**EPS et anglais**

[**Cycle 3**](#cycle2)

**Conduire et maitriser un affrontement collectif ou interindividuel**

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| Jeu sportif proche de l’Ultimate | Fiche préparation [« Durango Boot »](https://stocad.ac-nantes.fr/index.php/s/LrGxJgAzq6WNTxC) |

**Eléments linguistiques :**

*Durango Boot is a cross between Ultimate Flying Disc and Disc Golf. The object is to score points by knocking over a target cone.*

*The Rules:*

*• Teams may knock over any target cones.*

*• One group starts with the disc in the middle of the Take-Back Zone (the rectangular area created by the 4 cones in the middle).*

*• The disc must always be thrown at least 3' (same as Ultimate). Pass from player to player until a player is close to a Target Cone and can take a shot at knocking it over.*

*• The player with the disc may not run, but may pivot on 1 foot (same as Ultimate).*

*• Body contact is not allowed and Defenders may not be closer than 3'. If the disc is not thrown by the count of 10 then it is a turnover (same as Ultimate).*

*• A turnover also occurs when the disc is intercepted, dropped or touches the ground after a missed throw. At this time the defense takes over no matter which team touched it last (same as Ultimate). The group must now get the disc back to the Take-Back Zone before taking another shot (like in half-court basketball).*

*• Score 1 point if the disc knocks over the target cone by either throwing the disc and knocking over the cone or tipping it over with the disc in the player’s hand.*

*• After a score, re-set target cone, then Defense becomes Offense. Offense must pass disc back to the Take-Back Zone before attempting to knock over any target cone to score.*