



**Brazil**

***Boccia Workshop***

# Training Program





# Boccia is **Not** a Sport like **100 meter Sprint**





# Boccia is **similar** to **Marathon**





Only who have kept challenging  
for a long time  
can achieve the **Dream**

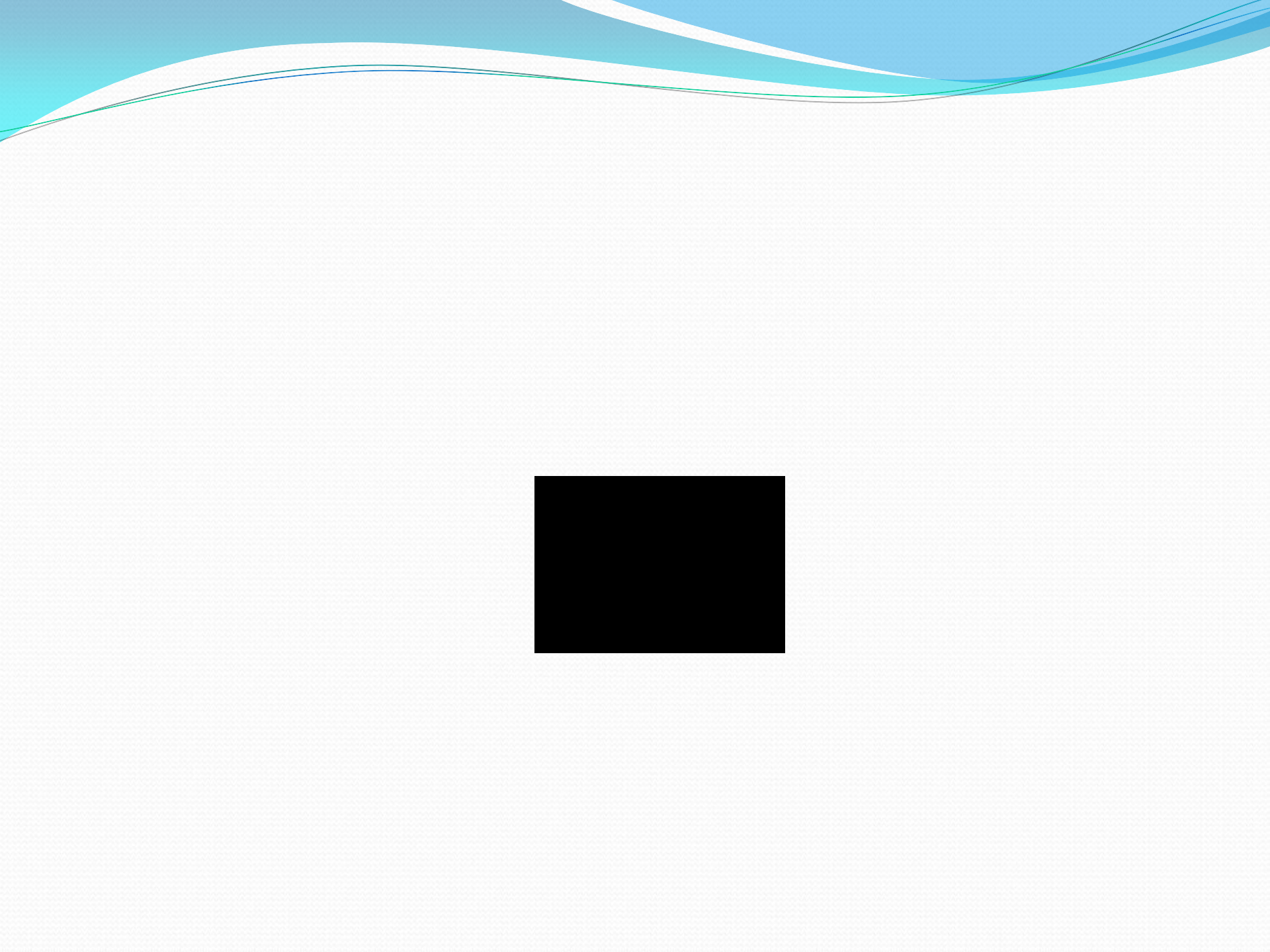




**Selection and Concentration**

**Finding the right way !**





# Type of Boccia Training

Physical  
Training

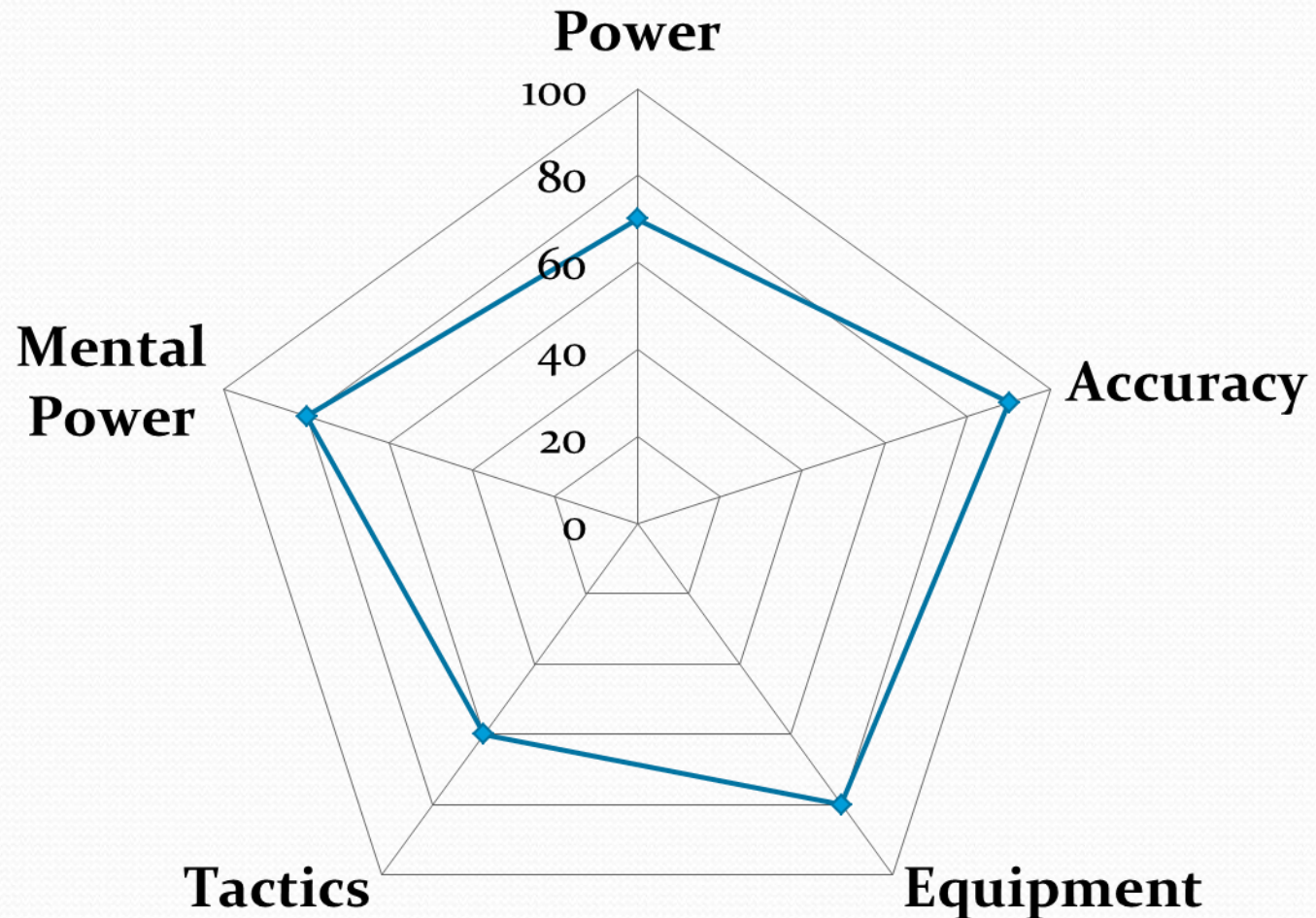
Throwing  
