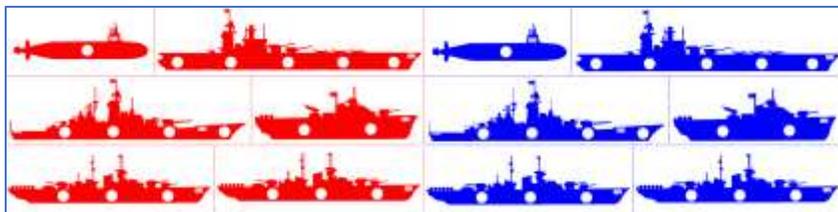


Bowling Battle Ships™ Games
Activity Guide for W14329, W14330, W14331

W14329 Bowling Battle Ships Target Mats

Contents: 1 – 10' long mat with 12 ships (6 red and 6 blue) printed on one side.

Instructions for Use: Cut the mat into 12 ships by cutting along the dotted lines printed on the mat. Once cut up, always try to store the individual mats / ships in a flat condition.



W14331 Bowling Battle Ships Easy Pack w/ 12" H Pins

Contents: 1 – 10' long mat with 12 ships (6 red and 6 blue) printed on one side

36 – 12" High plastic bowling pins

6 – 2.5 pound bowling balls

W14330 Bowling Battle Ships Deluxe Easy Pack, w/ 15" H Pins

Contents: 1 – 10' long mat with 12 ships (6 red and 6 blue) printed on one side

36 – 15" High weighted plastic bowling pins

6 – 2.5 pound bowling balls

Bowling Battle Ships Game Instructions:

Where to Play: The game can be played indoors or outdoors (on a calm day) and will need a pretty big space. A school gym is an ideal place to play. If played outdoors a large (about 50' x 80') smooth paved area will be required. The boundaries of the outdoor area should be marked with cones or spot markers. With one marker at each corner, 2 markers to define the center of the 80' dimensions and 4 more markers that will be placed about 10' from the center line.

Equipment List:

1. Bowling Battle Ship Targets – Up to 6 per team. If you don't have enough pins to cover each ship, just use fewer ships per side.
2. Bowling Pins – Up to 18 per side, one for each spot on each ship for each side. Any size pin can be used, larger pins (around 15" high, like W2577, are preferable). If playing outdoors, weighted pins (partially filled with sand) are preferable to keep them from blowing over.
3. Bowling Balls – Minimum of 3 balls per side. Any weight ball can be used. S&S options are:
 - W9874 1.5 lbs, Solid Foam
 - W9284 2.5 lbs, Hollow Rubber
 - W9285 5 lbs, Hollow Rubber

If bowling balls are unavailable, then any other type of ball can be used from a playground ball to a soccer ball. Using bowling balls is just so much more fun!

Set-Up: (see diagram)

1. Divide the players into 2 teams of about the same number of players with roughly equal ability.
2. Tell them how the game is played and have them set-up the ships anywhere they think appropriate. If the mats don't lie flat, try using floor tape to secure them in place. Once the ships have been placed on the floor, each team should place a bowling pin on the white dots within each ship. When complete, each team should have a total of 18 pins on their 6 ships.
3. There are 3 bowler positions and 3 return positions for each team during the game.

Bowlers (B)- Are offensive players and they roll bowling balls at the opposing teams ships and pins trying to knock them over. Be sure to avoid friendly fire and avoid knocking over any of your team's pins. Bowlers can stand anywhere behind their end of the playing area. In a gym, this would be anywhere beyond the baseline of their end.

Return Players (RP) – Will stand at the opposite end of the play area and gather a ball rolled by one of their teammates after it crossed the opposing baseline or comes to a stop somewhere in the play area. Once they grab a ball, they will race outside of the play area and to return it to a bowler at their end. Return players must not interfere with the opposing team's bowlers.

Game Play:

- 1. Winning** – There are two ways to play, either the first team to sink all their opponents ships by knocking over all their pins wins the game or a time limit for a game can be set. If a time limit is set, the first team to knock over all the opponents pins still wins. If neither team knocks over all the pins, then the team that sinks the most ships wins the game. To sink a ship, all a ship's pins must be knocked over. Note, that one team could knock over more total pins and still lose the game in a time limited game.
- 2. Start** – Select 3 players from each team to be the first bowlers and 3 more to be the first returners. Position them as indicated in the Set-up section. If there are more than 6 players per side. Have them form a line at their end near the other bowlers just off one of the corners of the play area (see diagram – line for future bowlers is represented by XXXX). Give the bowlers from each team a ball. At a start signal from an instructor the battle begins and each bowler rolls a ball toward the opposing teams ships and pins. If two balls from opposing teams collide and do not reach the opposing end, a return player may enter the play area to retrieve a ball and should exit the play area as soon as possible. If while in the play area a return player is hit by a rolled ball from the opposing team, the team that rolled the ball gets to select a pin from any of the opposing team's ships to "knock over" or remove from a ship.
- 3. Play** – After a bowler rolls a ball, they will become the next return player for their team so they should race to the opposite end of the play area being sure to avoid the play area. Return players will "catch" one of the balls rolled by their teammates race to their end and hand a ball to the first person in the future bowler's line and then move to the back of the future bowler's line.

