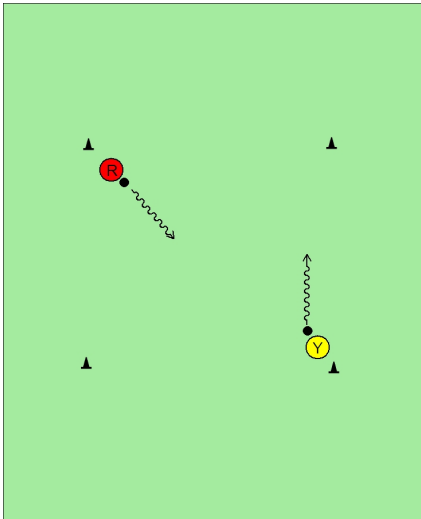




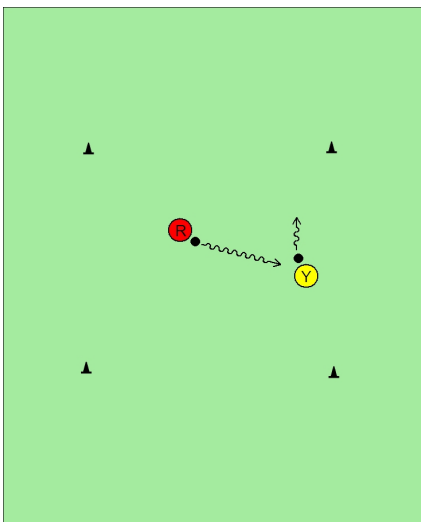
### Cat and mouse



#### How it works

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

Both players must dribble their ball but must stay inside the grid at all times.



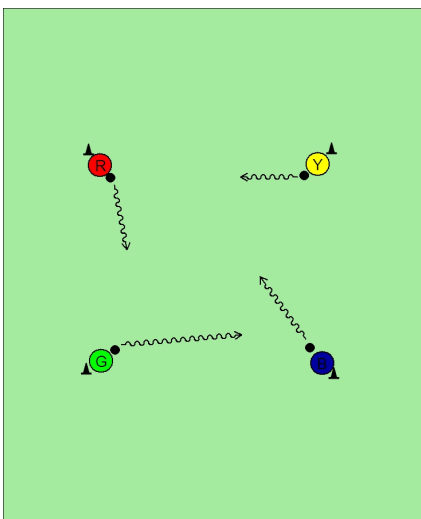
The red player must try to tag the yellow player whilst dribbling the ball under control.

The yellow player must avoid being tagged whilst dribbling the ball under control. If the yellow player is tagged, both players must return to opposite corners of the grid before starting again.

If the yellow 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 one minute or 3/4 attempts and then the yellow player becomes the chaser.

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



#### Possible changes

Play a knockout game with four players who are allowed to tag any other player.

If a player is tagged or loses control of the ball they drop out of the competition.