Practice

Evaluation  
Analysis

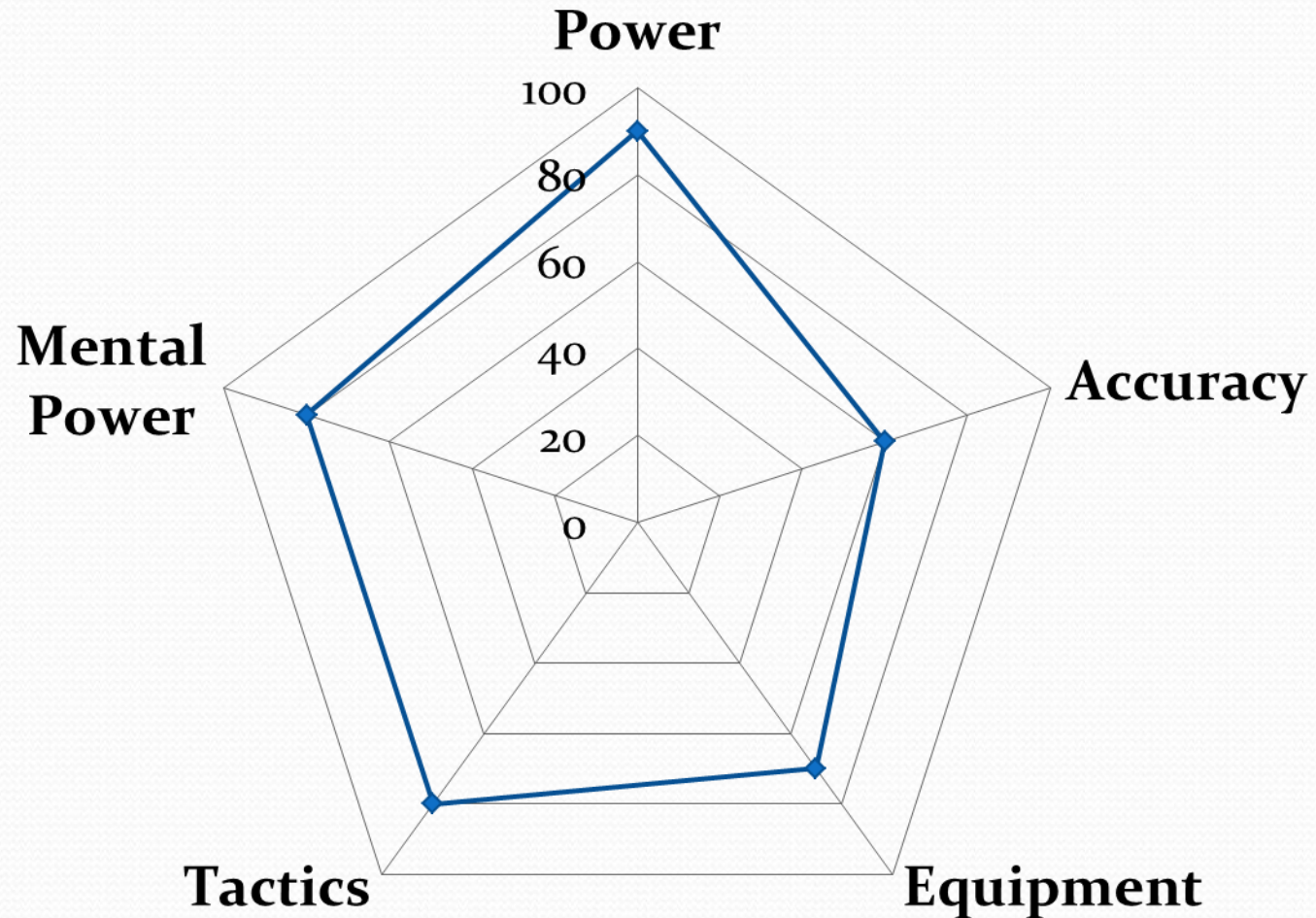
Practice  
Game



# Diagnosis of Boccia Performance



# Diagnosis of Boccia Performance





# Boccia Training

Physical Training ➡ Power Up

Throwing Practice ➡ Accuracy Up

Evaluation/Analysis ➡ Tactics Up

Practice Game ➡ Get a feel for the game

# Coach's Role

Providing the Motivation

Providing various Training Program

Providing Match Video

Providing various Data(shot, match)



