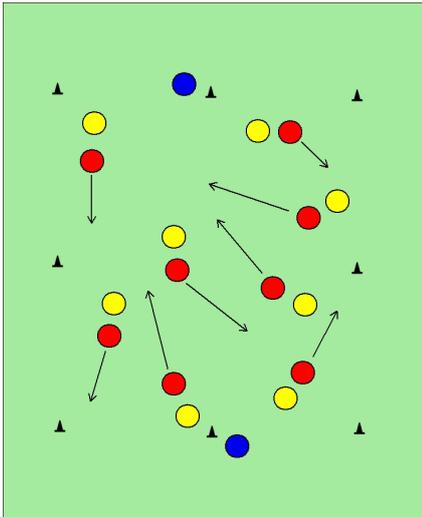




Batman and robin



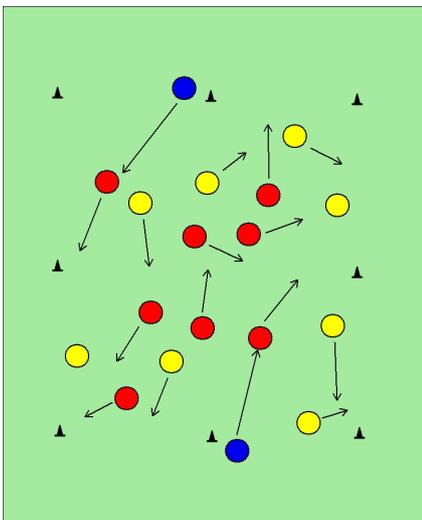
How it works

Players stand in pairs within a large playing area.

One of the pair must be Batman, wearing a coloured bib/pinny, whilst their partner must be Robin.

On the call of 'Batman' from the coach, the red players start jogging/running and the yellow players (Robin) must follow closely.

At any time the coach can call 'Robin' and the partners change quickly to Batman following Robin.

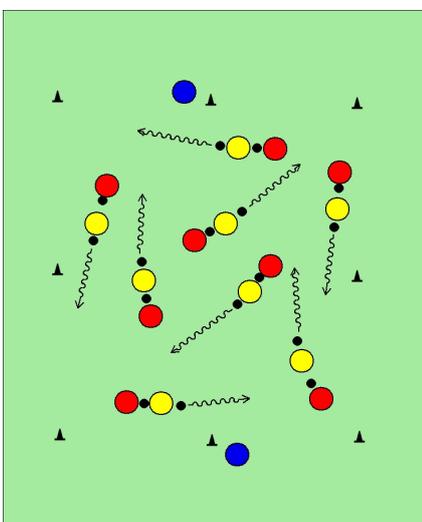


After a short while the coach can make the call of 'Joker' at which time the two blue players (Jokers) run into the playing area.

They can tag any Batman or Robin and that player must stand still with a big smile on their face. They can be freed only by a tag from their partner.

Play can continue until the last pair have been caught. This pair are the winners and can become the Jokers in another game.

Alternatively, a set time can be allowed and the winners are any pair with both players still free after 1/2 minutes. If there are no pairs free then the winners are any partners with one character still free.



All the players now have a ball and follow each other whilst dribbling the ball depending on the call of Batman or Robin from the coach.

When the Jokers (blue players) are called in they must try to tackle and win possession of a ball from any of the other players and then kick it out of the playing area. The Batman or Robin who has been tackled can try and win possession back from the Joker until the ball is out of the playing area.

When a Batman or a Robin has had their ball kicked out they can help their partner keep possession of their ball by being available for a pass.

Play can continue until the last pair have lost possession of a ball. This pair are the winners and can become the Jokers in another game.

Alternatively, a set time can be allowed and the winners are the pair with both or one ball still in play after 1/2 minutes.

Possible changes

The Jokers could be any of the Batman and Robin villains such as the Penguin, Catwoman or Poison Ivy who puts



Large area - warm-up

players to sleep when tagged. They can then only be revived by a touch from their own Batman or Robin partner.