Options and Variations:

- 1. More or Less Bowlers and Return Players** – If you have your own additional balls, you can try playing with more bowlers and return players. If you don't have enough players, bowling balls or just want to control the game better, have just 1 or 2 bowlers per side.
- 2. Defensive (D on the diagram) Bowlers or Interceptors** – Add 2 defensive players for each team. These players stand on the sides of their end of the player area and will get one ball between them. They can use their ball to try to intercept any of the balls being bowled by the opposite team. These players do not rotate or change positions during the game. The two must always bowl from their assigned side of the play area and must alternate turns. If their ball does not leave the play area because it either hit another ball or was not rolled hard enough, then the defensive player that did not roll the ball may retrieve it from the play area. Similar to the rule for a return player, if they are hit by another team's ball while in the play the other team gets to pick one of their pins to knock over. If one of the defensive balls ends up knocking over one of their own team's pins, those pins remain knocked over. To avoid knocking over your own team's pins defensive balls may want to be rolled closer to the center line of the play area.
- 3. Obstacles** – To make the game more challenging, one or more obstacle could be placed on the center line of the play area at the start of the game. The obstacles could be moveable (like a box) or immovable (like a game standard).
- 4. Blind Folded** – In this game, the bowlers will be blindfolded and will not change during the game. The return players will still bring the balls back to them and can coach them on what direction to roll their next ball.

Bounce or Toss Battle Ships Game Instructions:

Concept: In this game a wall will be placed between the teams to prevent them from seeing where the other team's battleships are located. Players from one side will shoot at the opposing teams ships by attempting to toss or bounce a ball over the wall and knocking over one or more pins on a ship. One player from each team will be designated as a spotter and can advise if a shot was a hit or a miss and advise how to adjust their next shot. Depending on the height of the wall and the players, the game will be played from a sitting or standing position.

Space Requirements: As large or as small as a space desired or available can be used. In playing in a gym, a good starting point would be to use half a basketball court (about 40' x 50').

Equipment Required:

1. Bowling Battle Ship Targets – Up to 6 per team. If you don't have enough pins to cover each ship, just use fewer ships per side.
2. Bowling Pins – Up to 18 per side, one for each spot on each ship for each side. Any size pin can be used, larger pins (around 15" high, like W2577, are preferable). If playing outdoors, weighted pins (partially filled with sand) are preferable to keep them from blowing over.
3. Balls – Since bowling balls don't bounce much and are pretty heavy, we will use other types of balls for this game. Any type of ball that weighs enough to knock over a plastic bowling pin will suffice. Playground balls, soccer balls, volleyballs, footballs, etc., can all be used. Depending on how your playing, you can play with 1 or more balls.
4. Center Divider – An opaque divider is set up across the center play area such that those that are taking the shots cannot see the opponents ship. It should probably extend a few feet beyond each side of the play area to prevent players from seeing around it. A good option for a center divider is to stand folding exercise mats on their ends in an accordion fashion so that they will stand up. When players are "shooting" at the opponent's ships, they should not be able to see over the center barrier. If your players are tall enough to see over the center barrier, either raise the height of the barrier or have your players sit or kneel throughout the game.

Set-Up: (See diagram) Divide your play area into two equal halves. You will need a few feet behind your play area for your players to take their shots. Place your divider in the center area. Ideally the divider will extend a few feet beyond each side of the play area to prevent players from seeing around it. There will also be a NEUTRAL zone that extends about 5' beyond the wall in which ships may not be placed. This is to prevent teams from placing their ships directly against the divider and making them virtually impossible to hit. Teams then place their 6 ships anywhere in their SEA and place one bowling pin on each circle of each ship.

Positions:

Spotters - One player from each team will stand at the center divider such that they can see the opponent's ships and communicate with their teammates on the results of their shots. They can encourage them to throw their next shots shorter, further, more left, more right or they could be required to use directions like North, South, East and West.

Shooters – Most of the players will be shooters. Depending on the rules stated prior to the game, shooters must either sit, kneel or stand in their designated shooting area and either toss or bounce a ball over the divider and attempt to "hit" and sink their opponenet's ships by knocking over the pins on the ship.