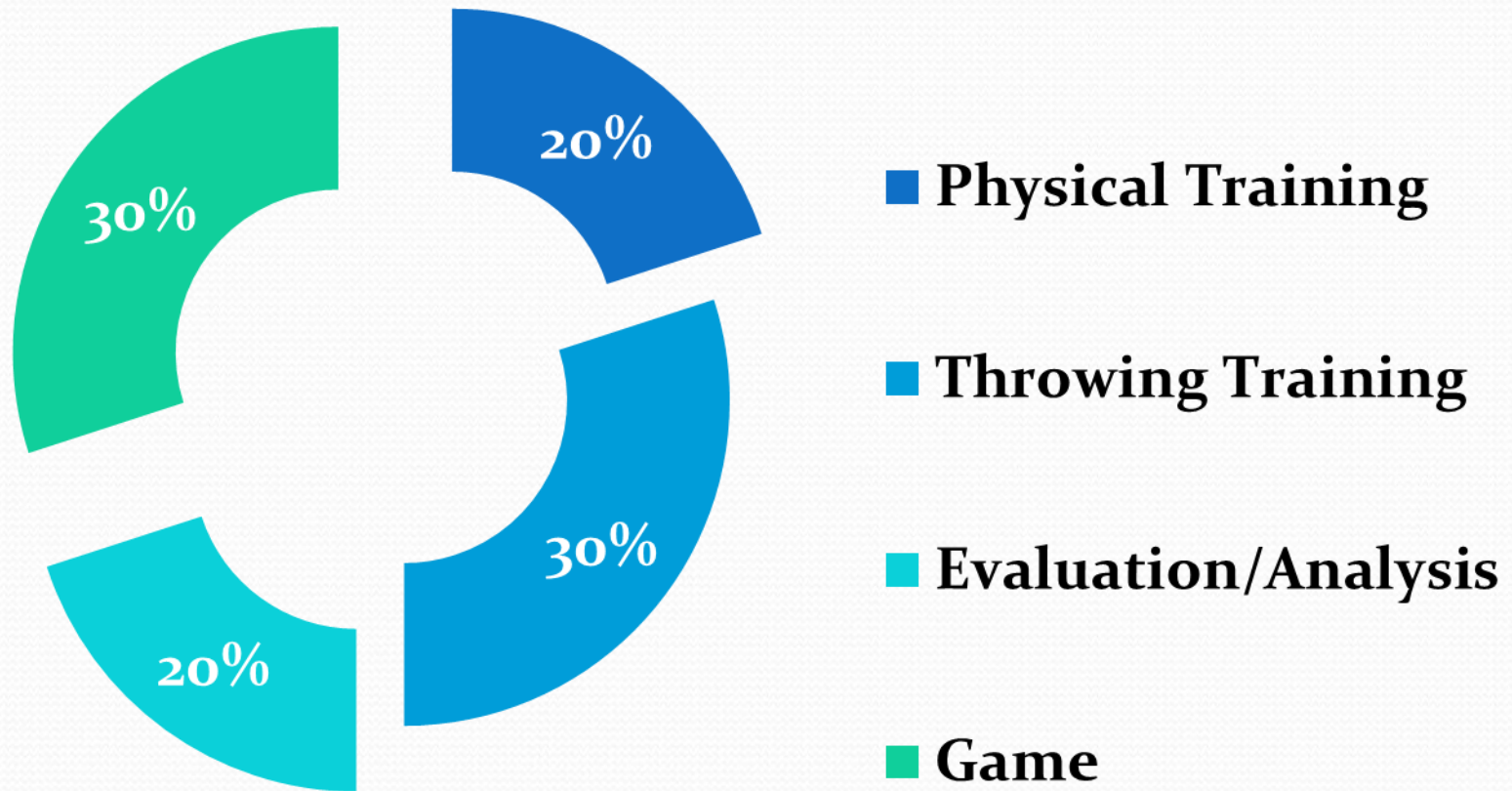
# **To be a good Boccia Coach**

**Practic Boccia shot everyday**

**Have a match with athlete sometime**

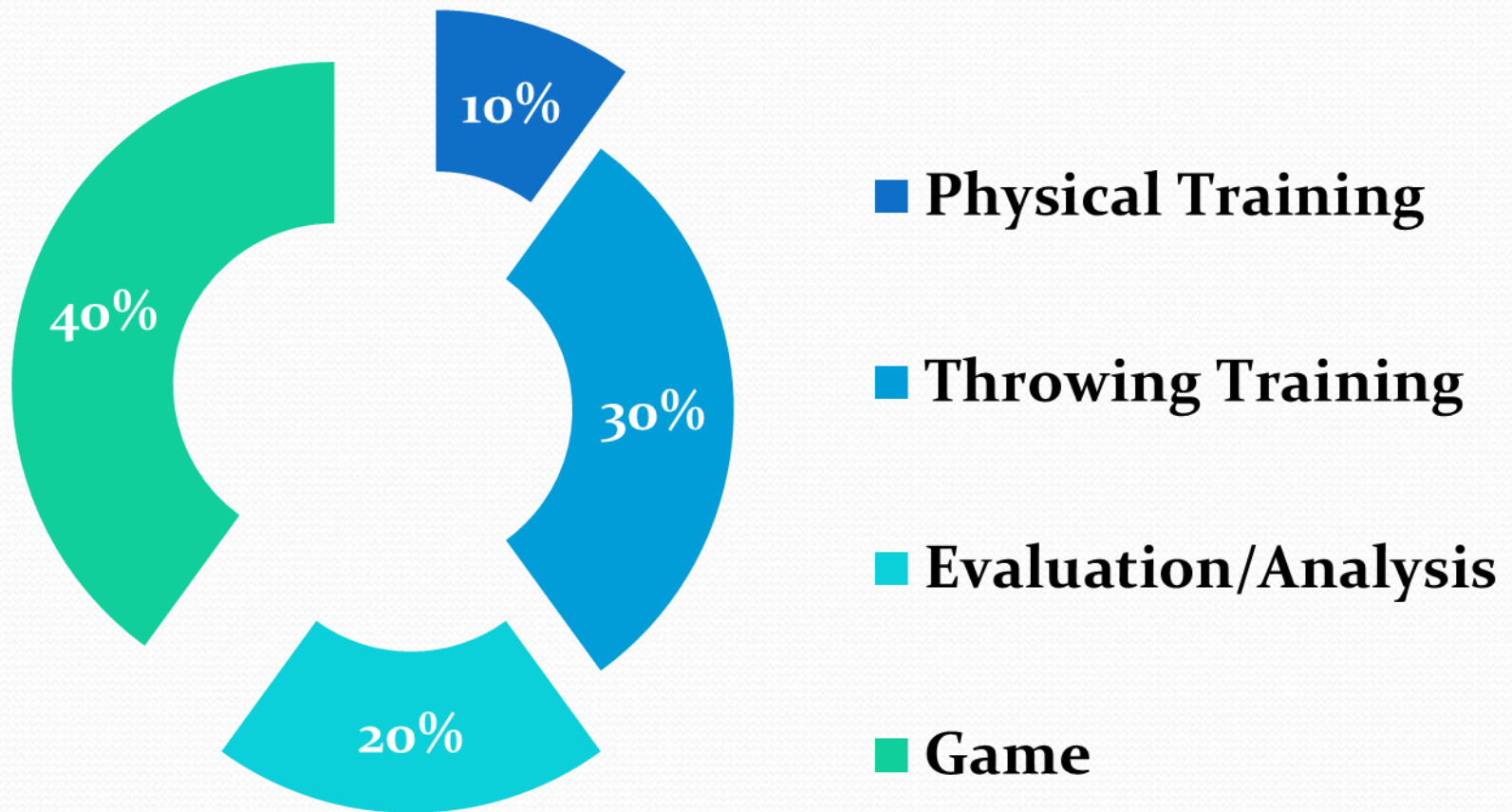
**Feel the tension and difficulty  
from the athlete's point of view**

# Boccia Training Plan





# Boccia Training Plan



## Weekly Trainig Plan

		Monday	Tuesday	Wendnesday	Thursday	Friday
Morning	10:00 ~ 10:20	WarmUP				
	10:30 ~ 11:30	Throwing Practice (3.5m/AS, PS, KO)	Throwing Practice (5m/AS, PS, KO)	Throwing Practice (3.5m/LS, SS, RS)	Throwing Practice (9m/AS, PS, KO)	Throwing Test
	11:30 ~ 12:30	Individual Match	Indivudual Match	Individual Match	Individual Match	Individual Match
Afternoon	12:30 ~ 14:00	Lunch and Break				
	14:00 ~ 14:45	Weight Training	Match Analysis	Weight Training	Match Analysis	Weight Training
	15:00 ~ 16:00	Team Match	Team Match	Individual Match	Team Match	Team Match
	16:10 ~ 16:30	Cooldown				



# **Importance of Physical Training**

**Enhance the physical Strength**

**Preventing Injury**

**Helpful to Accuracy and Concentration**

# **Case 1 of Physical Training**

**Josh Vander Vies**

**(Canadian BC<sub>4</sub> Athlete)**

**2012 London Paralympic BC<sub>4</sub> Pairs**

**Bronze Medalist**

**Disability with Congenital Amputation**











# **Case 2 of Physical Training**

**Hyeon Seok, Seo**

**(Korean BC<sub>4</sub> Athlete)**

**2014 Beijing World Championships**

**Individual event**

**Bronze Medalist**

**Muscular Dystrophy**





# Case 3 of Physical Training

**Howon, Jeong**

**(Korean BC<sub>4</sub> Athlete)**

**2016 Rio Paralympic**

**Gold Medalist**

**Cerebral Palsy**





# **Case 4 of Physical Training**

**YeonHo, Maeng**

**(Korean BC2 Athlete)**

**Member of Gangwon Provincial  
Boccia Team**

**Cerebral Palsy**









# Throwing Practice

# **Throwing Practice**

**Throwing Practice per each Shot type**

**Throwing Practice per each distance**

**Throwing Practice with assitive devices**



# Important Factors of Boccia Shot Accuracy

**Thrower**

**Throwing Skill**

**Ball's Quality**

**BC<sub>3</sub>**

**Aiming**

**Ball's Quality**

**Court Level**





# Training Assistive Device



# Training Assistive Device





# Training Assistive Device







# Transformational Boccia Game

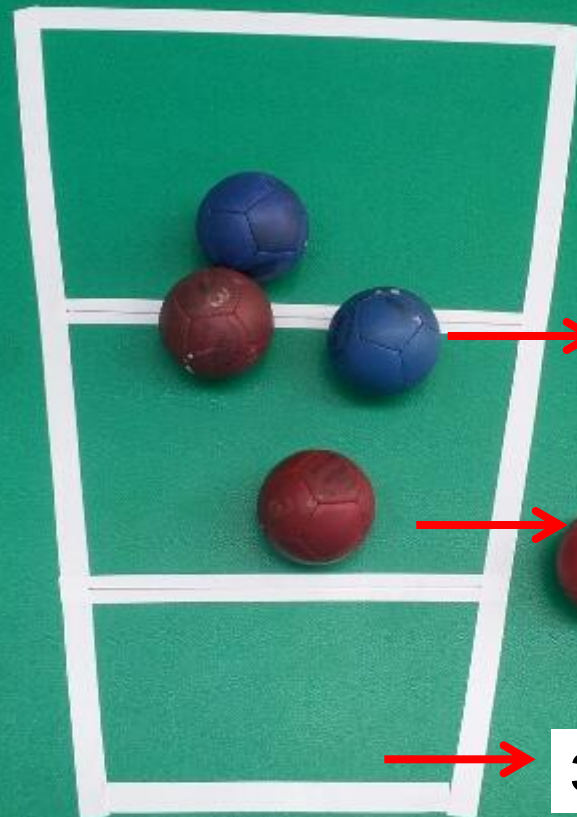
This is designed for giving athletes some **interest!**

But it is helpful for athlete to enhance using the pre-existing Balls.

And it is also helpful to develop **Blocking Shot** and **Pushing Shot**.



