

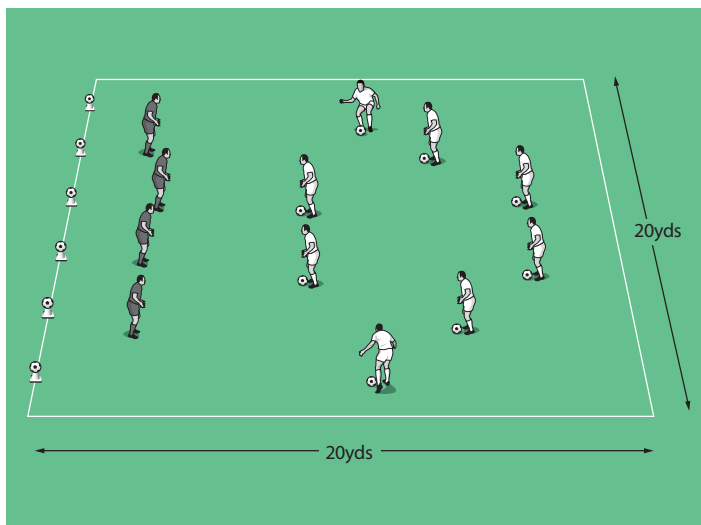
# Treasure hunt

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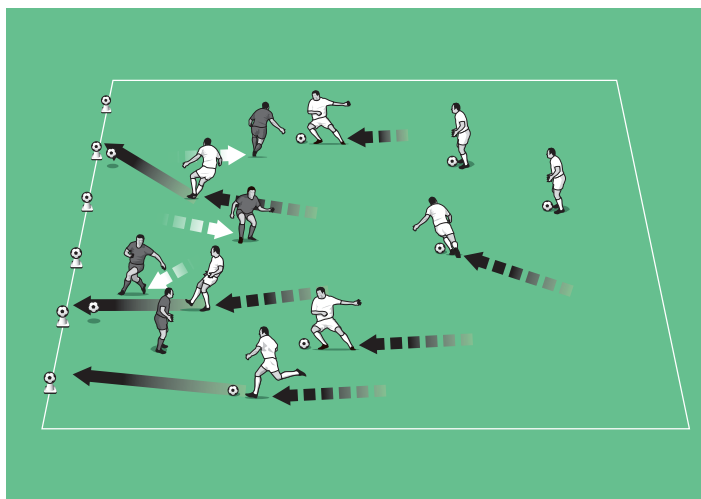


## How to play it

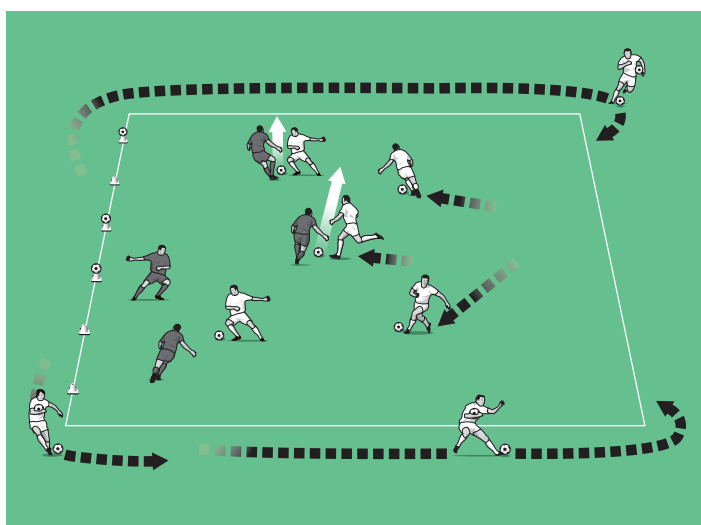
- This is a great game that improves players' dribbling and defending skills.
- It's best for young players – between the ages of five and eight – and while I've recommended 12 participate at once, you can adjust numbers easily depending on the size of your squad.
- Set up as shown in the first diagram – on the left side are six flat cones, each with a ball placed on top. Each ball represents a piece of treasure!
- Divide your players into two uneven teams. For five- and six-year-olds, 8v4 or 9v3 is appropriate – I've gone with the former. If your players are older or more experienced, make the teams more even.
- The overloading team starts on the right side – these are the attackers, each with a ball at their feet.
- Defenders start on the left. Their aim is to protect the treasure.
- On your command, the attackers dribble towards the defenders. They must get past their opponents and kick the ball at a piece of treasure, aiming to knock it off the cone.
- If an attacker succeeds he picks his treasure up and carries it back to the other end of the playing area while dribbling his ball.
- If an attacker is tackled by a defender or allows his ball to go out of the playing area, he must go back to the starting point to try again. How long does it take for an attacking team to steal all the treasure?
- Now rotate players so that each gets a chance of stealing and defending the treasure.



*Defenders (on the left) protect the treasure from eight attackers*



*Attackers move in. Here, three manage to dislodge a piece of treasure*



*While successful attackers run around to restart, two defenders manage to tackle their opponents*

## Technique and tactics

- Attackers must keep the ball close and in control at all times.
- Players must dribble with their heads up so they can see where the defenders are.
- Tell attackers to try to push the ball past a defender, then explode past the man with pace.

## Advancing the game

- If the defenders find the game too easy, make the playing area bigger and/or decrease the number of defenders.

