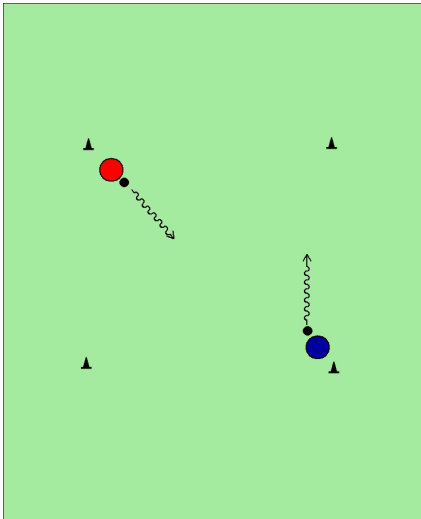




Cat and mouse



How it works

Two players start with a ball each at opposite corners of the grid.

The red player must try to tag the blue player whilst dribbling the ball under control.

The blue player must avoid being tagged whilst dribbling the ball under control.

If the blue player is tagged both players must return to opposite corners of the grid before starting again.

If the blue player loses control of the ball out of the grid then it counts as a tag and players restart at opposite corners as before.

Play for 1 minute and then blue player becomes the chaser.

Possible changes

Play 2/3 rounds and then change partners, putting players who got the most/least tags against each other.