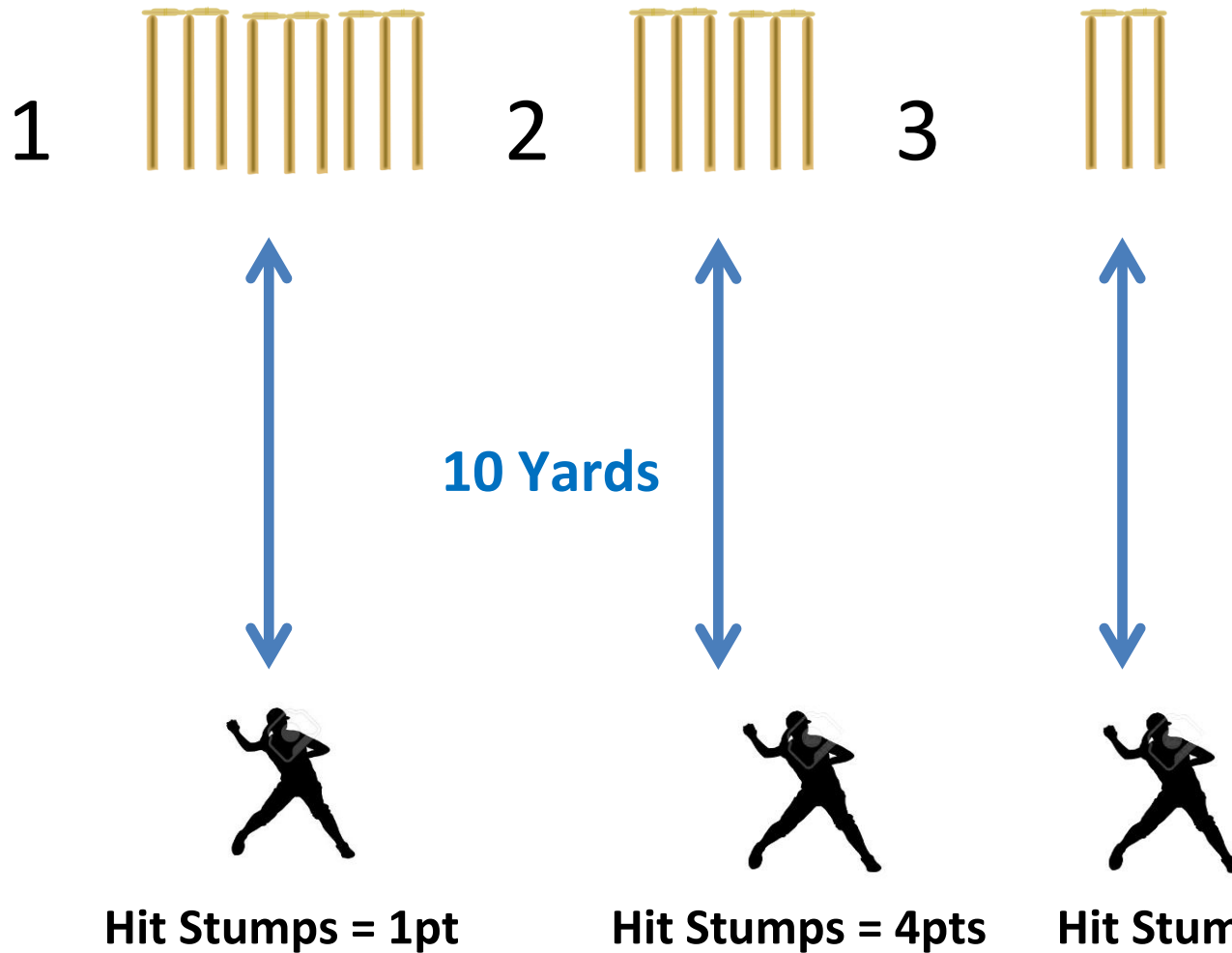


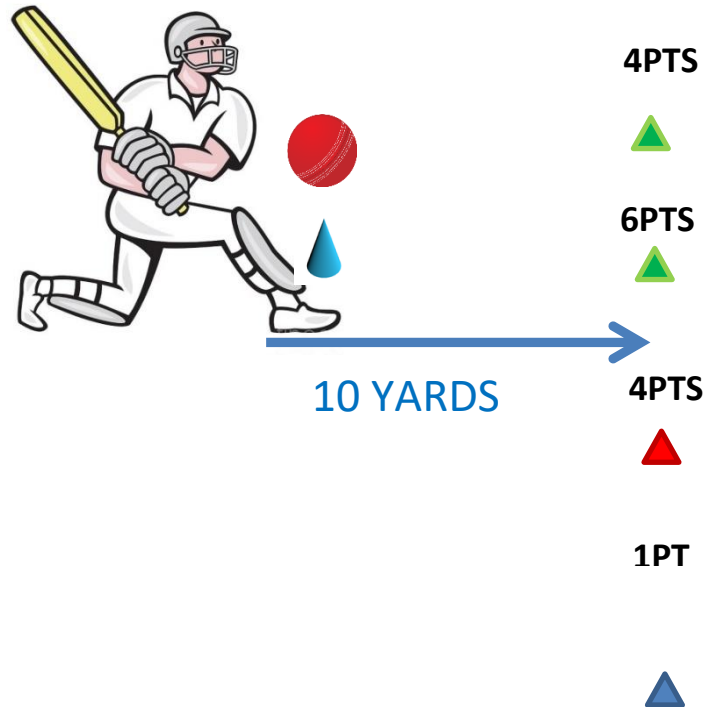
1. SMASH THE STUMPS!



RULES

1. This challenge is split over three separate stations.
2. Children take in turns to throw a ball from a cone 10 yards away from their target wickets.
3. if a child hits their target wickets (depending on their station) will gain points for their team.

