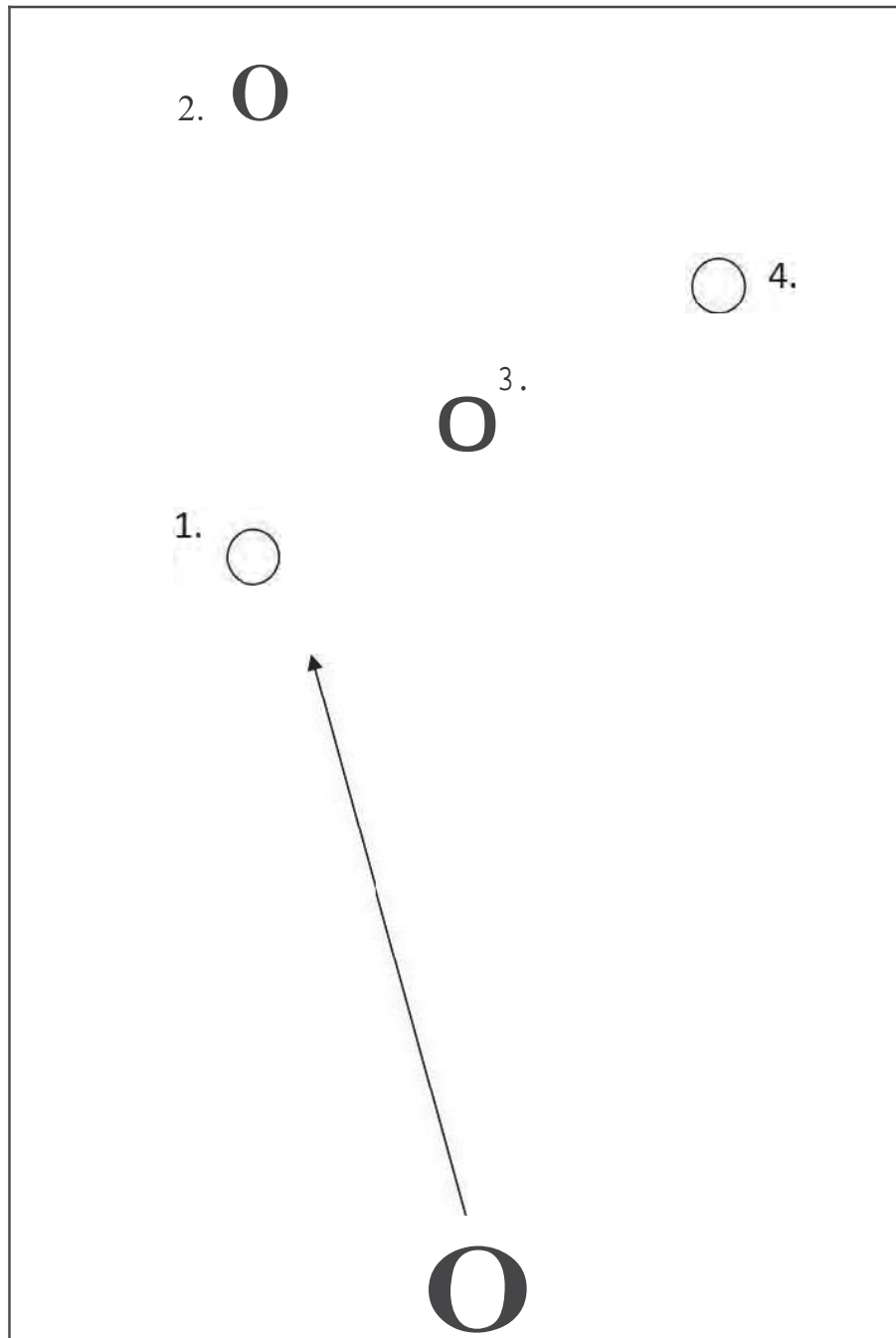
"Throw ball **to** **2**..... Throw ball to **1**"

BOCCE BONUS LESSON PLAN : 3

Objectives:

