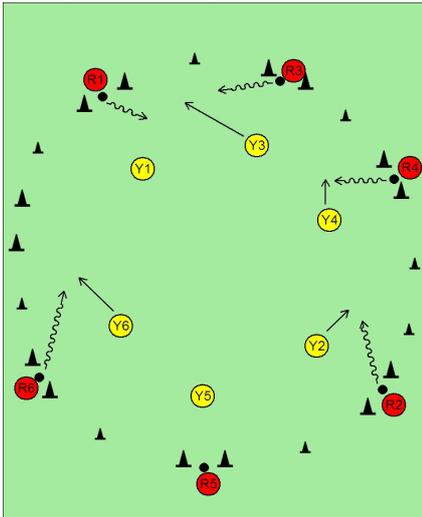




Escape to victory 2



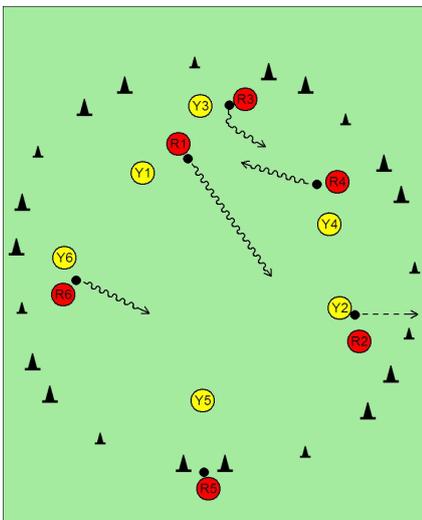
How it works

The red players have a ball each and all stand in a different coned gate around the edge of the circle.

The yellow players are partnered with a red player and stand inside the playing area, at least three metres away.

Red players have to try and dribble their ball into the playing area and out again. However, they must go through a different one of the larger cone gates around the edge of the circle.

Yellow players have to try and prevent this from happening.

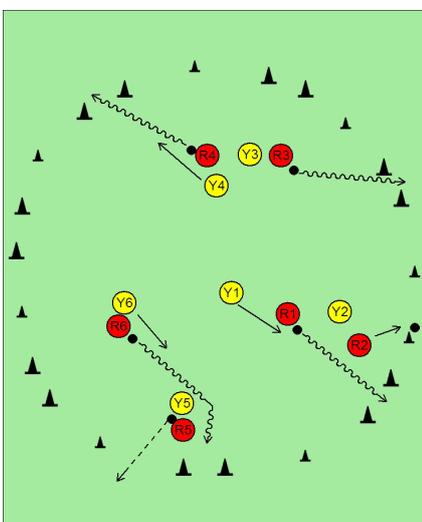


In this diagram, Red Players 1 and 4 have made a break towards another cone gate as their yellow partners were slow to react.

Red Player 2 lost control of the ball and their yellow partner has kicked it out of the playing area.

Red Players 3 and 4 have had to turn away from the cone gate they were dribbling towards because of the position of their yellow partners. They are now having to try and escape through another cone gate.

Red player 5 has still not yet made a move.



Play until all the red players have escaped through a cone gate or have had their balls kicked out by their yellow partners. If successful, the players start again from the cone gate through which they escaped. If not, they must retrieve their ball and find an empty gate to start again. After three turns the players swap roles. Play several rounds and keep a running total of scores - partner v partner or red team v yellow team.

Possible changes

Play that any yellow player can tackle any red player. Red players who have had their ball kicked out can then support others to help get their ball through a cone gate. Play then restarts with however many balls the team has left. How many rounds can the red team survive before all their balls are kicked out?