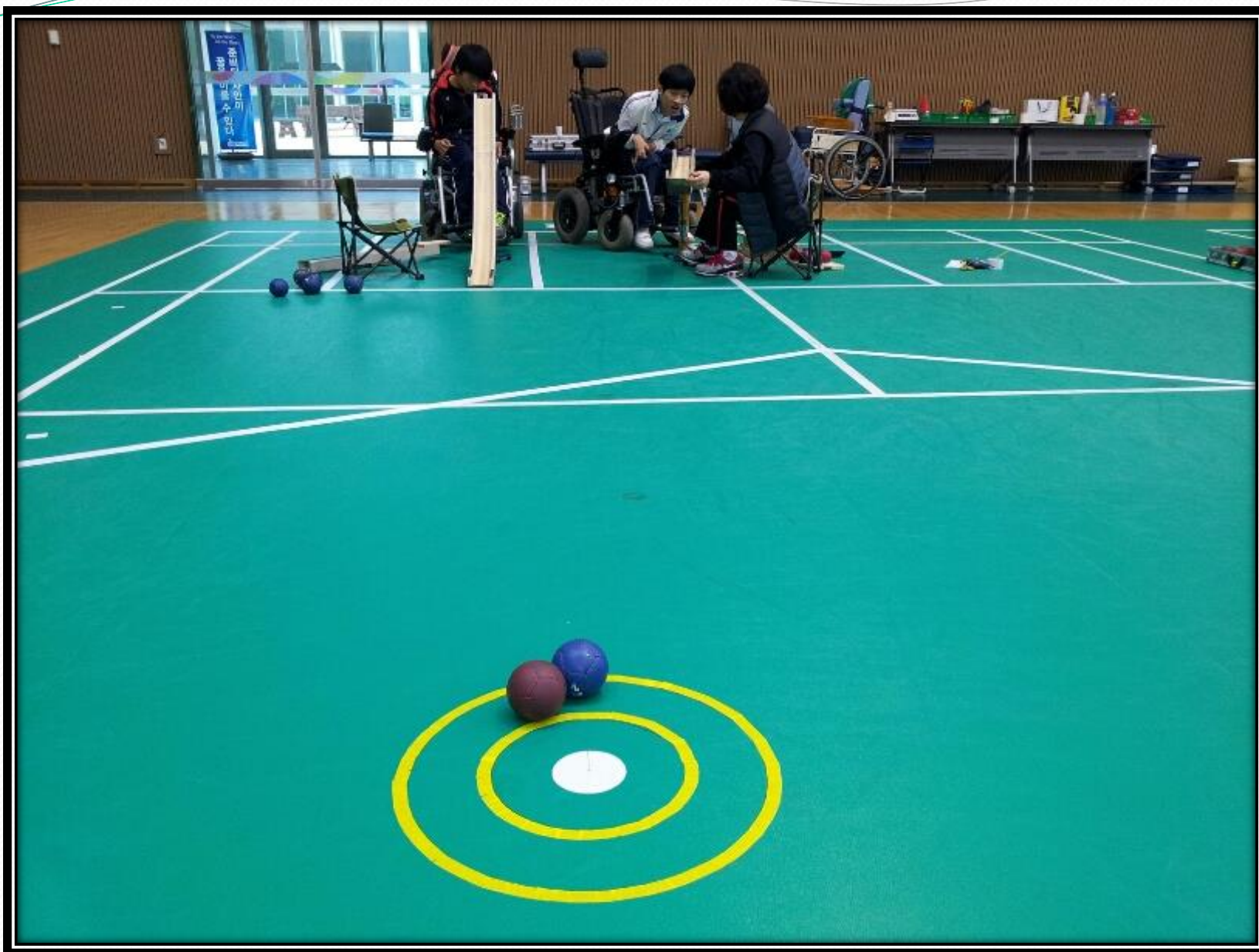




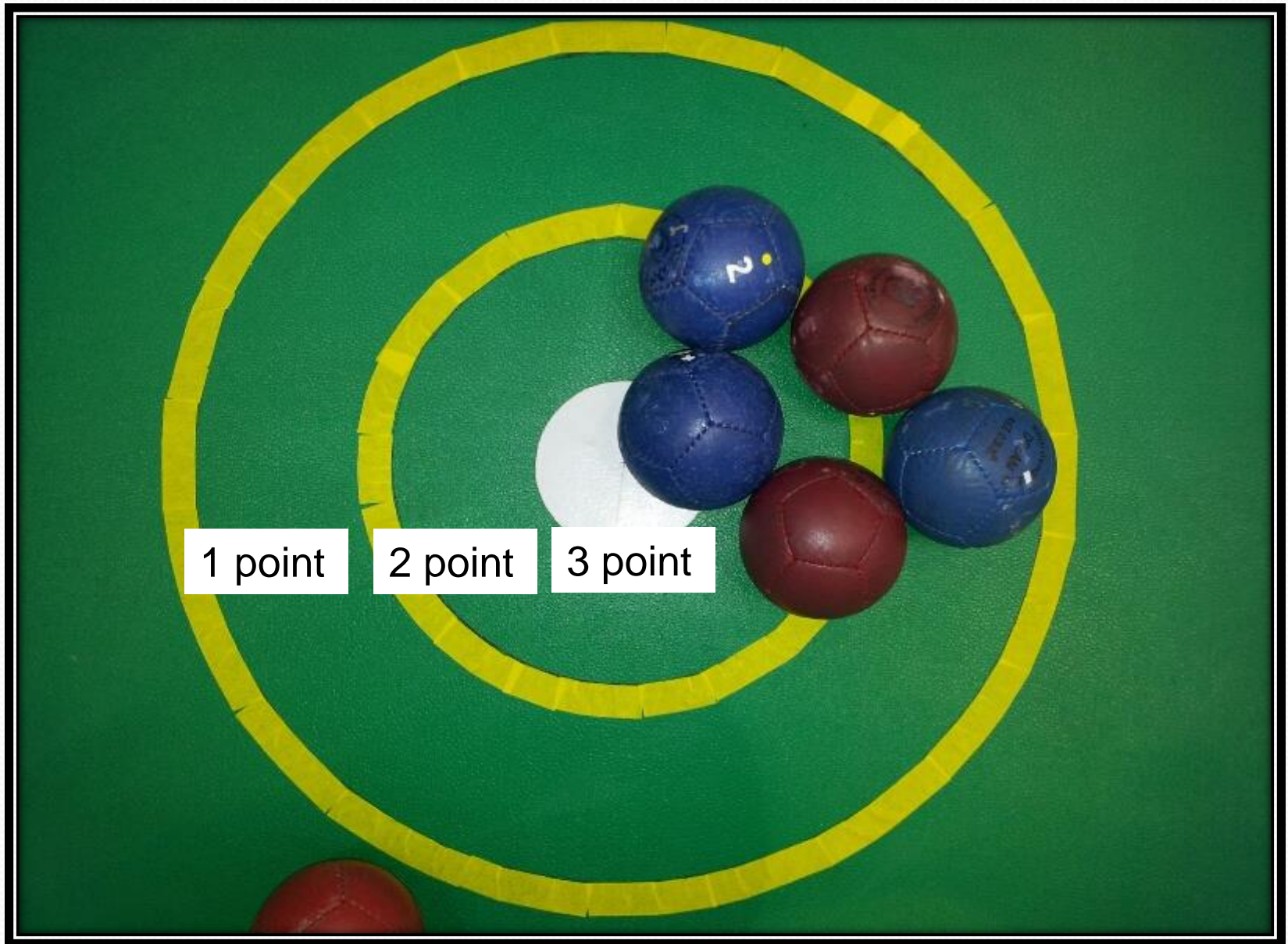
1 point

2 point

3 point







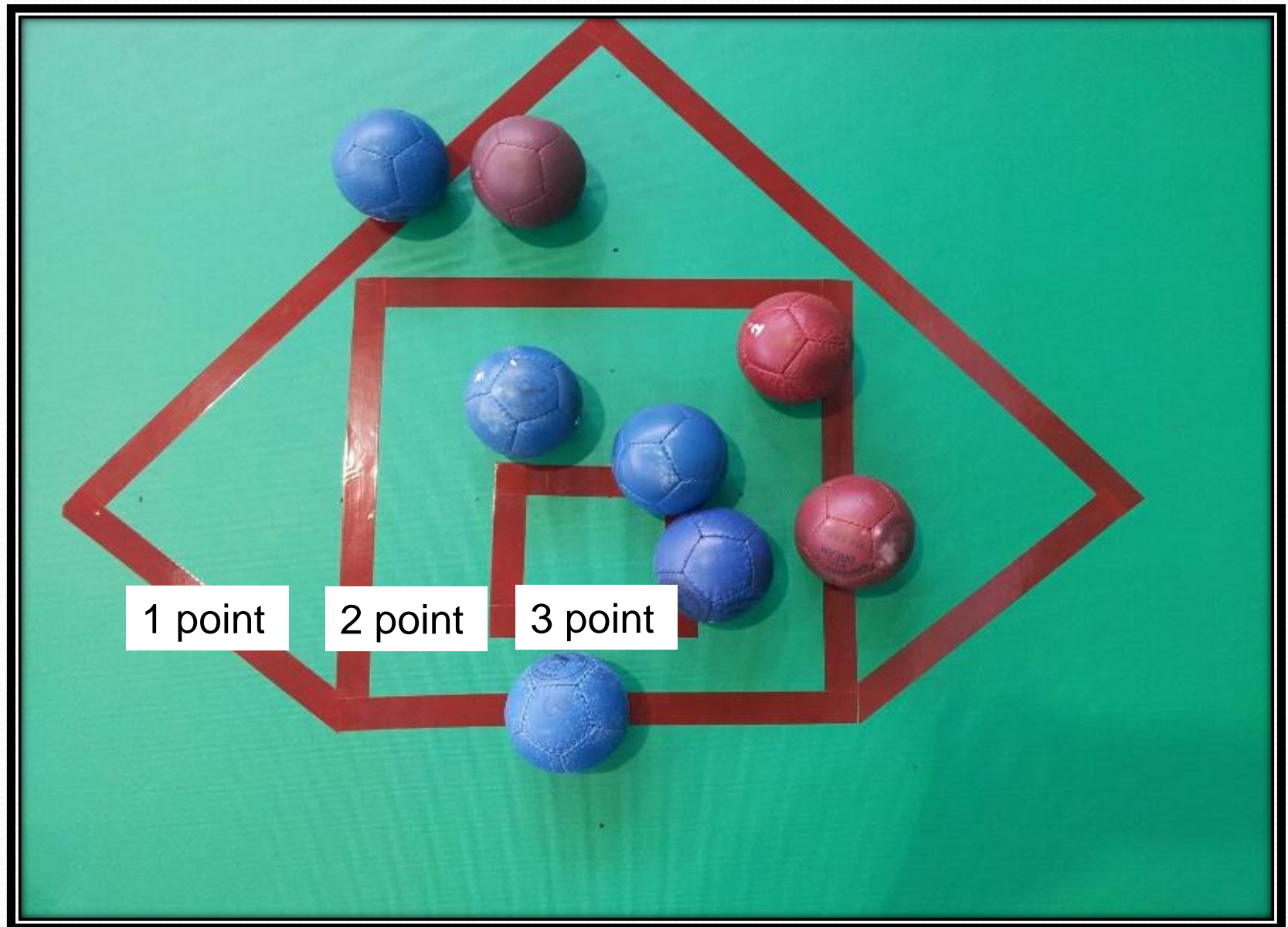
1 point

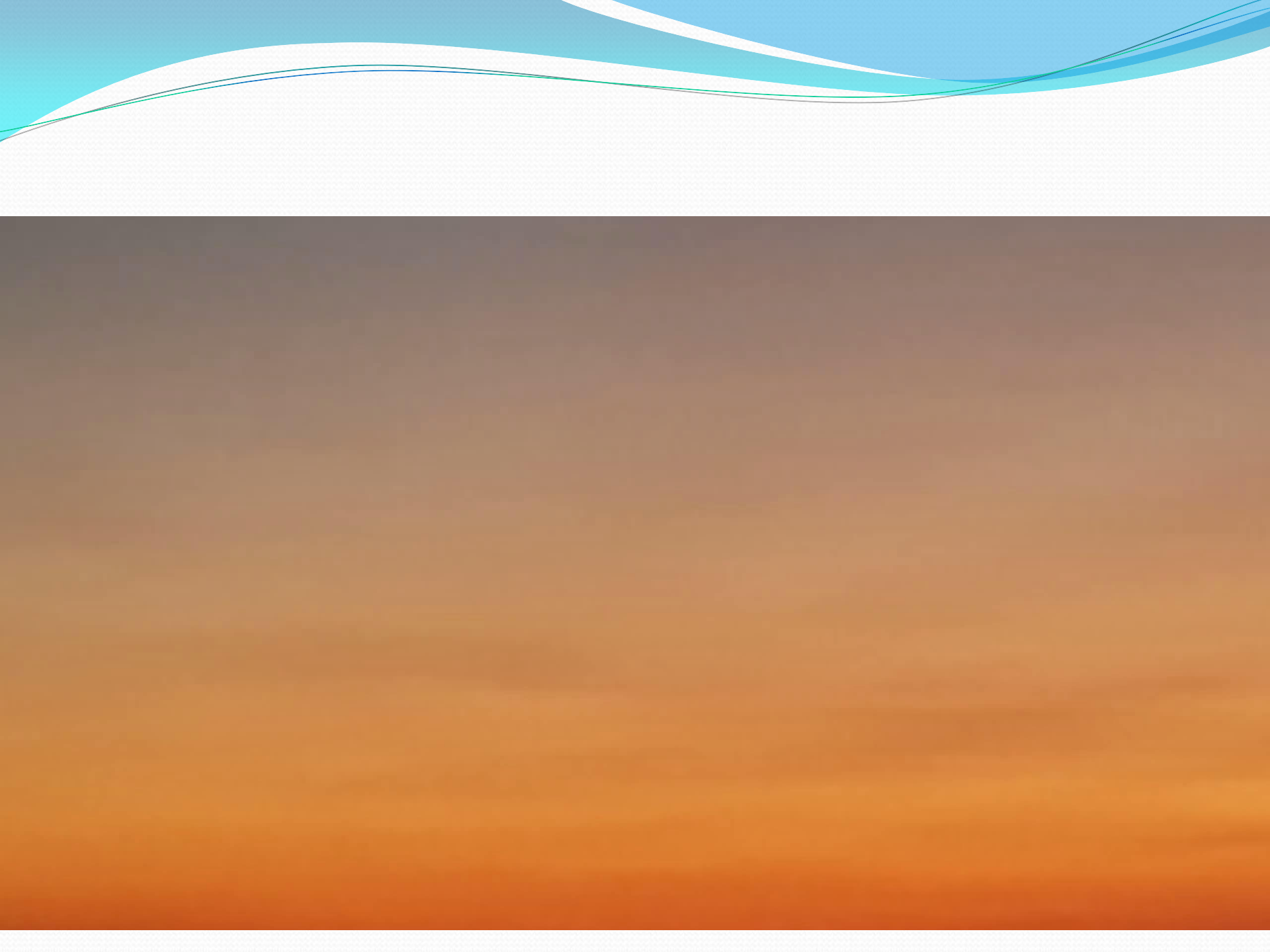
2 point

3 point













# **Boccia for Fun!**









# **Evaluation & Analysis**



# Importance of Evaluation

figure out advantages and disadvantages

strengthen weakness

Efficient Training through

**Selection and concentration**





# Shot Evaluation

## Boccia Shot Accuracy Evaluation Sheet

Point : 0, 1, 2, 3 (Perfect 36 point for 12 shots)

2018	January
Name	

### 1st Week

Type	1st Time	2nd Time	3rd Time	AVG	AVG/100
AS	24	25	27	25.3	70.4
BS	26	28	32	28.7	79.6
PS	28	31	32	30.3	84.3
KO	29	32	31	30.7	85.2
Total Accuracy Point				79.9	

### 2nd Week

Type	1st Time	2nd Time	3rd Time	AVG	AVG/100
AS	26	28	31	28.3	78.7
BS	28	31	33	30.7	85.2
PS	33	31	31	31.7	88.0
KO	23	28	31	27.3	75.9
Total Accuracy Point				81.9	

### 3rd Week

Type	1st Time	2nd Time	3rd Time	AVG	AVG/100
AS				0.0	0.0
BS				0.0	0.0
PS				0.0	0.0
KO				0.0	0.0
Total Accuracy Point				0.0	

