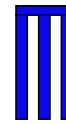




GREEN!



COVER FIELDING

*Ball rolled out and stumps to throw at called (stump colour indicated by a cone placed on them).
Player attacks ball sets themselves and throws at the relevant stumps.
Points can be awarded for throwing at the correct stumps, a powerful throw and hitting the stumps.*

EASIER/HARDER

*Reduce size of target.
Increase distance of throw.
Call target stumps later.
Add in a cone 'minefield' that ball travels through that might make bounce unpredictable*

COACHING POINTS

*Low and fast approach to ball.
Quick feet into aligned throwing position*

