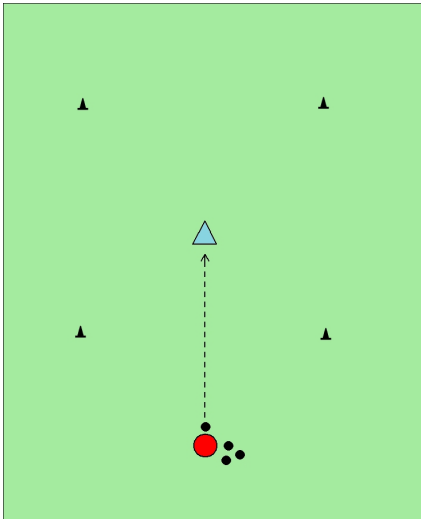




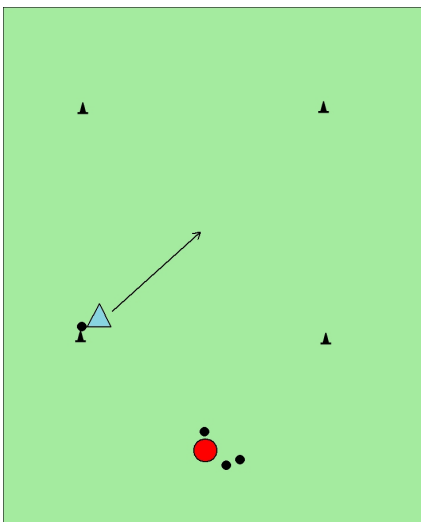
## Goalkeeper square



### How it works

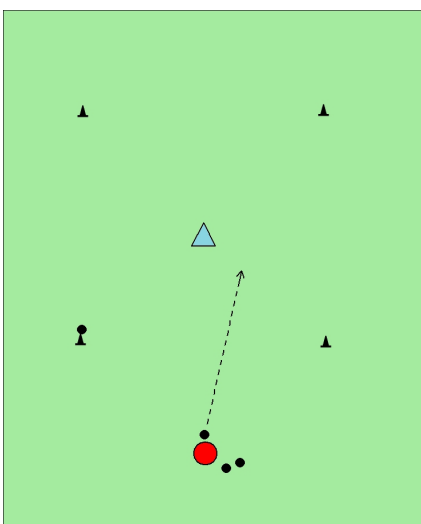
The goalkeeper stands in the middle of a grid. Each cone is given a number 1 - 4 or a name eg. a football team.

The red player throws the ball into the goalkeeper at the same time as calling out a number or the name of a cone.



The goalkeeper has to make a catch or save and then place the ball on the numbered/named cone previously stated.

The goalkeeper then has to get back to the middle of the grid as quickly as possible to face the red player for the next throw.



The red player throws in the next ball and again shouts the number/name of a cone.

When a ball has been placed on the last cone the goalkeeper has to return all the balls to the red player. They do this by running to another cone, picking up the ball, returning to the middle and throwing back. Repeat this sequence for each ball as quickly as possible.

The red player then begins another round of throws for the goalkeeper to catch/save and place on the cones. Players could swap over after each set.

### Possible changes

Vary the feeds from low diving saves to high balls to catch and so on.

The cone number/name can be changed by the red player calling out a new one after the save/catch has been made.