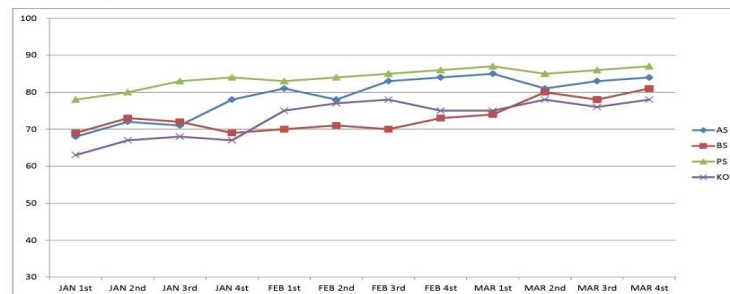
### 4th Week

Type	1st Time	2nd Time	3rd Time	AVG	AVG/100
AS				0.0	0.0
BS				0.0	0.0
PS				0.0	0.0
KO				0.0	0.0
Total Accuracy Point				0.0	

## Boccia Shot Test Analysis

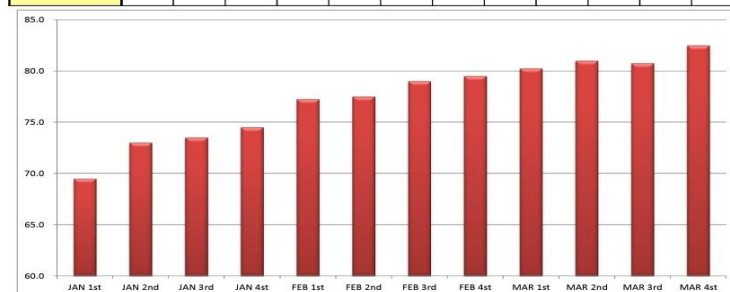
### (1) Throwing Accuracy per each Shot

Shot Type	JAN 1st	JAN 2nd	JAN 3rd	JAN 4st	FEB 1st	FEB 2nd	FEB 3rd	FEB 4st	MAR 1st	MAR 2nd	MAR 3rd	MAR 4st
AS	68	72	71	78	81	78	83	84	85	81	83	84
BS	69	73	72	69	70	71	70	73	74	80	78	81
PS	78	80	83	84	83	84	85	86	87	85	86	87
KO	63	67	68	67	75	77	78	75	75	78	76	78



### (2) Total Throwing Accuracy

Total Points	JAN 1st	JAN 2nd	JAN 3rd	JAN 4st	FEB 1st	FEB 2nd	FEB 3rd	FEB 4st	MAR 1st	MAR 2nd	MAR 3rd	MAR 4st
	69.5	73.0	73.5	74.5	77.3	77.5	79.0	79.5	80.3	81.0	80.8	82.5



# Shot Evaluation

## Boccia Shot Accuracy Evaluation Sheet

Point : 0, 1, 2, 3 (Perfect 36 point for 12 shots)

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Name	

### 1st Week

Type	1st Time	2nd Time	3rd Time	AVG	AVG/100
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Total Accuracy Point				79.9	

