## Pickle Tournament

Purpose: Catching, throwing, base running, teamwork, strategy
Equipment: Bases, baseball, gloves
Set Up: Set-up baseball diamond.

## Execution:

- Break players into teams and pair up two players on each team of equal size and ability. Assign that pair against another pair, of similar size and ability, on the other team. Send the foursome (two players from each team) to $1^{\text {st }} \& 2^{\text {nd }}$ Base or $3^{\text {rd }}$ and Home plate (should be able to have 8 players going at once.
- Two players on the same team start on offense between the bases. The other two players start on defense on the bases. When coach blows their whistle the players on offense try to make it to one of the bases without getting tagged.
- Every player who successfully gets to one of the bases wins a point for their team.
- Switch offense and defense and continue.


## Variations:

- Timed: The offensive players try to go as long as they can without getting tagged out. They are not trying to get on base. Team who lasts the longest of offense wins a point for their team.

Focus Points:

- Taking you lead - Card 24
- Secondary Lead - Card 25
- $\quad$ Sliding Technique - Card 27


