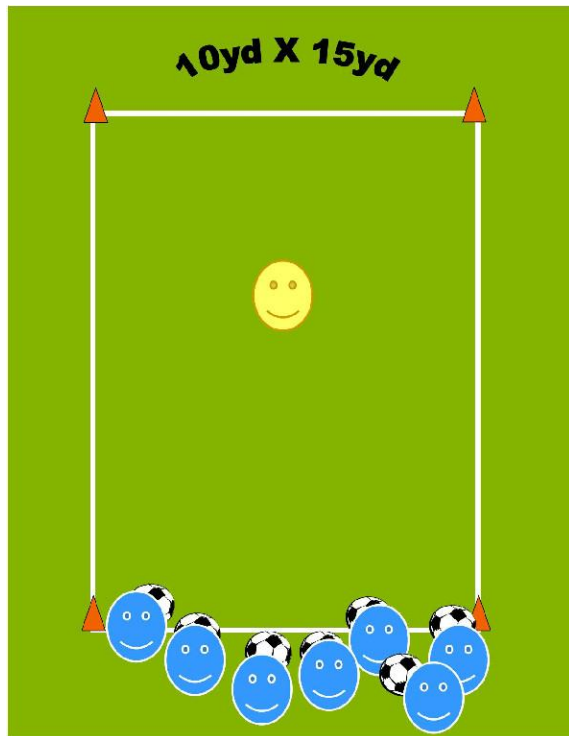


Sharks and Minnows



Designate one player without a ball as the shark, and place him in the center of a rectangular grid. Have the rest of the players (minnows) position themselves, with a ball, on one end of the grid. Their objective is to dribble past the shark without getting their ball kicked out of the grid. If they don't make it to the opposite side, they too become a shark. Continue in this way until one player is left with their ball. Always have the minnows begin dribbling simultaneously and the sharks starting on their bellies before getting to their feet.

Variation:

1. Have the sharks crab walk if the minnows' dribbling skills are too weak.

Focus:

Minnows should keep their ball close to their bodies and under control upon approaching the shark's area. Once through, they should push the ball a little further in order to increase their dribbling speed.