- To establish control over force of roll
- To become more comfortable with the Pointing Shot
- To establish a smooth movement and follow through with the rolling hand when rolling
- To activate all muscle groups within the body necessary for a successful pointing shot
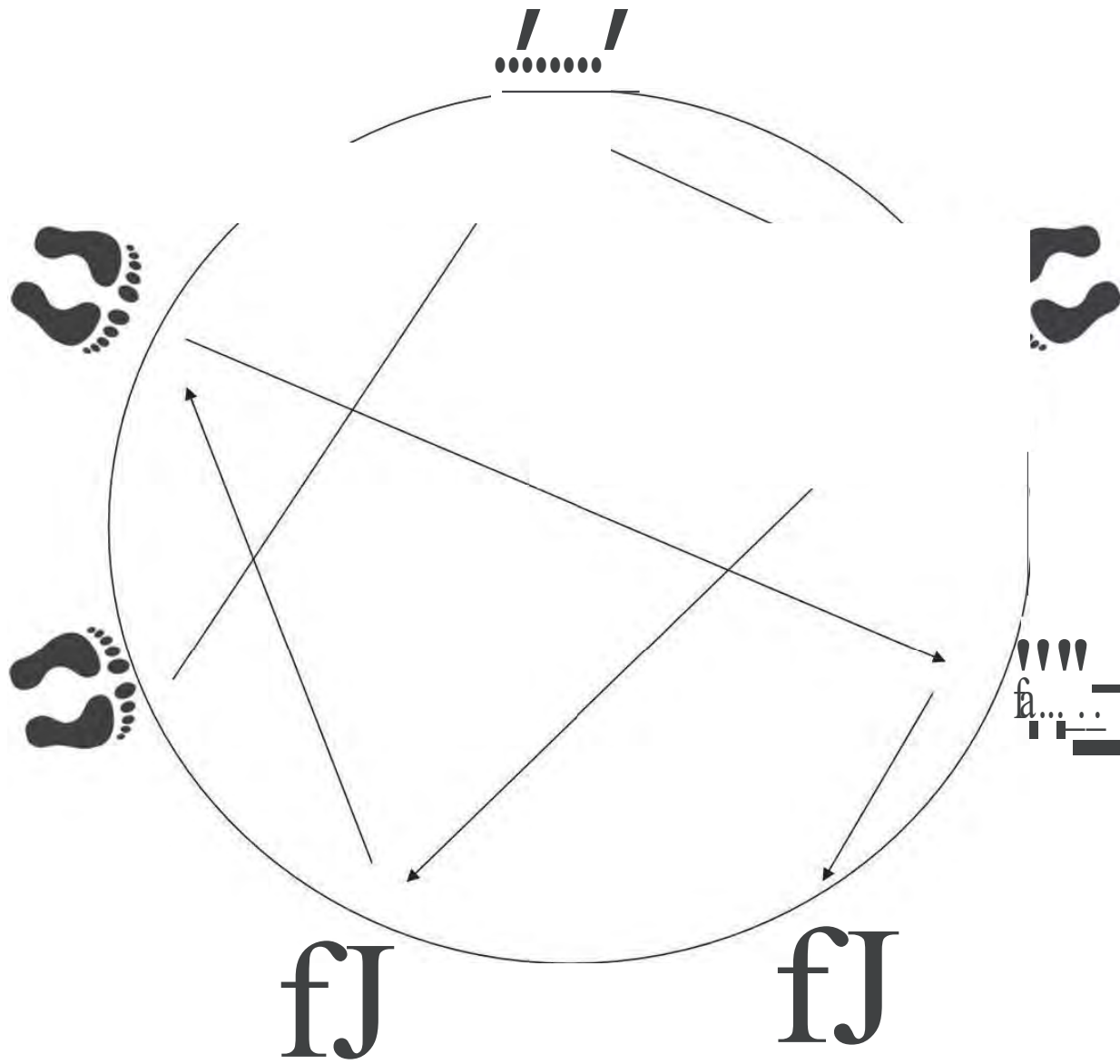- To develop coordination of hands and foot through the roll/throw

Equipment:

- Bocce Balls
- Pallina
- Bean Bags
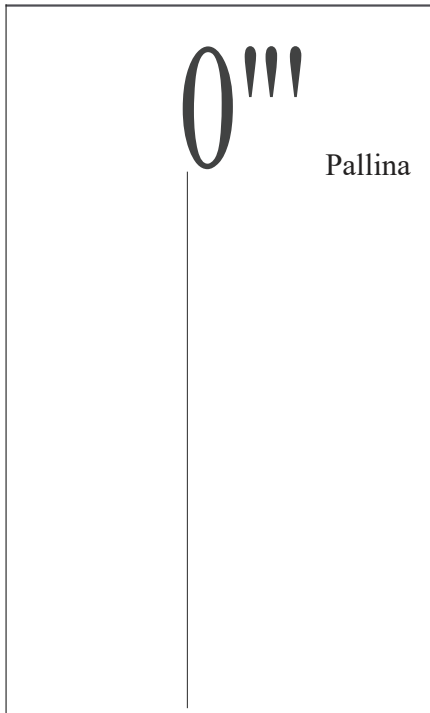- Bocce Court
- Hula Hoops

Keys to the Practice:

- Remind the athlete throughout the entire movement that this is a slow gentle release as opposed to a strong fast release.
- For the athlete to establish good smooth speed throughout the whole movement, they may benefit from counting at stages throughout the delivery.
- Have the athlete swing the ball forward and ensure the ball is being released in a smooth motion.
- Remind the athlete that the speed of the follow-through should not be fast.
- Ensure that the athlete is square to the target and keeps his/her eyes on the target to ensure an accurate shot.
- Ensure that as the athlete is rolling that the opposite foot to their rolling hand is coming forward as the arm is following through the roll/throw
- Athletes need to understand the significance of the speed of delivery, and coaches should place an emphasis on this.

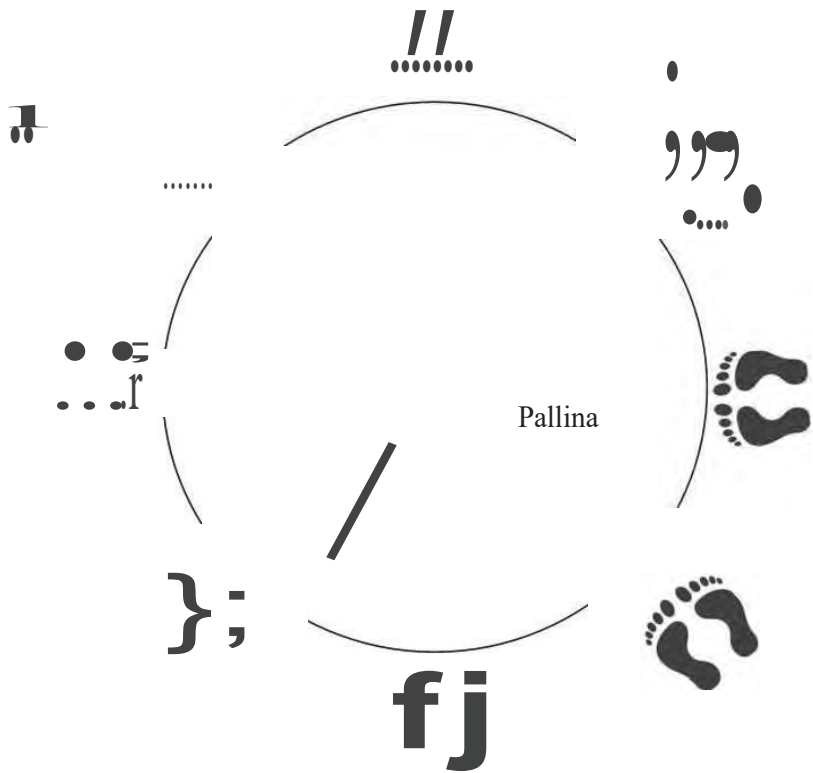| Time	Activity	Description
15 minutes	**Introduction-Warm Up & Stretch**	Athletes should jog, run or wak around the gym/field for 5 minutes while you collect the necessary equipment (bocce kits and court). Set up the Bocce Court, or tape the outline onto the floor. Have athletes do stretches such as touching their toes, moving their arms, legs and stretching out shoulders and neck. Have athletes do arm swings to get them ready to roll! Grab water if need be. Explain the session's activity.
15 minutes (Throwing/ Aiming)	**The Pointing Shot Circle** **Enforce safety** **Only use when athletes have understanding and necessary abilities**	The pointing shot is played gently, it is rolled opposed to thrown. The pointing shot is played as a precision shot. Have athletes practice rolling the ball toward a target, i.e. have them practice the pointing shot. This can be done by having the athletes form a large circle. Have the athlete holding the ball say another athlete's name. The athlete holding the ball will pass to that athlete. Once the athlete receives the ball they will call on another athlete to pass to. Continue this process. This can be made into an elimination game. If the athlete misses they will exit the circle. The last athlete standing has won the game. Don't forget to enforce safety and ensuring everyone is paying attention.
15 minutes	**Hit the Pallina**	Set up a bocce court; have an athlete toss the pallina. Line the athletes up behind one another. Have them practice hitting the pallina using the hitting/specking shot. This will allow the athletes to work on a key shot in the game of bocce and also work on their aim. Divide athletes up to correspond with a bocce ball colour. In this throwing circle, the athletes will aim at the pallina located at the center of the circle. Athletes will aim at the pallina and/or have the option of practicing their hitting shot. The team with the most bocce balls around the pallina will win! If there is a larger group employ 2 bocce sets with 4 different colours.
10 minutes (Awareness)	**Cool Down-Stretches, and Hydration**	Have athletes gather in a stretch circle stretching out wrists, hands and legs.