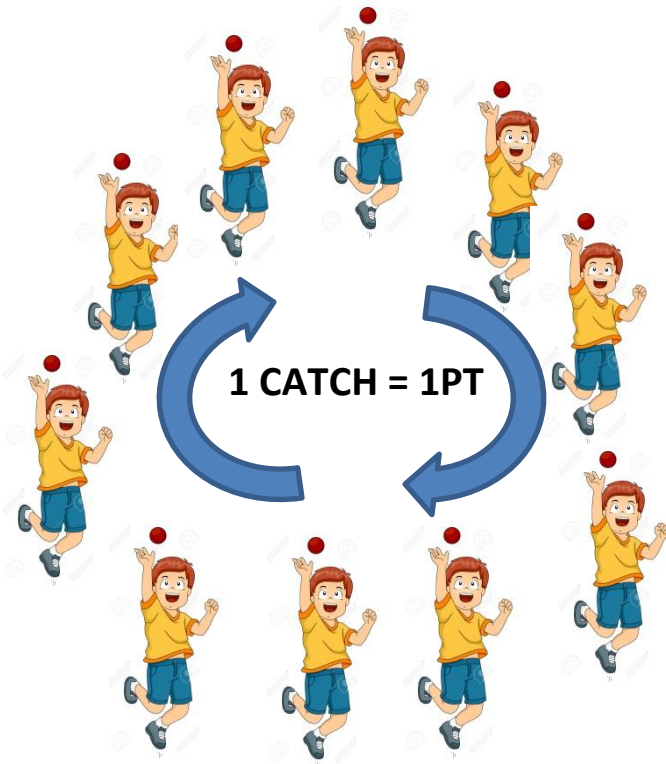
2. BLAST THE BALL!



RULES

1. Children must take it in turns to strike the ball off a batting tee 10 yards away from their targets.
2. Three different sized targets to hit the ball through. Large = 1pt. Medium = 4pts. Small = 6pts

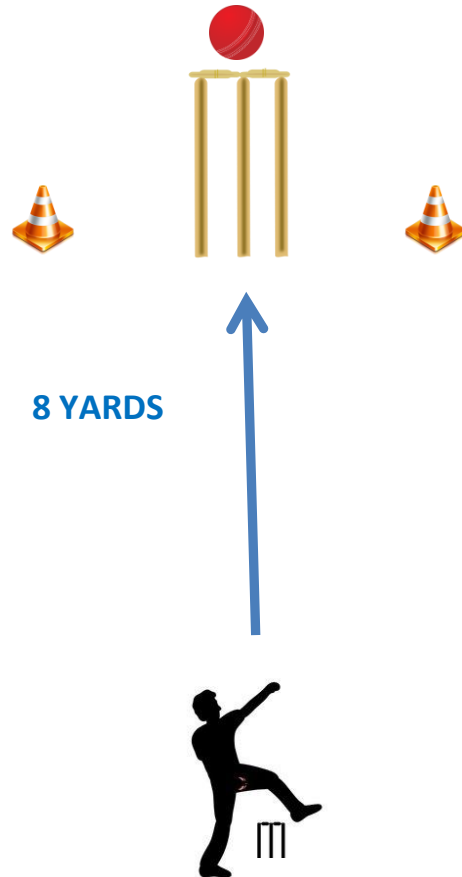
3. SAFE HANDS!



