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S P O R T P R O J E C T



GAME - BORELLA
TRADITIONAL AND ADAPTED **GAMES**
FOR SOCIAL INCLUSION AND INTEGRATION OF
PEOPLE WITH DISABILITIES AND ABLE-BODIED

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HISTORY

Borella is the traditional game par excellence of the peasants of the Marca Trevigiana, both because of the material, rural maple wood (òpio) once widespread in hedges and as a support for vines, and also because of the places where it was practiced i.e. in the courtyards of country houses, in taverns or between the rows of vines.

About the spread of "borella" there are various testimonies dating back to the late 1500s in the Treviso area, as well as recent articles and quotations testifying to the practice of the game in the provinces of Venice and Padua as well. Progressively the game has as if dissolved into nothingness. It still survives in a few elderly clubs in the Treviso area.

DESCRIPTION OF THE GAME

Borella is a traditional game similar to three-pin bowling, characterized by its unique pin arrangement and the powerful, running throw of a large wooden ball.

RULES

I. Equipment

- Borella Ball: A large ball traditionally made of wood, often from a maple tree.
- Pins (Sòni): Three wooden pins or skittles, each approximately 60 cm high.

II. Setup

1. Pin Placement: The three sòni (pins) are placed in a single file, one directly behind the other.
2. Playing Area: A long, flat playing surface is required to accommodate the throwing distance.
3. Throwing Line: A designated throwing line is established 30 meters away from the front pin.

III. Gameplay Objective

- The objective of the game is to knock over the sòni (pins) by striking them with the thrown Borella ball.



IV. How to Play

1. **Player Position:** A player stands at the designated throwing line, 30 meters away from the pins.
2. **The Throw:**
 - The player runs towards the throwing line.
 - Similar to a cricket bowler, the player throws the large wooden ball with speed.
 - The aim is to strike the three pins with the ball.

V. Scoring (Implied)

- While not explicitly stated, traditional bowling games usually involve scoring points for pins knocked over. In Borella, it's likely that knocking over more pins (all three being the ultimate goal) would result in a higher score for that turn.

INTEGRATION VALUES AND POSSIBLE ADAPTATIONS

I. Adapting the Equipment

- **The Borella Ball:**
 - **Lighter Materials:** Instead of heavy maple wood, use lighter materials like plastic, foam, or rubber. Balls with a similar feel but less weight will be easier to propel.
 - **Varying Sizes:** Offer balls of different sizes. A slightly smaller ball might be easier to grip and control for some, while a larger, lighter ball could be easier for others to manipulate.
 - **Adaptive Grips:** Consider balls with built-in handles, retractable handles (like some adaptive bowling balls), or textured surfaces for improved grip for players with limited hand dexterity.
- **The Pins (Sòni):**
 - **Lighter Weight:** Use lighter pins that are easier to knock over, reducing the force required from the throw.
 - **Wider Base/More Stable:** While the original is single-file, if knocking them over is too hard, pins with slightly wider bases or a different center of gravity might be easier to strike without falling over unintentionally before a hit.
 - **Visual/Auditory Cues:** For players with visual impairments, use brightly colored pins or add bells/auditory devices to the pins so they can be located by sound.
- **Throwing Aids:**
 - **Ramps:** A bowling-style ramp can be invaluable. Players can place the ball at the top of the ramp and release it by pushing or using a simple lever/button, allowing individuals with limited arm strength or mobility to participate from a seated position (e.g., wheelchair) or standing.
 - **Ball Pushers/Sticks:** Similar to shuffleboard cues or adaptive bowling pushers, a long stick with a cup or pusher at the end can be used to propel the ball from a standing or seated position. Some models even have spring-release mechanisms.
 - **Assisted Release:** For those with very limited arm function, a support person could assist with placing the ball on the ramp or guiding a push stick.





II. Adapting the Playing Environment

- **Shorter Distance:** The traditional 30-meter throwing distance is very challenging. Significantly reduce the distance to the pins based on the abilities of the players.
- **Accessible Surface:** Ensure the entire playing surface is smooth, flat, and accessible for all mobility devices (wheelchairs, walkers, canes).
- **Clear Lanes:** Maintain clear, unobstructed lanes to the pins. Use contrasting lines or tactile markers to define the throwing area and the lane for players with visual impairments.
- **Boundaries:** Clearly define the boundaries for the pins and the ball's trajectory.

III. Adapting the Rules and Gameplay

- **Throwing Style Flexibility:**
 - Allow players to throw or propel the ball in any way that is comfortable and effective for them. This could be underhand, overhand, rolling from a seated position, using a ramp, or kicking.
 - Remove the "running" aspect if it's not feasible for all players.
- **Scoring Modifications:**
 - **Simplified Scoring:** 1 point per pin knocked over.
 - **Bonus Points for All Three:** Still reward knocking over all three pins.
 - **Cumulative Scoring:** Focus on total pins knocked over across turns or a set number of rounds.
- **No Elimination:** Remove the elimination rule for missing three times in a row, allowing continuous participation.
- **Visual Impairment Adaptations:**
 - **Auditory Cues:** As mentioned, pins that make a sound when hit or provide an audible target.
 - **Guide Rails:** For orientation and aiming, a guide rail or rope could be used along the throwing lane to assist players with visual impairments in lining up their throw.
 - **Verbal Descriptions:** A sighted guide or referee can provide verbal descriptions of the pin setup and the result of each throw.



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