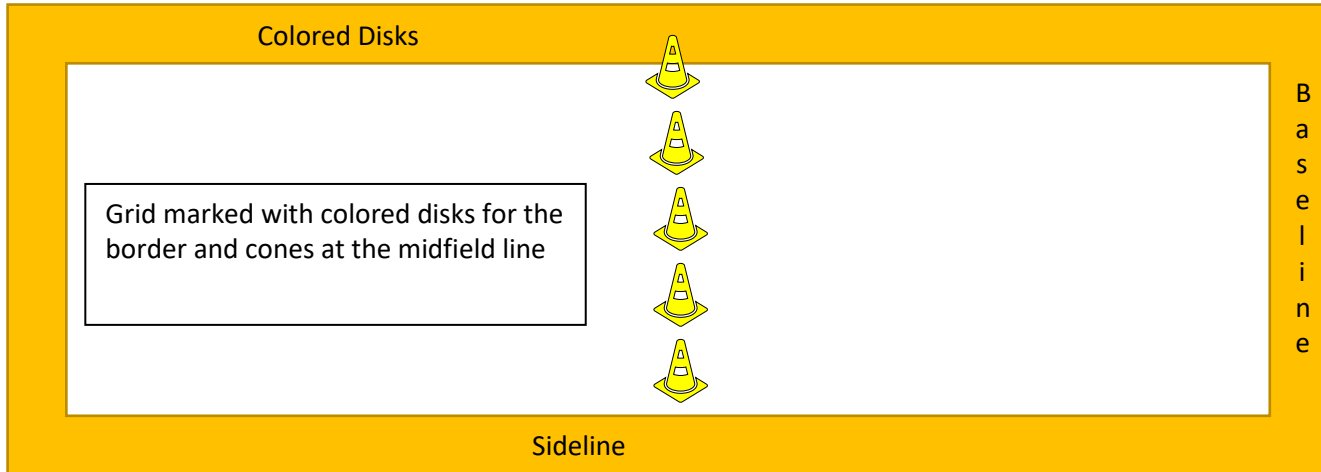## Wookie Dodgeball

Purpose: Teamwork, Strategy, Catching, Throwing, Agility

Equipment: Spots/Disks, Cones, Dodgeballs

Set Up: Set-up a large dodgeball game grid with a midfield line to separate the two sides.

Execution:
- Divide players into camp teams and have them stand on their team's baseline.
- Put half of the dodgeballs on each side of the field
- When coach blows his/her whistle, the game begins and all of the players grab a dodgeball and start throwing the ball at the other team.
- If a player gets hit by a ball below the head, they are out and must stand on their teams sideline.
- If the ball bounces first it doesn't count. If the ball hits the player in the head, it doesn't count
- If a player catches the ball, the player who threw the ball is out. The first person in line on the sideline is back in the game.
- Each team has 2 characters with special powers.
    - Chewbacca & Han Solo – If Chewbacca (i.e. Chewy) or Han Solo catch the ball, everyone on their team is back in the game.
- Each team has to tell the coach who has special powers but not the other team.
- Switch which players are Han Solo & Chewbacca each round and continue as time permits.