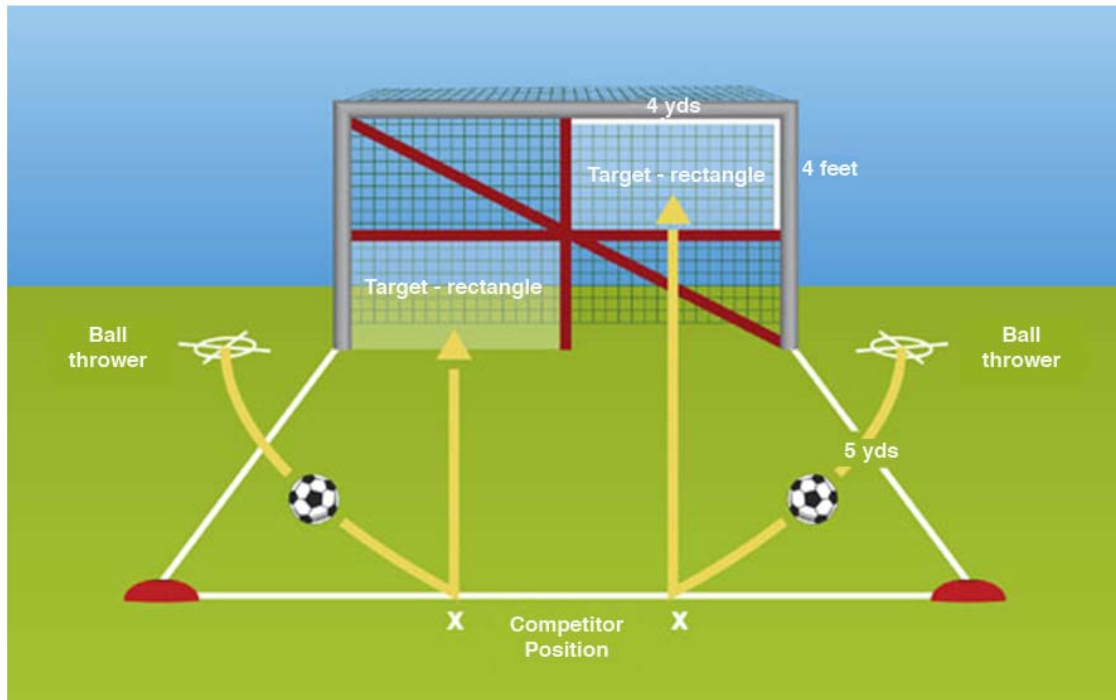


Station 3

Heading into goal



Objective:

A helper, standing in the marked spaces next to the goal, will throw the ball with both hands to the player to head the ball.

Organization:

Player has to head the ball down a) into the left lower corner, or up into the right upper corner. Goal also counts if ball bounces before going into goal or touching the string and going into the proper corner.

Scoring:

Each player has three tries per square. Each goal counts for 10 points. Maximum: 60 points.