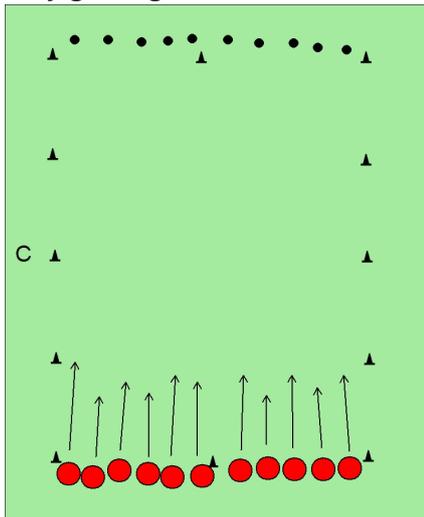




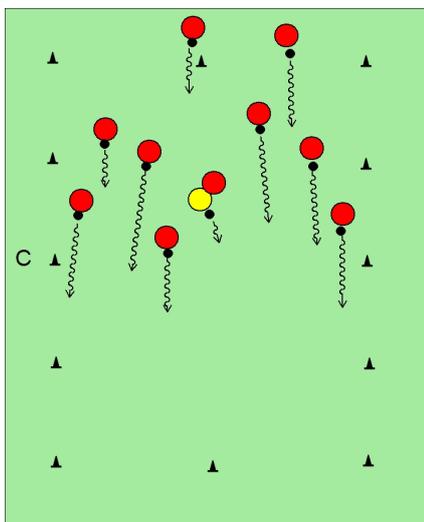
**Billy goats gruff**



How it works

All the players stand at one end and there is a line of balls at the opposite end of the playing area. There must be one less ball than there are players.

On a signal from the coach, the players must run across the bridge to get their foot on a ball.

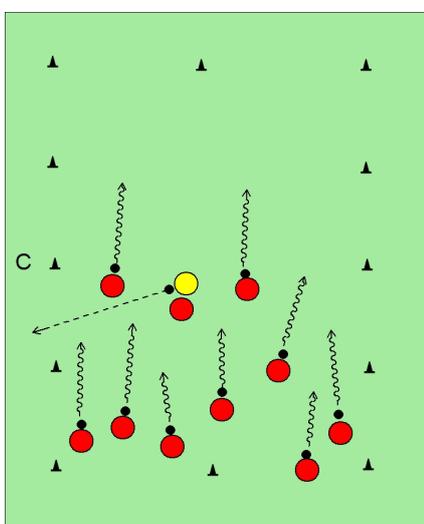


The player who doesn't get their foot on a ball becomes the ogre under the bridge.

The other players then have to try and dribble their ball safely to the other end.

The ogre has to try and win a ball from another player. If they win possession of a ball then they can continue to dribble to the other end and become one of the Billy Goats again.

The player who lost their ball must try and win the ball of a different player before they all get safely to the other end. If they don't then they become the ogre under the bridge.



The players then try and make it safely across the bridge again without being tackled by the ogre.

If the ogre kicks a ball out of the playing area then that player also becomes an ogre. Both of them then have to try and win possession of a ball from another player as they cross the bridge. (The same would happen if a player mis-controls their ball and it goes out of the playing area).

Play for a set number of crossings eg. 10/12 and the winners of the game are all those who are Billy Goats at the end of the last crossing.

Possible changes

If you get a lot of ogres you might have to have half of them on the bridge in turn. It can get unsafe if you have lots of ogres trying to win a ball from just one or two Billy Goats.

Start with two or even three ogres if you have a larger group.