Retrievers – One or two players from each team will be designated retrievers and they will retrieve any balls the opponents use to try to sink your ships. Since some of those balls might go to the side and the Retrievers might see where their opponent's ships are located, they are not allow to become a shooter or take any shots at opponents ships. Once they retrieve a ball they can hand it to any of their team's shooters. Ideally shooters on each team will take a roughly equal number of shots.

Game Play:

1. Winning – There are two ways to play, either the first team to sink all their opponents ships by knocking over all their pins wins the game or a time limit for a game can be set. If a time limit is set, the first team to knock over all the opponents pins still wins. If neither team knocks over all the pins, then the team that sinks the most ships wins the game. To sink a ship, all a ship's pins must be knocked over. Note, that one team could knock over more total pins and still lose the game in a time limited game.

Options and Variations:

1. See Through Divider – For a quicker and easier game, make the divider see through. A portable tennis or paddle ball net would work well. A volleyball net and standards could also work, just make sure all "SHOTS" travel over the net and don't count shots that go under the net. In this game everyone can play as a SHOOTER, there is no need for a Spotter or designated Retrievers.

2. Bombs Away – Instead of players tossing or bouncing balls over a net or even directly at pins, players will use a Ball Launcher (W10458) to shoot balls at their opponent's ships. If the game is being played outdoors, water balloons and a water balloon launcher like W7834 or W10247 could be used! Getting accurate shots with either the ball or balloon launcher is more challenging than just bouncing, rolling or throwing ball, so we would recommend starting with fewer ships (maybe even just one or two ships) so that the game doesn't take forever.

3. Team Sports Battleship – No matter the season, it is always a great time to play Battle Ships. For instance, if baseball or softball season is approaching have players use baseballs or softballs to try to knock over their opponent's ships. This is a great chance to work on proper throwing motion and mechanics. The same concept could be used with footballs, lacrosse sticks and balls, hockey sticks and pucks, tennis rackets and balls, etc. A great way to spice up a PE Class or any team's practice.

Bean Bag Bowling Battle Ships – Knock Down Pins Version:

Concept: This game will be played very similarly to the way the Bowling Battle Ships game was played, except beanbags will be used instead of bowling balls.

Equipment List:

1. Bowling Battle Ship Targets – Up to 6 per team, if you don't have enough pins to cover each ship, just use fewer ships.
2. Bowling Pins – Up to 18 per side, one for each spot on each ship for each side.
3. Beanbags – Use any available beanbags. Bigger, heavier beanbags (like our W9750 or W14141) will work best with the weighted W2577 bowling pins.

Set-Up: Very similar to Bowling Battle Ships game, except you won't need as large a space. If playing on a basketball court, you could use the full width of the court but probably only need about 10' on either side of the center court line. Each team would place their targets with the pins on them inside their 10' strip of the court and put a pin on each spot on each target.

Winning:

Option 1: The first team to knock over all the pins wins.

Option 2: The team that knocks over the most pins after 3 rounds of tossing wins.

Option 3: The team with the most ships sunk wins. Only ships with all the pins knocked over are considered sunk.

Communication Options: The default option is to allow team members to talk to one another so that they don't all target the same ship. Another option is to not allow talking, hand signaling or other communication before each volley.

Bean Bag Bowling Battle Ships – Marker Version:

Concept: Instead of trying to knock down the pins on each ship, a pin will be placed on each ship each time a beanbag lands on a mat that has a ship on it. The pin will act as a marker, kind of like when you get a hit in the Battleship board game.

Set-Up: Use an area similar to the Knock Down version (about a basketball court wide x 10' deep for each team). Each team places the Battle Ship targets anywhere in their end. No pins are placed on the targets.

Game Play: Player from each team will be given one beanbag each. Beanbags must be thrown underhand. Players from each team line up behind the zone where their targets are located. At a go signal players from both teams simultaneously toss their beanbags toward the other team's ships. If any part of a beanbag lands anywhere on a target, a pin is placed on one of the white circles of that target. If multiple beanbags land on a target, multiple pins are placed. If more beanbags land on a target than there are white circles, then just fill the white circles with pins. There is no bonus or penalty for hitting the target more than necessary. Once all the beanbags have been accounted for and the proper number of pins set on each target, players can retrieve a beanbag and get ready for the next volley. If a subsequent volley a pin that is on a ship is knocked over, it is just reset. The beanbag that knocked over the pin, does not count as another hit on that ship.

