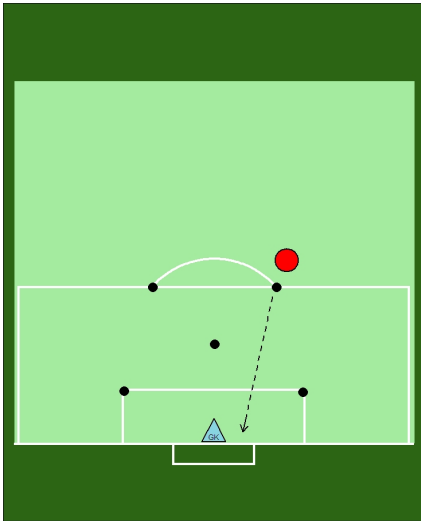




### Round the clock



#### How it works

This competition/game is adapted from a basketball practise we used to do many years ago at school.

The red player has five balls to shoot at goal and can do them in any order they wish.

The player is timed and each goal scored equals ten seconds off their final time.

All the players can compete against each other with the same GK and the player with the quickest time is the winner.

#### Possible changes

Players compete in pairs, each taking a turn as GK against their partner - this then takes the form of a knock-out competition eventually leading to

two finalists and a champion.

All the players start at the same position and take it in turns to shoot. If they score, they move on to the next position, if not they stay and have another go when their turn comes round again. The first player to score from all positions is the winner.

Positions can be altered depending on age and ability of the group.