

GAME: *Keep Away*

BEST TIME TO PLAY: *WF #078 keep,
WF # 102A throw, WF 123B thrown,
WF #150 catch*

OBJECT OF GAME: *Two (or more) players
play catch while the person in the middles
tries to intercept the ball.*

* Make up your own rules, e.g., which team can complete the most passes in one minute while keeping the ball away from the defender. Yes, a judge can practice his/her counting.

* It is best to use Nerf football.