HIT THE PALLINA

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Pallina

Bocce:
Skills Assessment

REPORTING BOCCE SKILLS

Skill Progression- Recognition of Equipment Used

Your Athlete Can	Never	Sometimes	Often
Recognize a bocce ball			
Recognize the colour differences of the bocce balls			
Recognize the pallina			
Recognize the tape measure			
Recognize the paddles used			
Associate the connection between paddle colour and bocce ball			
Totals			

Skill Progression- Recognition of Playing Field

Your Athlete Can	Never	Sometimes	Often
Recognize the 10-foot foul line			
Recognize the 30-foot half way line			
Recognize the 50-foot line			
Recognize the back boards/boundaries			
Recognize the side boards/boundaries			
Totals			

Skill Progression- Recognition of Scoring Process and Terms

Your Athlete Can	Never	Sometimes	Often
Understand the point-scoring system used in the game of bocce			
Follow the scoring on a score card/score board			
Recognize the scores on a score card			

Skill Progression- Recognition of Playing Terms

Your Athlete Can	Never	Sometimes	Often
Recognize the term "In" & "Out" team			
Recognize the term "foul"			
Recognize the term "pointing"			
Recognize the term "hitting"			
Totals			

Skill Progression- Pointing (Standing Release)

Your Athlete Can	Never	Sometimes	Often
Collect ball from back of court and step up to foul line			
Deliver bocce ball using correct stance			
Stand with feet appropriately spread			
Hold the bocce ball correctly			
Use correct arm swing			
Use correct release of ball from hand			
Maintain correct wrist posture once bocce ball has left the hand			
Use correct follow-through with full arm extension following release of ball			
Minimize head movement throughout drill			
Totals			

Skill Progression- Pointing (Stepping Release)

Your Athlete Can	Never	Sometimes	Often
Collect ball from back of court and stand correctly back from the foul line			
Prepare to deliver the bocce ball from the correct starting stance			
Hold the bocce ball correctly			
Step forward using appropriate forward leg movement			
Stand with feet appropriately spaced to give a balanced base			
Use correct back arm swing at appropriate time of stepping forward			
Use correct force to deliver "pointing" shot			
Use correct forward arm swing at appropriate time of stepping forward			
Use correct release of ball from hand			
Maintain correct wrist posture once bocce ball has left the hand			
Use correct follow-through with full arm extension following release of bocce			
Totals			

Skill Progression- Recognition of Sportsmanship and Etiquette

Your Athlete Can	Never	Sometimes	Often
Exhibit sportsmanship and etiquette at all times			
Demonstrate competitive effort while playing at all times			
Select the correctly coloured balls throughout the game			
Wait for official to indicate player's own turn to play			
Maintain knowledge of score			
Display good sportsmanship by cheering on fellow teammates			
Play cooperatively and competitively			
Take turns with other team members			
Listen to coaches' instructions			
Totals			

