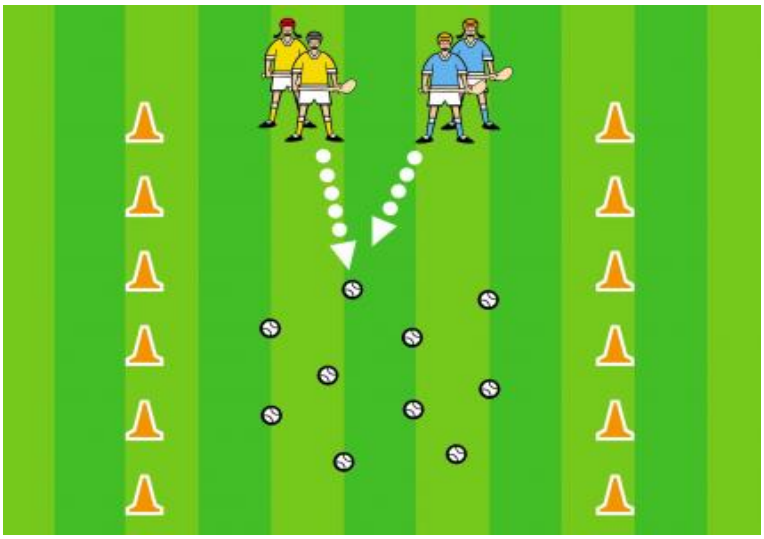
LEVEL 3

SHOULDER CLASH - A RACE AGAINST TIME

— HURLING



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This is a fun game to develop the Shoulder-to-Shoulder Clash

Organisation

- Mark out a grid 20m x 20m
- Place a number of sliotars randomly throughout the grid
- Divide the players into pairs
- Each pair in turn must race through the grid, clashing on each sliotar
- The player who strikes the most sliotars out of the grid is the winner
- Replace the balls and continue the activity with the next pair

STEP Variation

Equipment - As the players become more proficient, use a smaller ball, e.g. the Quick Touch ball.

Alternatively use a fixed ball, such as the ball and pin apparatus

EQUIPMENT LIST

- Cones
- Sliotar

Notes