### 2nd Week

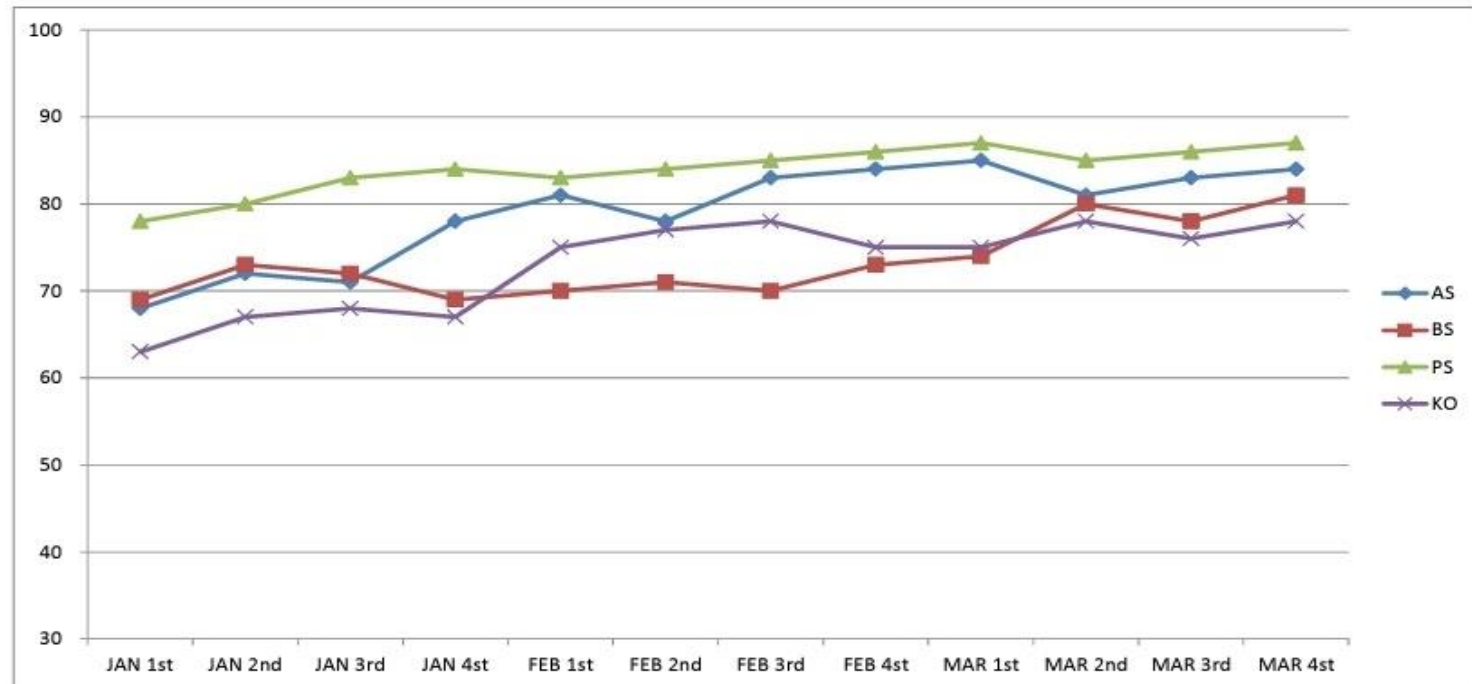
Type	1st Time	2nd Time	3rd Time	AVG	AVG/100
AS	26	28	31	28.3	78.7
BS	28	31	33	30.7	85.2
PS	33	31	31	31.7	88.0
KO	23	28	31	27.3	75.9
Total Accuracy Point				81.9	



# Shot Evaluation

(1) Throwing Accuracy per each Shot

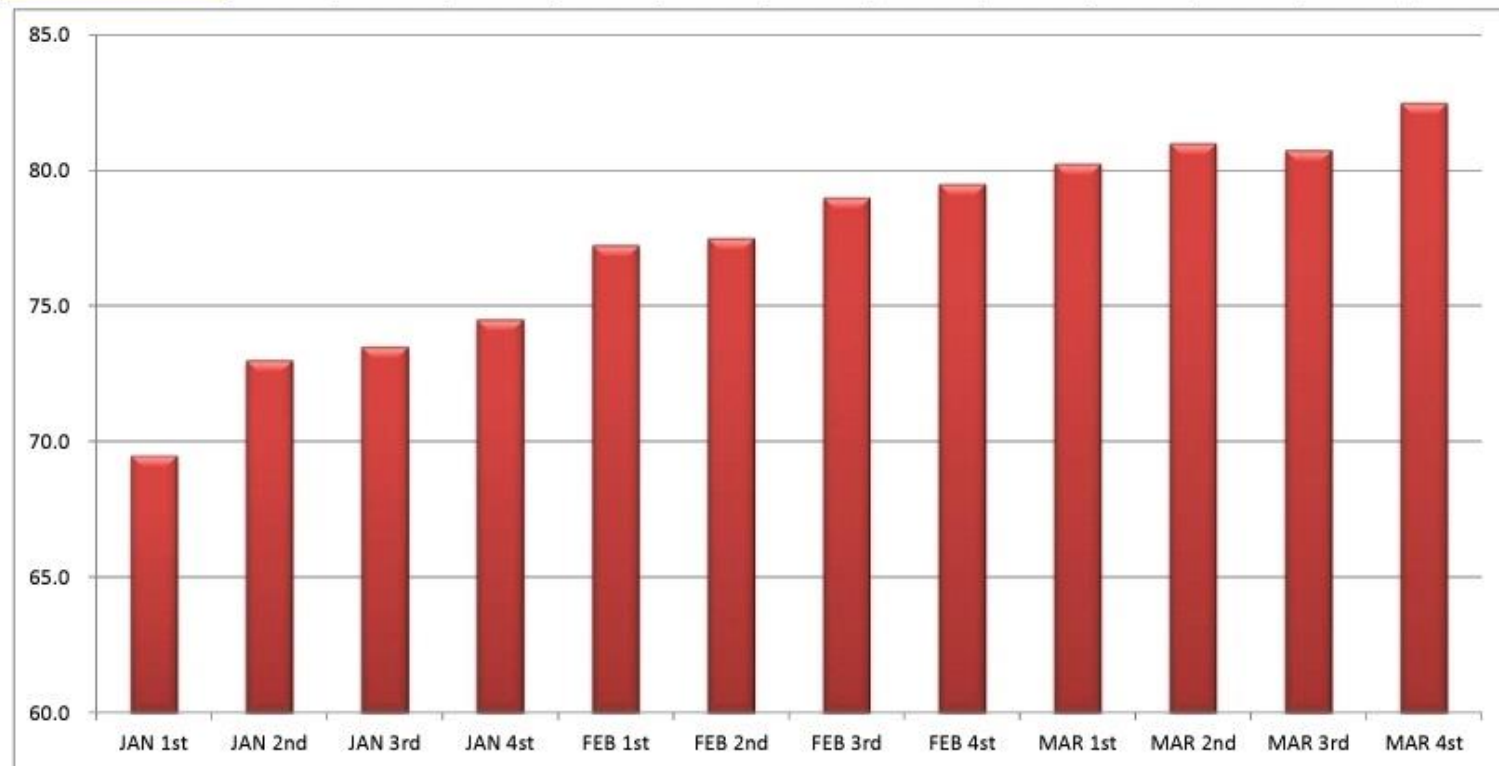
Shot Type	JAN 1st	JAN 2nd	JAN 3rd	JAN 4st	FEB 1st	FEB 2nd	FEB 3rd	FEB 4st	MAR 1st	MAR 2nd	MAR 3rd	MAR 4st
AS	68	72	71	78	81	78	83	84	85	81	83	84
BS	69	73	72	69	70	71	70	73	74	80	78	81
PS	78	80	83	84	83	84	85	86	87	85	86	87
KO	63	67	68	67	75	77	78	75	75	78	76	78



# Shot Evaluation

## (2) Total Throwing Accuracy

Total Points	JAN 1st	JAN 2nd	JAN 3rd	JAN 4st	FEB 1st	FEB 2nd	FEB 3rd	FEB 4st	MAR 1st	MAR 2nd	MAR 3rd	MAR 4st
	69.5	73.0	73.5	74.5	77.3	77.5	79.0	79.5	80.3	81.0	80.8	82.5





# Boccia Practice Game Evaluation

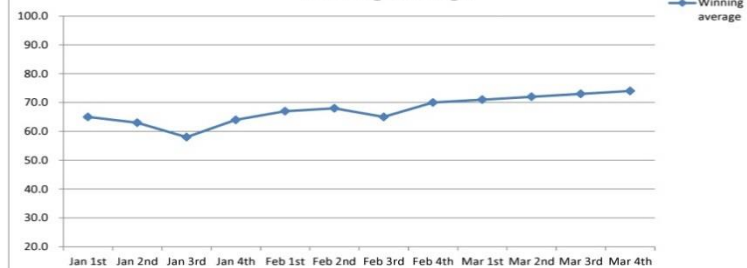
Boccia Weekly Evaluation Sheet

Boccia Weekly Evaluation Sheet						Event Name	
						Month	Week
<b>(1) Weekly Games Result</b>							
1	2	3	4	Tie-break	Score		
1	1	0	1		3		
0	0	2	0		2		
1	2	3	4	Tie-break	Score		
2	0	2	1		5		
0	1	0	0		1		
1	2	3	4	Tie-break	Score		
1	0	0	0		1		
1	2	1	1		5		
1	2	3	4	Tie-break	Score		
2	2	1	1		6		
0	0	0	0		0		
1	2	3	4	Tie-break	Score		
1	2	0	0	1	3		
0	0	2	1	0	3		
1	2	3	4	Tie-break	Score		
1	0	0	1		2		
0	2	1	0		3		
1	2	3	4	Tie-break	Score		
					0		
					0		
1	2	3	4	Tie-break	Score		
					0		
					0		
1	2	3	4	Tie-break	Score		
					0		
					0		
<b>(2) Weekly Games Result Analysis</b>							
Name	Games	Win	Lost	Total Points for	Total Points lost	Average Points difference	
	6	4	2	20	14	1.0	
Winning average		66.7					

