

2015 Trainer Event

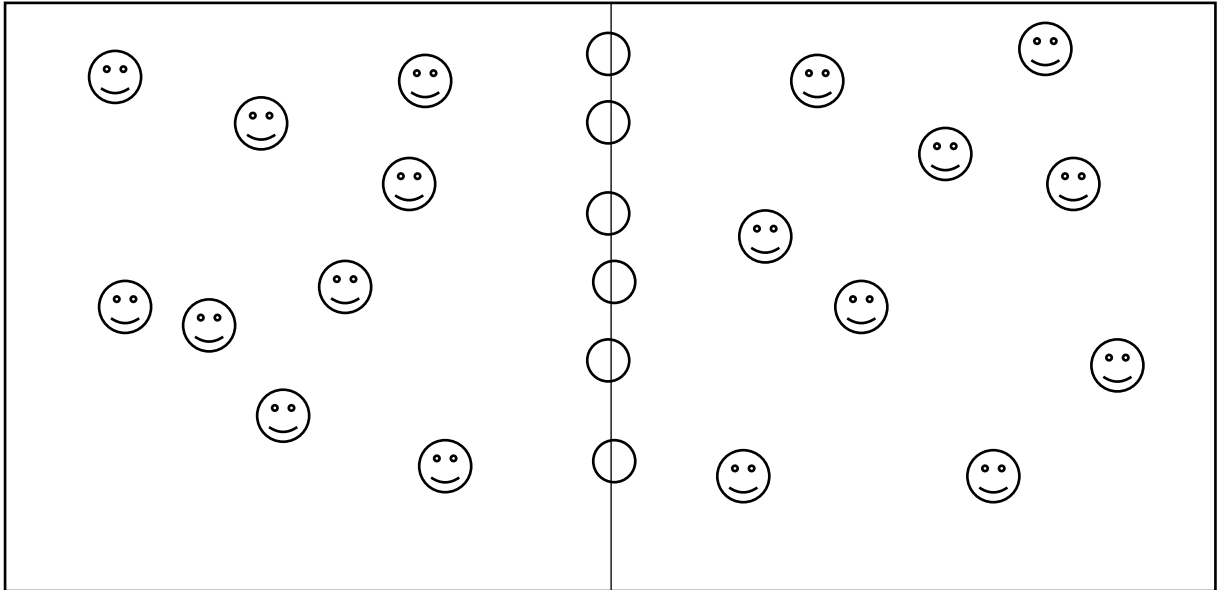
BACKYARD NEIGHBOR

Physical Layout

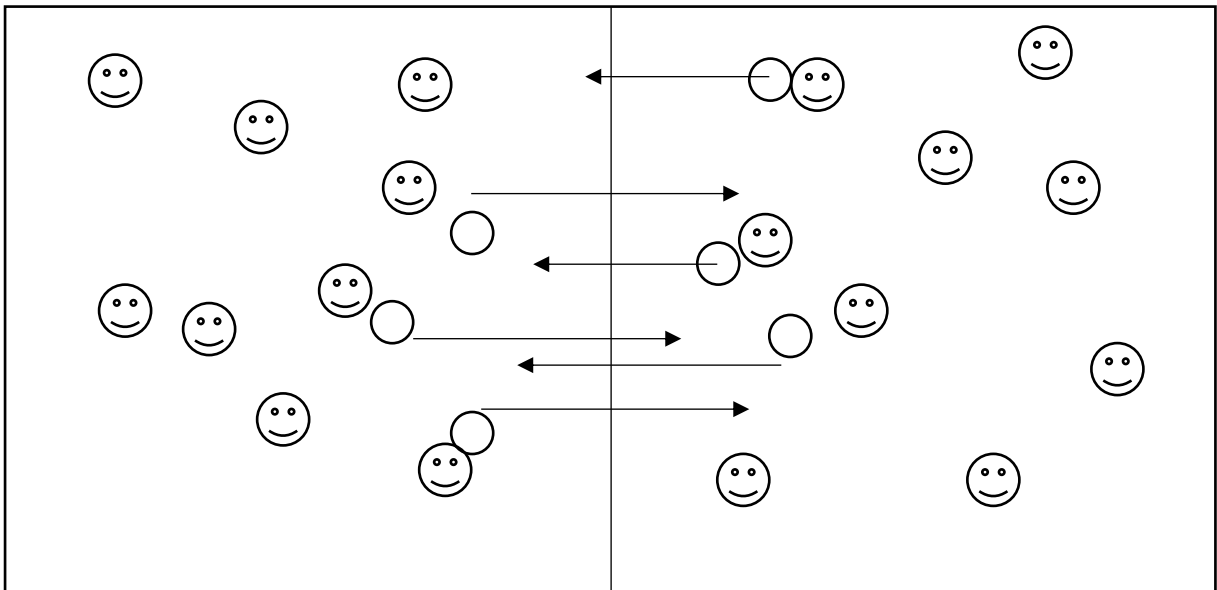
2 teams

One on each side of the playing area

Many of balls in the middle



When educator whistles, each team member run and catches some balls and starts to throw them to the other side.



After 1-2 minutes, the educator whistles again to stop the game. He will count how many balls on each side. He will give a point to the team with smallest amount of balls.



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Adaptations and variations

Educator can pick a ball or ask someone to pick one. (example: only Air 24'). At the end of the game the team that has this ball on its side sees the other team score.

Some balls can be worth more points, the team with the lowest amount of point scores.

The players can only use hands, head, feet, work together etc.



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