RULES

1. Children to stand in a circle three yards apart from each other.
2. Throw ball from one child to another around the circle.
3. Each catch made equals 1pt for the team.

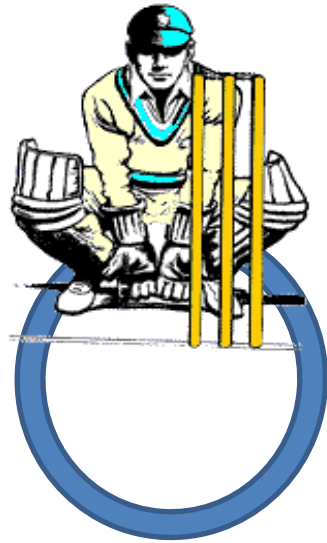
4. HOWZAT!



RULES

1. Children take in turns to bowl the ball with a straight underarm towards the wickets 8 yards away.
2. Ball must bounce before the wickets (no more than twice)
3. If ball goes through the cones = 1pt. If ball hits wicket = 4pts. If ball knocks heavy ball off the wickets= 6pts.

5. WICKET-KEEPER MASTER!



5 YARDS



RULES

1. Children to take in turns to stand inside a hoop behind a set of wickets.
2. Ball will be thrown to them by a leader from 5 yards away.
3. If child makes a catch inside the hoop = 6pts. If child steps outside of the hoop but still makes the catch = 1pt.

6. SPEED GUN SHOWDOWN!

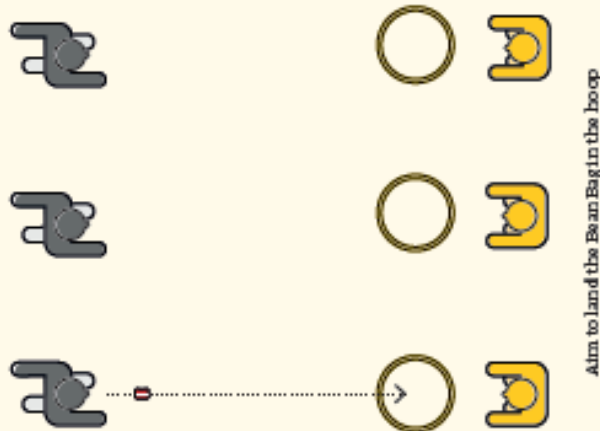
(this event will only take place at level 3)



RULES

1. Children to take in turns running from the cone towards the ball.
2. Pick up the ball and throw towards the netting (aiming for the speed gun for the best outcome).
3. Record the score shown for each child.
4. 0-10mph =1pt. 11-20mph =2pts. 21-30mph=3ps. 31-40 mph=4pts. 41+mph=6pts.

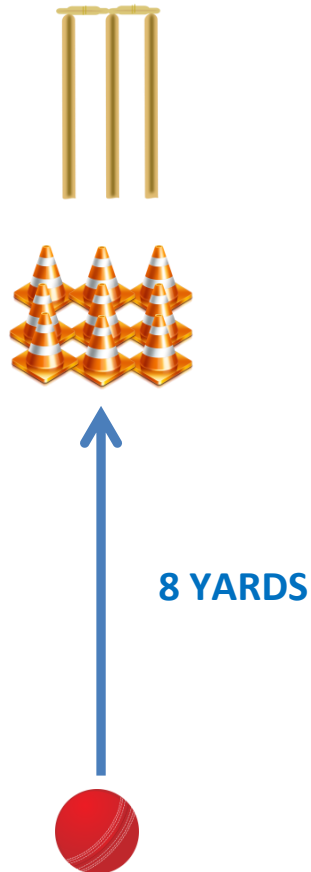
7. HIT THE TARGET



RULES

1. Throwers take it in turns to throw the balls or bean bags
2. The aim is to get the ball through the hoop
3. 1 point is scored for each time the ball or bean bag goes through the hoop
4. Children have a set time to score as many as they can – ensuring the throwing distance and height of the hoop remains the same

8. BOUNCER ALLEY!



RULES

1. Children take in turns to bowl the ball with a straight underarm from 8 yards away.
2. Aim is to hit one of the cones sitting in front of the wickets without the ball bouncing beforehand.
3. Each time they hit a cone = 6pts.

9. RUN LIKE THE WIND!



10 YARDS



RULES

1. Children take in turns running with the bat in their hand towards the wickets 10 yards away.
2. Once near the wickets they need to tap the cone next to the wickets to earn 1pt.
3. Then run back and tap the start cone to earn another 1pt before passing bat to next child