BOCCIA GAME RESULT ANALYSIS

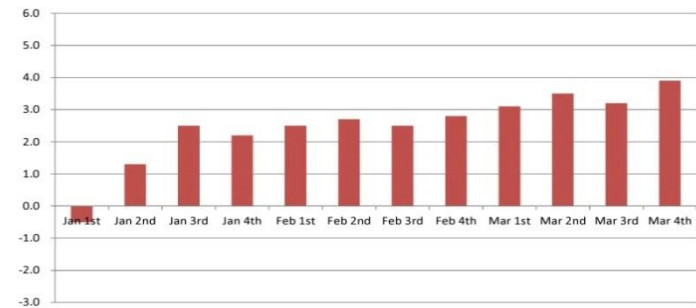
Week	Jan 1st	Jan 2nd	Jan 3rd	Jan 4th	Feb 1st	Feb 2nd	Feb 3rd	Feb 4th	Mar 1st	Mar 2nd	Mar 3rd	Mar 4th
Winning average	65.0	63.0	58.0	64.0	67.0	68.0	65.0	70.0	71.0	72.0	73.0	74.0

Winning average



Week	Jan 1st	Jan 2nd	Jan 3rd	Jan 4th	Feb 1st	Feb 2nd	Feb 3rd	Feb 4th	Mar 1st	Mar 2nd	Mar 3rd	Mar 4th
Average Points Difference	-0.5	1.3	2.5	2.2	2.5	2.7	2.5	2.8	3.1	3.5	3.2	3.9

Average Points Difference



# Boccia Practice Game Evaluation

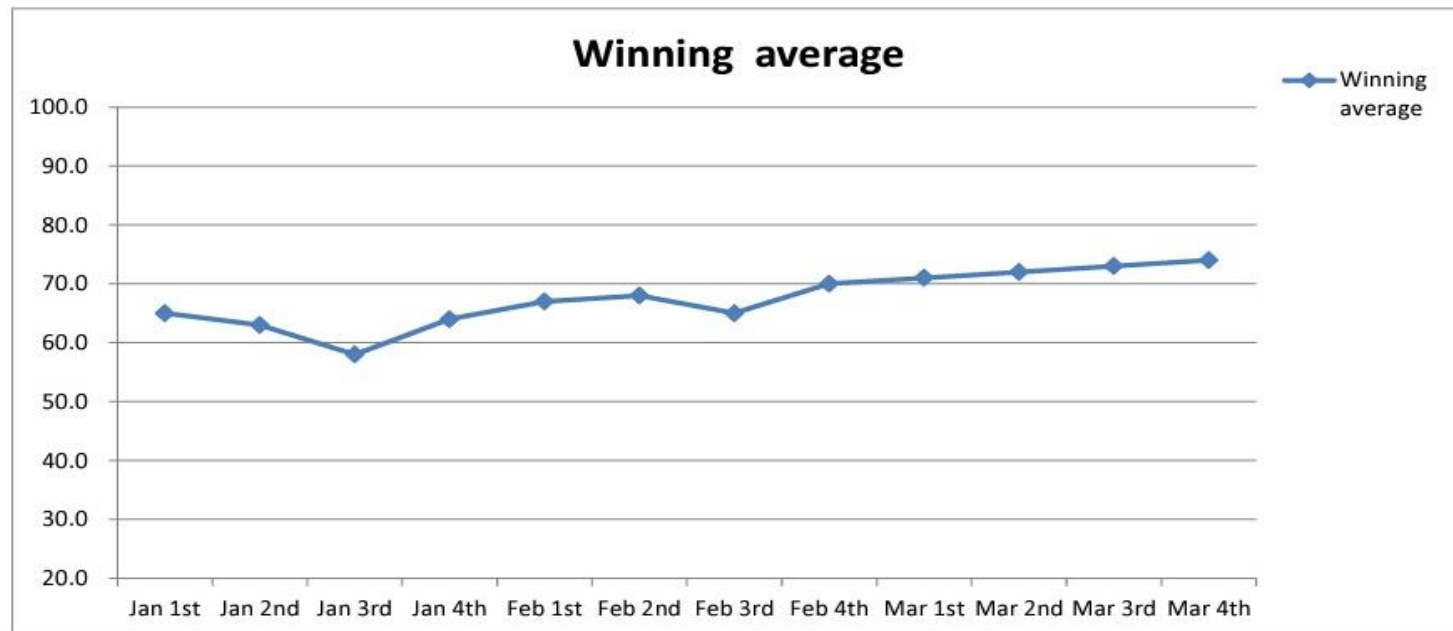
Boccia Weekly Evaluation Sheet						
					Event Name	
					Month	Week
(1) Weekly Games Result						
	1	2	3	4	Tie-break	Score
	1	1	0	1		3
	0	0	2	0		2
	1	2	3	4	Tie-break	Score
	2	0	2	1		5
	0	1	0	0		1
	1	2	3	4	Tie-break	Score
	1	0	0	0		1
	1	2	1	1		5
	1	2	3	4	Tie-break	Score
	2	2	1	1		6
	0	0	0	0		0



# Boccia Practice Game Evaluation

## BOCCIA GAME RESULT ANALYSIS

Week	Jan 1st	Jan 2nd	Jan 3rd	Jan 4th	Feb 1st	Feb 2nd	Feb 3rd	Feb 4th	Mar 1st	Mar 2nd	Mar 3rd	Mar 4th
Winning average	65.0	63.0	58.0	64.0	67.0	68.0	65.0	70.0	71.0	72.0	73.0	74.0



# Boccia Practice Game Evaluation

Average Points Difference



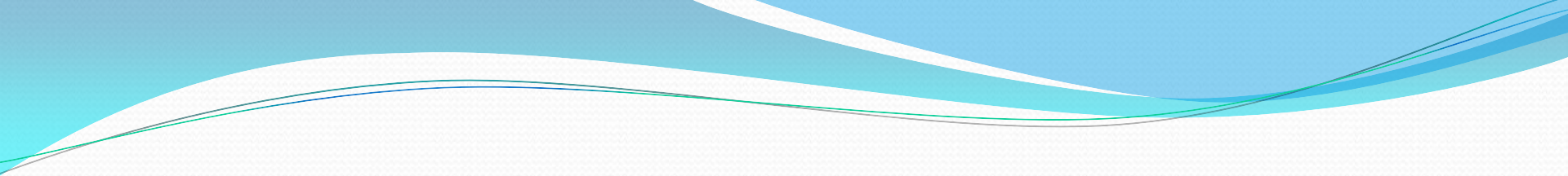


# Boccia Throwing Form

- **Factors Affect on the Throwing form**
  - 1. Range of motion(ROM)**
  - 2. Muscle Strength**
  - 3. Athlete's Preference**

# Boccia Throwing Form Type

Category	Sub-Category
Underhand Throw	Inside type Underhand Throw
	Outside type Underhand Throw
Overhand Throw	One hand type Overhand Throw
	Two hand type Overhand Throw
Foot Throw	Kick type Foot Throw
	Grasp type Foot Throw







# **Ideal Boccia Throwing Form**

- 1. Pendulum Swing  
as smoothly as possible**
- 2. Release the ball naturally**
- 3. Do Follow throwing naturally**







# **Analysis Throwing Form**

- 1. Record throwing form**
- 2. Analysis it with some Program**
  - Pendulum Swing**
  - Release Point and timing**
  - Follow Throwing**
  - find Bad Habits**

# Analysis Throwing Form





# Compare the throwing form





# Finding the Appropriate throwing form



# Pendulum Swing makes shot type



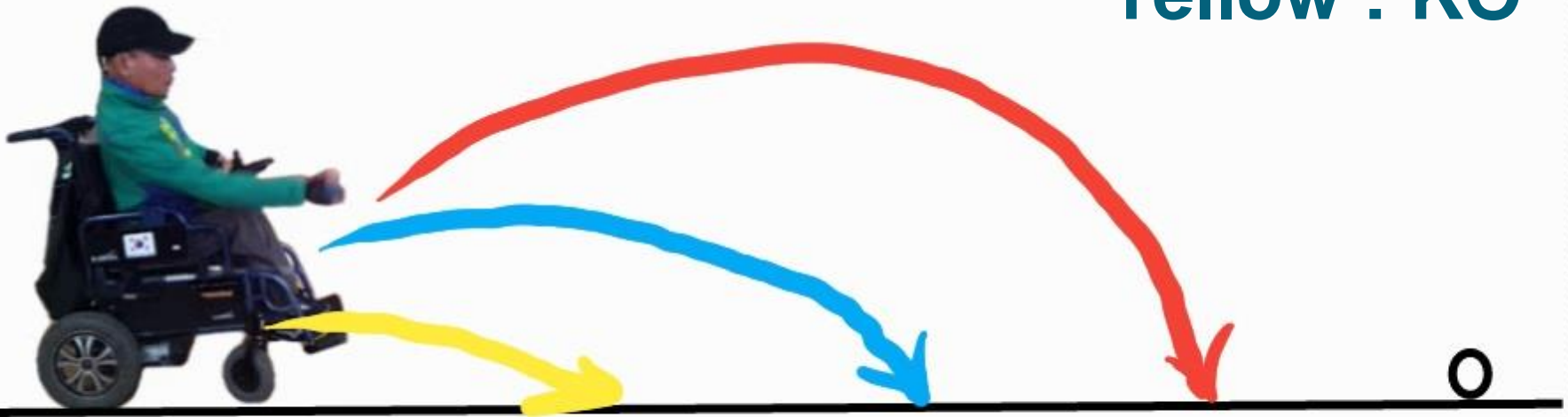
- 1. Range of Pendulum**
- 2. Speed of Pendulum**
- 3. Release Point of Ball**