Skill Progression- Hitting

Your Athlete Can	Never	Sometimes	Often
Collect ball from back of court and stand correctly back from the foul line			
Prepare to deliver the bocce ball from the correct starting stance			
Hold the bocce ball correctly			
Step forward using appropriate forward leg movement			
Stand with forward foot appropriately positioned			
Stand with feet appropriately spaced to give a balanced base			
Use correct back arm swing at appropriate time of stepping forward			
Use correct force to deliver a "hitting" shot			
Use correct forward arm swing at appropriate time of stepping forward			
Use correct release of ball from hand			
Maintain correct wrist posture once bocce ball has left the hand			
Use correct follow-through with full arm extension following release of ball			
Minimize head movement throughout drill			
Totals			

Skill Progression- Rebounding/Banking

Your Athlete Can	Never	Sometimes	Often
Collect ball from back of court and stand correctly back from the foul line			
Align themselves correctly to deliver the appropriate shot.			
Prepare to deliver the bocce ball from the correct starting stance			
Hold the bocce ball correctly			
Step forward using appropriate forward leg movement			
Stand with forward foot appropriately spread			
Stand with feet appropriately spaced to give a balanced base			
Use correct back arm swing at appropriate time of stepping forward			
Use correct force to deliver a "banking/rebounding" shot			
Use correct forward arm swing at appropriate time of stepping forward			
Use correct release of ball from hand			
Maintain correct wrist posture once bocce ball has left their hand			
Use correct follow through with full arm extension following release of bocce			
Minimize head movement throughout drill			
Totals			

Bocce:
Appendix 1

BOCCE 4-ON-4 RULES

Team and Players:

1. A team may have up to five players, which includes four starters and one substitute.
2. Bocce is a game of 4-on-4. Each team must start the game with four players or forfeit the game. If a team falls below four players once the game has started due to injury, the team will be permitted to continue with three players on the court. If a team falls below three players due to player ejection, the team will forfeit that game.

The Game:

1. **Playing court** - each bocce court will be 60 feet in length and 12 feet wide. The court surface will be composed of grass, artificial turf, or on a gymnasium floor.
2. **Equipment**—Bocce is played with eight balls and one smaller target or object ball called the pallina (jack, cue, beebee etc.). There are four balls to a side or team, and are made in two colours to distinguish the balls of one team from those of the opposing team.
3. **Pallina and colour** — A coin toss by the referee will determine which team has the pallina and choice of ball colour.
4. **Rotation of players**—The players of any given team may elect to play their balls in any rotation, provided the one who tosses the pallina delivers the first bocce ball. The rotation may vary from frame to frame; however, no player may deliver more than his/her allotted number of balls per frame.

Competition:

1. **Three-attempt rule** — The team possessing the pallina will have three attempts at throwing the pallina to the opposite end. If these three attempts are unsuccessful, the referee will place the pallina in the center of the court.
2. **Sequence of play** — The pallina is rolled or tossed by a member of the team having won the coin toss to start the game. The player tossing the pallina must deliver the first ball. The opposing team will then deliver their bocce balls until they have a ball closer to the pallina than the opposing team or they have exhausted their four balls. This "nearest ball" rule governs the sequence of played balls. The side whose ball is the closest to the pallina is called the "in" ball and the opposing side the "out" ball. Whenever a team gets "in," it steps aside and allows the "out" team to deliver. i.e.: Team A wins the coin toss and therefore gets to throw the pallina and one large ball. Team B throws their first ball too far and their second ball makes it closer to the pallina than Team A's ball. It is now Team A's turn to throw until they have a ball closer than Team B or until they are out of balls. The frame is over when each team is out of balls.
3. **Initial point**—It is always incumbent upon the team with the pallina advantage to establish the initial point. eg.: Team A tosses the pallina and delivers the first ball. Team B elects to hit Team A's ball out of position. In doing so, both balls, Team A's and Team B's, fly out of the court, leaving only the pallina in the court. It is incumbent upon Team A to re-establish the initial point.

4. **Ball delivery**—A team has the option of rolling, tossing, bouncing, banking, etc., its ball down the court, provided it does not go out of bounds or the player does not violate the foul markers. A player also has the option of "spocking" or hitting out any ball in play in trying to obtain a point or decrease the opposing team's points. A player can grip the ball by placing his/her hand over or under the ball as long as the ball is released in an under- hand delivery. An underhand delivery is defined as releasing the ball below the waist. Each player will throw one ball.

