

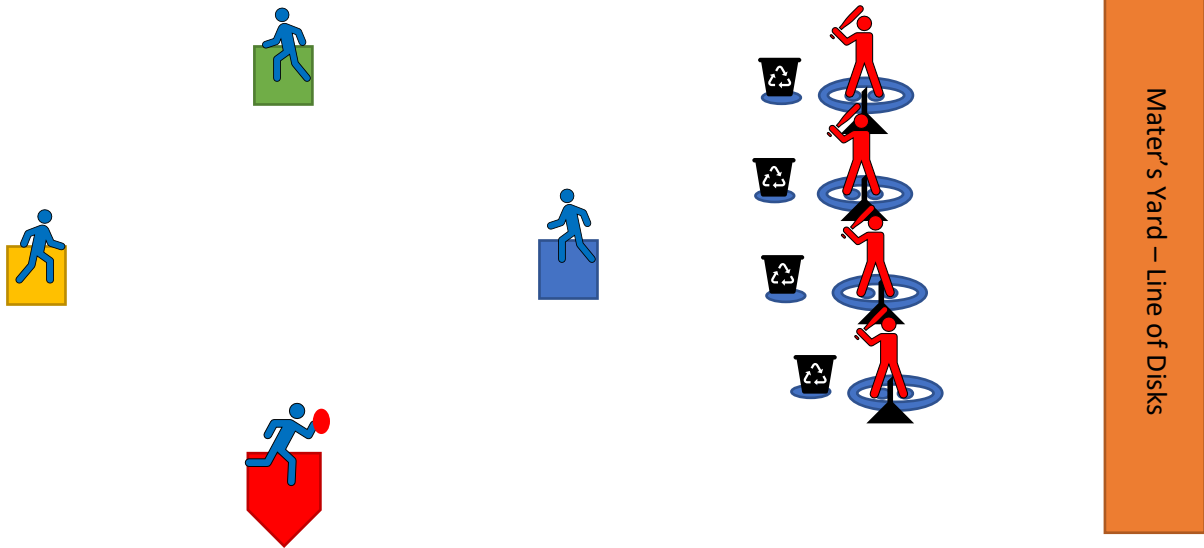


### Mater's Haul – HITTING EDITION

Purpose: Base-Running & Hitting

Equipment: 1-set of Bases, 4 Small Buckets, 24 Whiffle Balls, 4 Baseball Tee's, Red Dodgeball

Set-up: Create a Baseball Diamond. To the side of the Base-Ball Diamond, set-up 4 Baseball Tee's facing away from bases. Put down disks to create Mater's Yard.



#### Execution:

- Break players into 2-teams. Assign one team to the Lightning McQueens (They are the Baserunners), and the other team to the Mater's (Hitters)
- The Lightning McQueen's need to see how fast they can get the Baton (Red Dodgeball) around the Bases by doing a Relay Race (Home runs to 1<sup>st</sup> and hands it off, 1<sup>st</sup> to 2<sup>nd</sup>, 2<sup>nd</sup> to 3<sup>rd</sup>, 3<sup>rd</sup> back to home.
- The Maters are going to see how many Baseballs (broken down cars) they can get into Mater's Yard by hitting them over the Line of Disks in the outfield.
- When the lightning McQueens get back to Home Plate, the coach blows his/her whistle and the Mater's Freeze. The coach then counts up how many balls they got into he Yard
- Switch Mater's and Lightning McQueen and continue and time permits.
- The team with the most MATER POINTS wins the game (but not really)