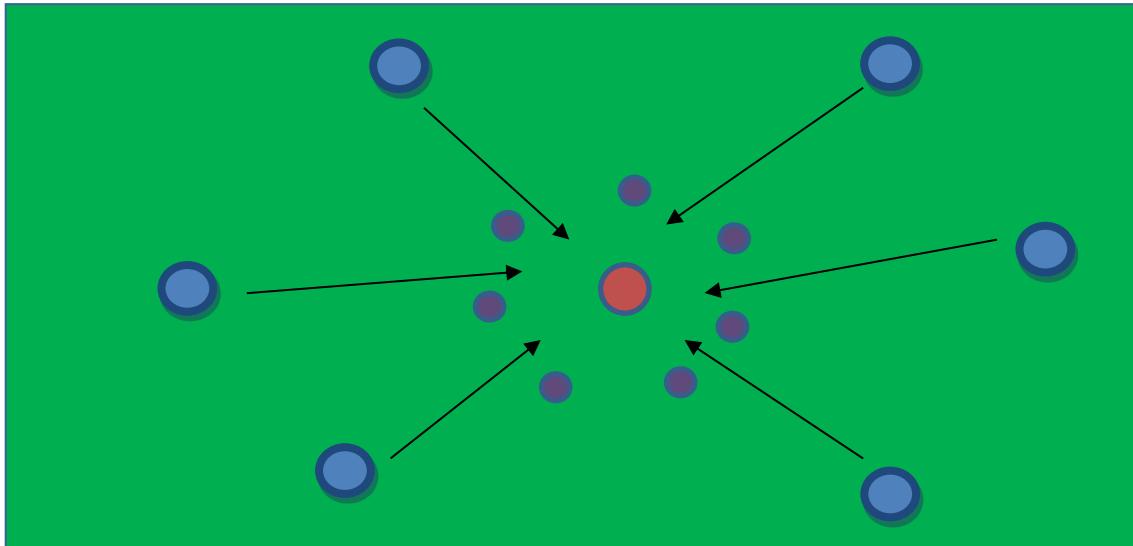




SHARK ATTACK



ATTACKERS



PLAYER MOVEMENT

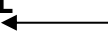


START POSITION

CONES



BALL TRAVEL



DEFENDER



ORGANISATION

ATTACKERS MUST DRIBBLE THEIR BALL INTO THE CONED AREA (SEA), TURN AND RETURN AVOIDING THE DEFENDER(SHARK) FROM STEALING THEIR BALL

INFORMATION

- KEEP THE BALL AT A COMFORTABLE DISTANCE
- USE A RANGE OF TOUCHES TO APPROACH AND LEAVE THE AREA
- SELECT A TURN PRIOR TO ENTERING THE SEA

PROGRESSION

- INCREASE THE AMOUNT OF DEFENDERS
- INCREASE OR DECREASE THE AREA OF THE SEA

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