Scoring:

1. **Scoring**—At the end of each frame (when both teams have exhausted all balls), scoring will be determined as follows: points are awarded to the team whose balls are closer to the pallina than the closest ball of the opposing team, which can be determined by viewing or by mechanical measurements. A player may request a mechanical measurement. (Measurements will be taken from the centre side of the bocce ball to the centre side of the pallina). At the end of a frame, when the referee announces the winning points and colour to the players outside the court at the pallina end and before the balls are removed, the referee should look to the players for agreement. The players have a right to request a measurement if the players disagree with the referee. When the players or team agrees with the number of points awarded the court officials then proceeds to remove the balls to start the next frame. The scoring team for each frame will also win the pallina advantage for the subsequent frame. The referee will be responsible for validity of the scoreboard and scorecard, so it is incumbent upon the team captain to verify the accuracy of the posted score at all times.
2. **Ties during frame**—In the event that two opposing balls are equidistant from the pallina (tied), the team that rolled last will continue to roll until the tie is broken. Example: Team A rolls a ball toward the pallina and establishes the point. Then Team B rolls its ball toward the pallina, and the referee determines that they are both exactly the same distance from the pallina. Team B must continue to roll until it has a point closer than Team A's ball. If Team B does roll up to the point, and Team A hits that ball out re-establishing a tie, Team A must continue to roll until the tie is broken.
3. **Ties at the end of a frame**—In the event that the two balls closest to the pallina belong to opposing teams and are tied, no points will be awarded. The pallina returns to the team which last delivered it. Play re- sumes from the end of the court from which the frame was last played.
4. **Winning score** —first team to 16 points

Tournament Format:
• Round Robin Format with 3 points for a win, 2 points for a tie and 1 point for a loss. No playoffs
• NO overtime in round robin (ties will stand).
• One 60 second time out will be permitted per team
• Substitutions must wait at scorekeeper table before being called onto the court
• Tie breakers to be determined in succession:
    1. Highest game points
    2. Lowest points against average
    3. Highest points for average

Bocce Modifications and Adaptations:

In competition, it is important that the rules not be changed to suit athletes' needs. There are, however, approved bocce aids that do accommodate the athlete's needs and are permitted in the rules. Also, coaches can modify the training exercises, communication method and sport equipment to assist athletes in achieving success.

1. Modifying Exercises—Modify the skills involved in an exercise so that all athletes can participate. For example, during the warm-up and cool-down, many stretching exercises can be done with or without the use of a chair.

2. Accommodating an Athlete's Needs—Use the sound of a bell for visually impaired athletes. For partially sighted athletes, a bright coloured tube may be placed over the pallina and then removed as the ball travels down the court.

3. Modifying Your Communication Method— Different athletes require different communication systems. For example, some athletes learn and respond better to demonstrated exercises, whereas others require greater verbal communication. Some athletes may need a combination - to see, hear and even read a description of the exercise or skill.

4. Modifying Equipment —Successful participation for some athletes requires equipment modifications to suit their particular need, such as using smaller/lighter "developmental sized" balls for players with small hands.

5. Adaptations—

- More specific adaptations for bocce are listed below.
- Use a softball or similar sized ball.
- Use smaller bocce balls for athletes with small hands.
- Use larger soft ball for those athletes who may not be able to close their hand on a "normal" sized ball.
- Use a softer textile ball for easy grip.
- Use an adapter-pusher device to aid in pushing the ball down the court.
- Use a preliminary arm swing rather than the traditional walking approach when delivering the ball.
- Have the athlete roll from a chair or wheel chair.
- As bocce is played primarily with direction from the colour of the flags the court official is holding, this game is ideal for any athlete with an auditory impairment.
- Use rubber shaped footsteps to help with stance and starting point.
- Play six balls per end/frame.
- Use no foul lines.
- Shorten distance between foul line and end of court.
- Use a harder surface to allow greater roll for those athletes with less upper body strength.
- Use smaller or lighter balls.
- Use large targets for athletes to aim at.
- Use brightly coloured equipment.
- Use a brightly coloured pipe held over the pallina .
- Have a sighted assistant tell the athlete where the pallina is in relation to end/side of the court or the distance from the delivery point.

Thank you!

Special Olympics Canada would like to thank *Special Olympics Ontario* for providing their *"Bocce - Multisport"* program as a basis for this resource and providing the necessary collaboration and guidance to ensure a quality final product.