

14- Points without limits

- This game is a first initiation by trying to work in opposition to the notion of exchange.
- Normally, if your "strike/catch" and "strike/continue" have been well worked on, the no-limit points will be very easy to set up from course 7.
- Your field organization will be the same as in "strike/catch" and "strike/continuous".
- No field boundaries will be placed. Keep your hoop in front of the student or the marker which will act as a target for the student to aim.
- The first student will start without juggling.
- The only rule in this game is to strike the ball in front of your friend.
- If the ball does not fall in front of the student, it will automatically be a point for the other student. (Obviously, the points will be counted with 15-30-40- game.)
- It will be very important for the student to take turns starting and this will allow for more balanced mini-parties for the students who are still having difficulty with juggling.
- To make it easier to keep score, if the students get to 40-40, you play without advantages and this will be consistent with your method of counting juggles from lesson 1.
- When a game is over, then the student will shake hands, go to the coach and change opponents.
- It will be very important not to emphasize winning or losing. The goal is really for the student to understand how it works, play several quick games and have fun regardless of the outcome.
- If you have an odd number of students, then it is very simple. You can use one student to referee a game. students love to be referees and this will allow you to circulate the fields and help the student. Because the games are so fast-paced, your rotations will work very well and the wait time will be minimal.
- Your goal will be to slowly decrease the number of juggles the student does. This way, every student can compete against each other while having different restrictions depending on their level.