# Trajectory of Each Shot type

**Red : AS**

**Blue : PS**

**Yellow : KO**







# **Throwing Form For Approaching Shot**







# **Throwing Form For Pushing Shot**







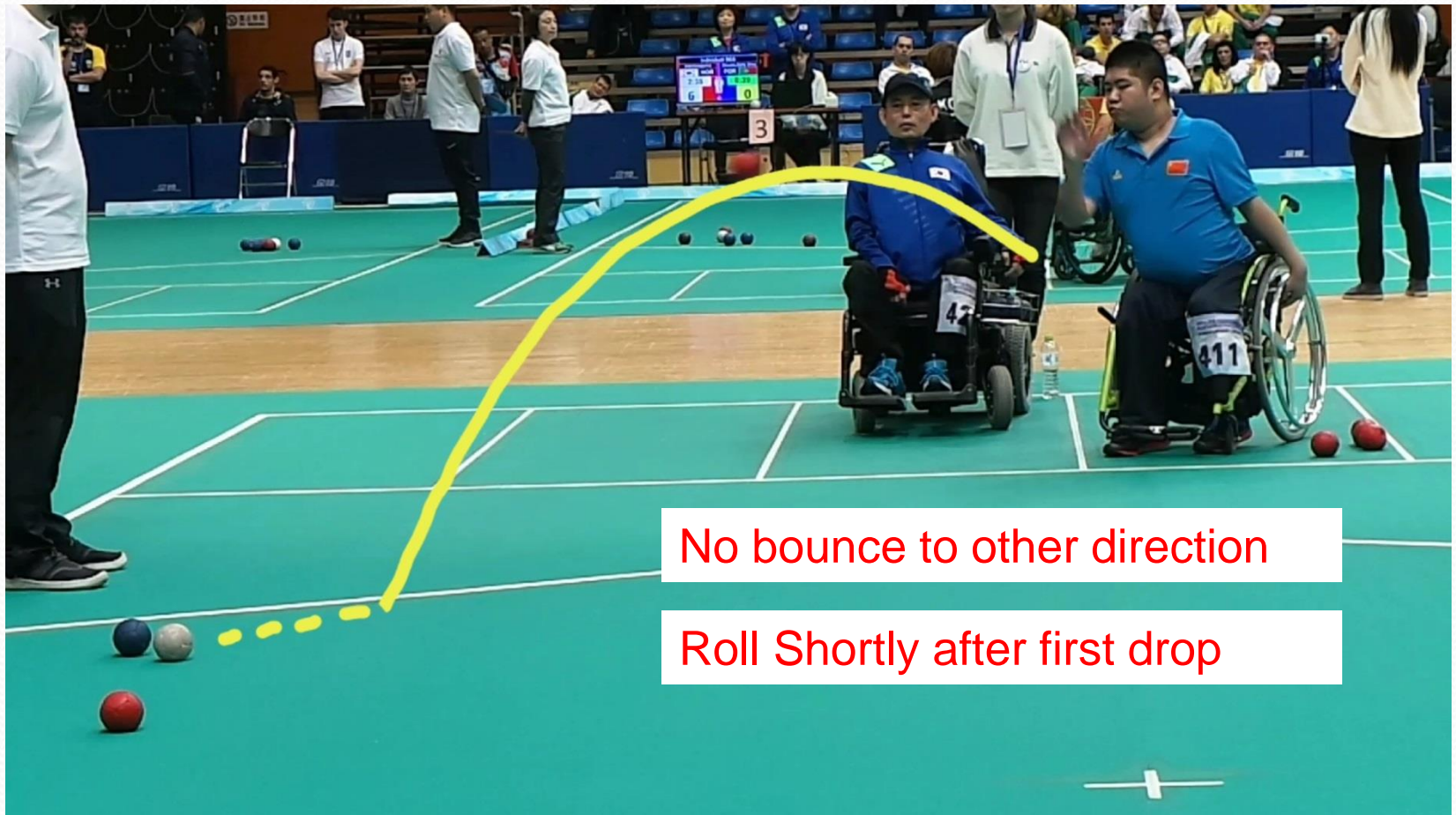
# **Throwing Form For Knock off**





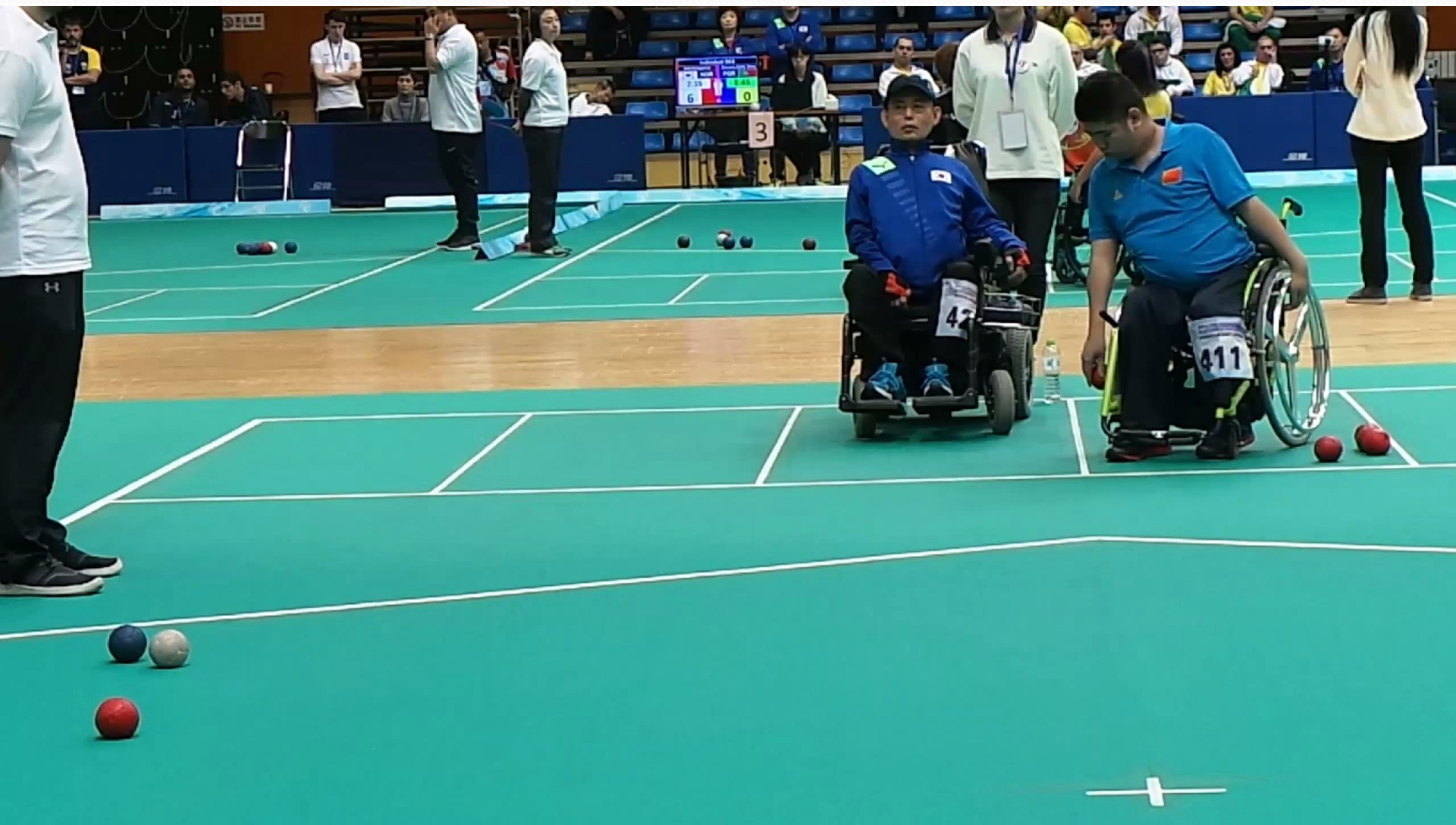


# Approaching Shot



No bounce to other direction

Roll Shortly after first drop





# Finding the Appropriate throwing form





**Practice**

**makes**

***Perfect***



# Control the Speed (Strength)

