



FLAG FOOTBALL CAMP (AGES 7-14)

ACTIVITY REFERENCE GUIDE



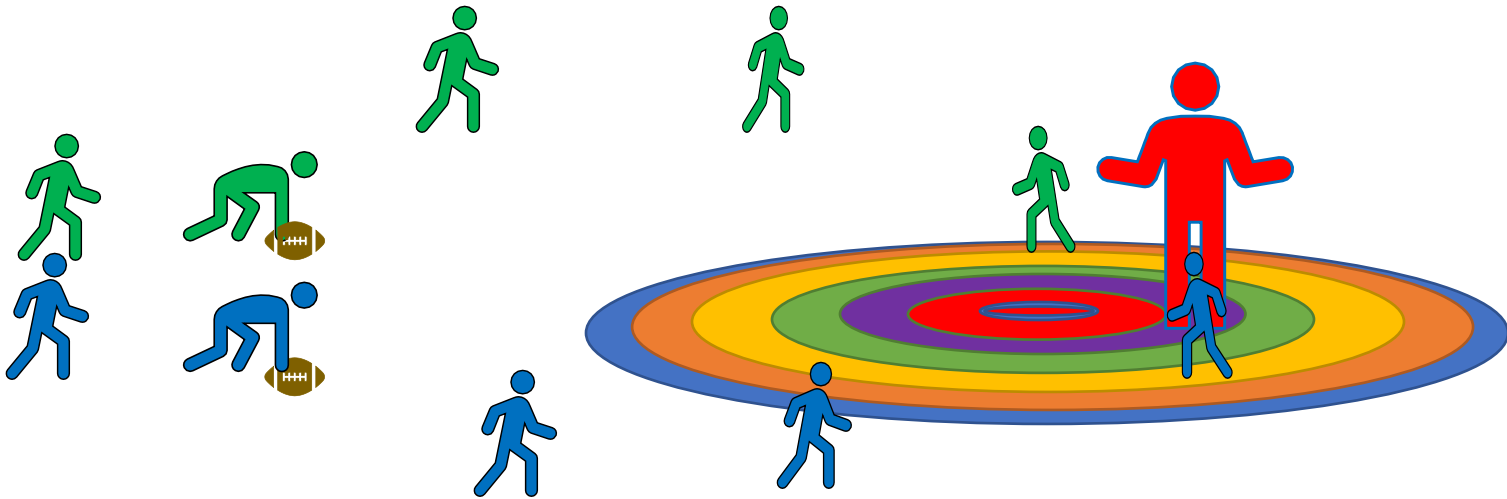
Punt Accuracy Combine

Purpose: Punting

Equipment: Disk Cones, Footballs, Hula Hoops

Set Up: Set-up Large Target Area using Disk Cones as shown below

Punter Line



Execution:

- Divide players into two teams.
- Assign one player on each team to be: Punter, Long Snapper, Retrievers
- Review the scoring for the combine:
 - Blue Circle = 1 Point
 - Orange Circle = 2 points
 - Yellow Circle = 3 Points
 - Green Circle = 4 Points
 - Purple Circle = 5 Points
 - Red Circle = 6 Points
 - Hula Hoop = 10 Points
- Coach assigns one team to go first (BLUE)
 - Long Snapper snaps the ball to the Punter.
 - Punter Punts the Ball at the target
 - Coach calls out the point value, based on where the ball lands, and writes down the score on the point sheet
 - Retriever # 1 grabs the ball and throws it to Retriever 2. Retriever 2 to Retriever 3, and so on.
 - When the ball gets to the last Retriever, everyone rotates: Long Snapper to Punter, Last Retriever to Long Snapper, Punter to First Retriever, etc.
- While the Blue team is getting the ball back to the Long Snapper/Rotating, the Coach calls for the Green Team to go who do the same thing.
- Continue until all the players have had 3 punts, or time expires.
- The team with the most points at the end of the game wins the combine.