



## SEND Boccia Event

### Overview

Welcome to the Devon School Games Event hosted by Active Devon and the Devon School Games Organisers. We aim to provide every child with a positive experience in an environment where the young person's motivation, competence and confidence are at the centre of everything we do.

**Event Date:** Tuesday 23rd January 2024

**Time:** The event will take place between 10.30am – 2.30pm

**Entry Closing Date:** Entries will close at 1800 on Tuesday 16<sup>th</sup> January 2024

**Venue:** St Luke's C of E School, Harts Lane, Exeter, EX1 3RD

### What to Expect from the Event?

Boccia is for everyone and loved by people of all ages and a great way to get the least active involved in sport. It can be adapted to include all disabled people. A game of precision, skill and tactics. The aim of the game is to get your ball as close to a white target ball as possible. This Boccia event will be split into two divisions:

- PD (physical disability)
- PAN (learning/behaviour/sensory)

### Target Audience and Age Groups:

- Special Schools
- Primary mainstream SEND students
- Secondary mainstream SEND students
- Teams should consist of 3 players, squads of 6

### Refreshments

Please bring lunch, drinks and snacks with you for the day.

### Spectators and Guests

We are not inviting guests or encouraging spectators to this event.

### Toilets

Toilet are situated outside of the sports hall in the changing rooms.

### Risk Assessments

A risk assessment has been carried out prior to the event date. This will be assessed on the morning of the event when event staff carry out a dynamic risk assessment.



### **Parking and Charges**

Free parking is available on site.

### **Emergency Evacuation Assembly Point**

In the event of an onsite emergency, we will be guided by the St Luke's Staff and follow their procedures.

### **First Aid and Medical Provision**

All schools who enter this event are responsible for their team's medical provision.

Automated External Defibrillator (AED) is situated at Sainsbury's Pinhoe. We have one on site

### **Nearest Accident and Emergency**

Royal Devon and Exeter Hospital  
Barrack Rd,  
Exeter  
EX2 5DW

### **Litter**

Please collect your team's litter and take it home or place in the bins provided.

### **Lost Property**

Lost property will be kept on the site and will be up to the discretion of the venue as to how long the items are kept.

### **Event Contact**

Entries will be dealt with by Lisa Alford at Active Devon and can be reached on the following: Email - [lisa.alford@activedevon.org](mailto:lisa.alford@activedevon.org) Mobile - 07582 350349

Nick Gillard will be coordinating this event on the day and can be reached on the following: Email - [nick.gillard@stlukescofe.school](mailto:nick.gillard@stlukescofe.school) Mobile - 07767006180

### **Entering the Event**

To register for this event please complete this link [SEND Boccia Competition - Entries Form](#)

### **Contacts:**

Should you have any questions please contact your local School Games Organiser:

Torbay SGO - Annabel White - [annabel.white@paigntonacademy.org](mailto:annabel.white@paigntonacademy.org)

Plymouth SGO - Hayley Jarvis - [h.jarvis@sjhcsc.co.uk](mailto:h.jarvis@sjhcsc.co.uk)

Plymouth SGO - Josh Gilbert - [j.gilbert@sjhcsc.co.uk](mailto:j.gilbert@sjhcsc.co.uk)

South Hams & West Devon SGO - Beth Bosley - [bbosley@westst.org.uk](mailto:bbosley@westst.org.uk)

East Devon SGO - Kevin Moran - [kmoran@thekings.devon.sch.uk](mailto:kmoran@thekings.devon.sch.uk)

Exeter & Mid Devon SGO - Nick Gillard - [nick.gillard@stlukescofe.school](mailto:nick.gillard@stlukescofe.school)

South Dartmoor SGO - Dan Lugg - [DLugg@southdartmoor.devon.sch.uk](mailto:DLugg@southdartmoor.devon.sch.uk)

North Devon SGO - Angela Daniel - [adaniel@gts.devon.sch.uk](mailto:adaniel@gts.devon.sch.uk)



### Social Media:

Why not share your achievements with us on social media using **#DSG**:

- Facebook – @schoolgamesdevon
- Twitter – @SGDevon
- Instagram -devonschoolgames

### How Do I Play Boccia?

From a seated position, players propel balls to land as close as possible to a white marker ball, known as the Jack. Two sides compete as individuals, pairs or as a team of three over a set number of ends.

Each side plays six balls (red or blue) each end. After each end, the athlete, pair or team with the ball closest to the jack receives 1 point plus an additional point for each ball closer to the jack than their opponent's. Points are accumulated over the course of a match to find a winner. Although simple to get started, the tactics of the sport offer both tension and excitement as the game plays out.

Balls can be rolled down a ramp, thrown or kicked. If a player is unable to release the ball with their hands, they can use assistive devices, such as a head pointer.

- All players must be seated during a game
- A game consists of a series of ends
- An end consists of all 13 balls being propelled onto court (the jack, 6 red and 6 blue)
- Decided using a coin toss, the winning player/captain chooses to be red or blue
- Both sides must occupy a designated box on the court from where balls are propelled
- The red side always begins the first end by propelling the jack into court
- In a pairs or team match each player propels the jack onto court in turn
- The player who propels the jack ball also propels their first coloured ball
- A player from the opposite side then propels their first coloured ball
- The side not closest to the jack plays until they get closer, or run out of balls
- The end is complete when all balls from both sides have been propelled
- One point is awarded for every ball of the same colour, which is closest to the jack
- Points scored each end are accumulated to give a final score

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