

GOPHER

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GamePlay[™]

DiscBonk[™] Game By **GOPHER**

DiscBonk[™] Activity Instructions

Equipment

- 2 DiscBonk[™] Sets
- 2 Wiffle Balls
- 1 AirRanger[™] Plastic Disc

Objective

Be the first team to score 21 points by knocking the wiffle ball onto the ground and having your opponents miss the disc.

Directions

Numbers of Players. 2 teams of 2 players.

Setup. Place the sets on a flat surface 25 feet apart. Be sure there is enough space surrounding each pole so players can safely move back and side to side to catch the disc. Place a wiffle ball on top of each pole. Each team chooses a pole to stand behind.

Game Play. The starting team is chosen by the teacher. In future games, the winner of the last game always starts. Players take turns throwing the disc at the opponent's pole.

- Players must stand behind their pole (each pole creates an invisible fault line).
- The starting team throws the disc from behind their pole, aiming for the opposite pole. The receiving team attempts to catch the disc, which must pass their pole (and invisible fault line) before players can attempt to catch it. If a disc is caught before it passes the pole, the throwing team automatically scores 1 point.
- Every throw of the disc must be catchable. If the disc is thrown too high or too wide for the receiving team to catch, it is considered a scratch and no points are scored.
- When the disc is caught, the receiving team scores 1 point. If the disc is missed and hits the ground, the throwing team scores 1 point.
- If the throwing team hits their opponent's pole with the disc and the ball falls, the receiving team must catch the ball and the disc. If the ball hits the ground, the throwing team scores 3 points. If both the disc and the ball hit the ground, the throwing team scores 4 points.
- The receiving team now takes their turn to throw the disc, aiming for the opposite pole. Teams take turns throwing the disc back and forth.

Scoring. The first team to score 21 points wins. Points are scored as follows:

- A catchable disc hits the ground (not caught by receiving team) = 1 point for throwing team.
- A catchable disc is caught by receiving team = 1 point for receiving team.
- A ball hits the ground (not caught by receiving team) = 3 points for throwing team.
- Both a ball and catchable disc hit the ground (not caught by receiving team) = 4 points for throwing team.
- A catchable disc is caught by receiving team before it passes their pole = 1 point for throwing team.

Options.

- All players must hold an object (ball, beanbag, etc.) in 1 hand at all times.
- Place the sets farther apart or closer together to increase or decrease the difficulty level.
- If a team exceeds 21 points during their turn, their score drops back to 15 points.
- Points are not scored by the receiving team for catching the disc.
- All players must throw the disc with their non-dominant hand.