



## Raiders Revenge

### Equipment required:

5 cones, tags, 4 footballs and anything that can be used as “treasure”

### Aim:

Improve evasion, tagging and communication skills in a fun and competitive environment

### Action:

Set up a 20m x 15m grid. Inside the 20m x 15m grid set up a 10m x 10m grid (**shark tank**). Divide players into two teams of 5 - 8 (depending on numbers) and position one team in the 20m x 15m grid (**attacking team**) and the other in the shark tank (**defending team**). Within the shark tank there is “treasure” (10 extra tags and 4 x footballs). It’s the goal of the attacking team to steal as much treasure as they can from the shark tank without being tagged, and then place the items behind their line.

It’s the goal of the defensive team to tag the attacking players and not let them get any treasure. If the defending team is successful in tagging an attacking player then the attacking player that was tagged is required to drop any possessions, put on their tag back on and run to a cone 10m away outside the grid before re-entering.

The attacking team is given a designated time to gather as much treasure as they can. At the end of the allocated time any stolen treasure is added up. The team with the highest number of points for the stolen treasure is the winner.

**NOTE:** Treasure items can be given different value i.e., tags worth 4 points, footballs 8 points etc.