Winning:

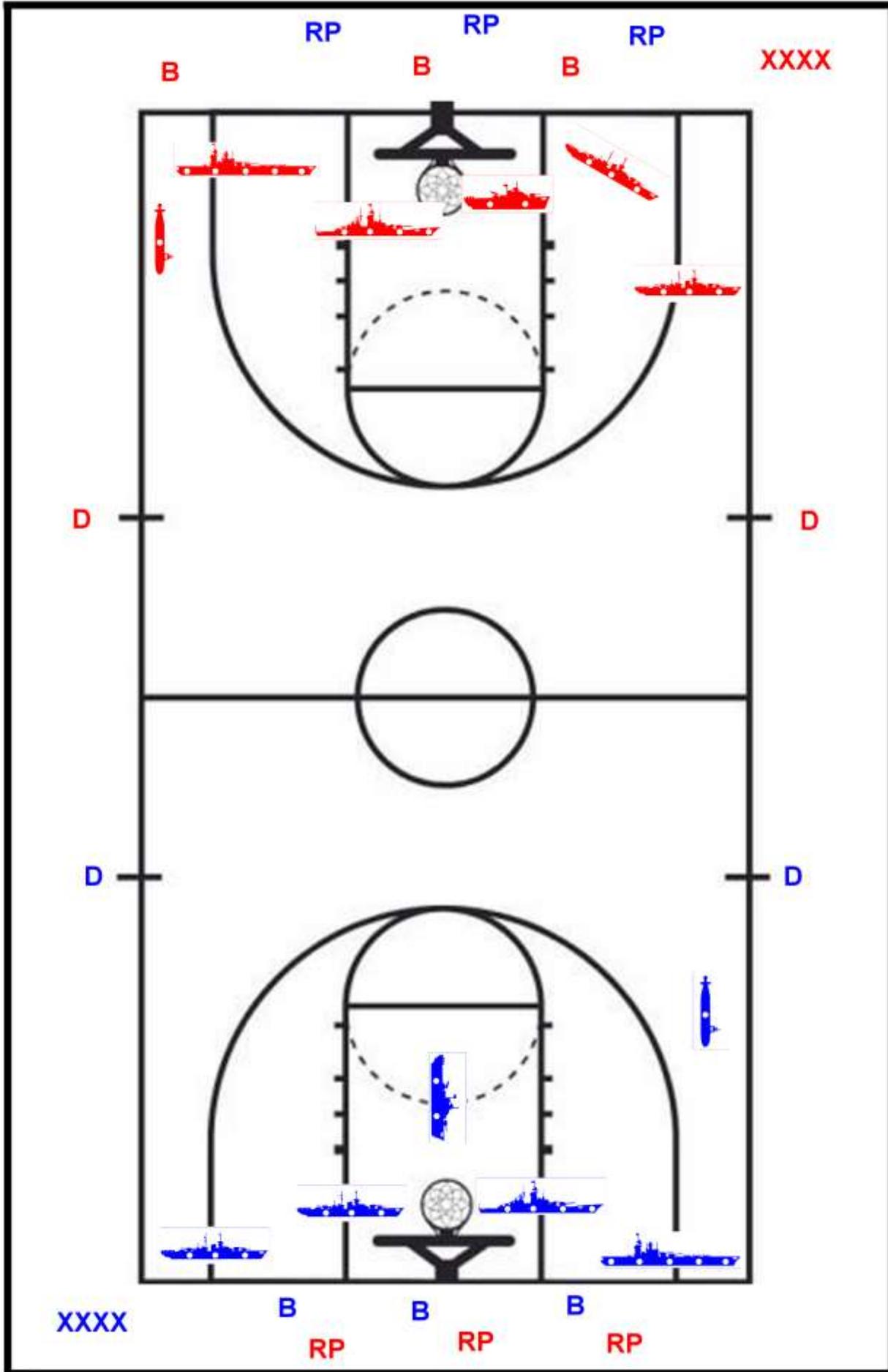
Option 1: The first team to have a pin on all the circles on all the ships wins.

Option 2: The team with the most pins standing after 3 rounds wins.

Options 3: The team with the most ships sunk wins. Only ships with all the circles on them covered with pins count as sunk.

Accuracy Option: During any volley, if any pins on a team's target ships are accidentally knocked over then that pin is removed from the target. If a single beanbag were to knock over a pin and that beanbag were to stay on the target, the beanbag that knocked over the pin would not qualify as a hit and result in a pin being added to the target. If more beanbags land on a ship target than knock over pins on the target, then the one pin is added for each bean bag on the target in excess of the number of pins. For example, if 2 beanbags landed on the target and one pin were knocked over then one pin would be added to that ship target. The net effect of 2 on the target and one pin being knocked over is zero, one pin is knocked over and one is set up.

BOWLING BATTLE SHIPS GAME DIAGRAM



BOUNCE OF TOSS BATTLE SHIPS GAME DIAGRAM

