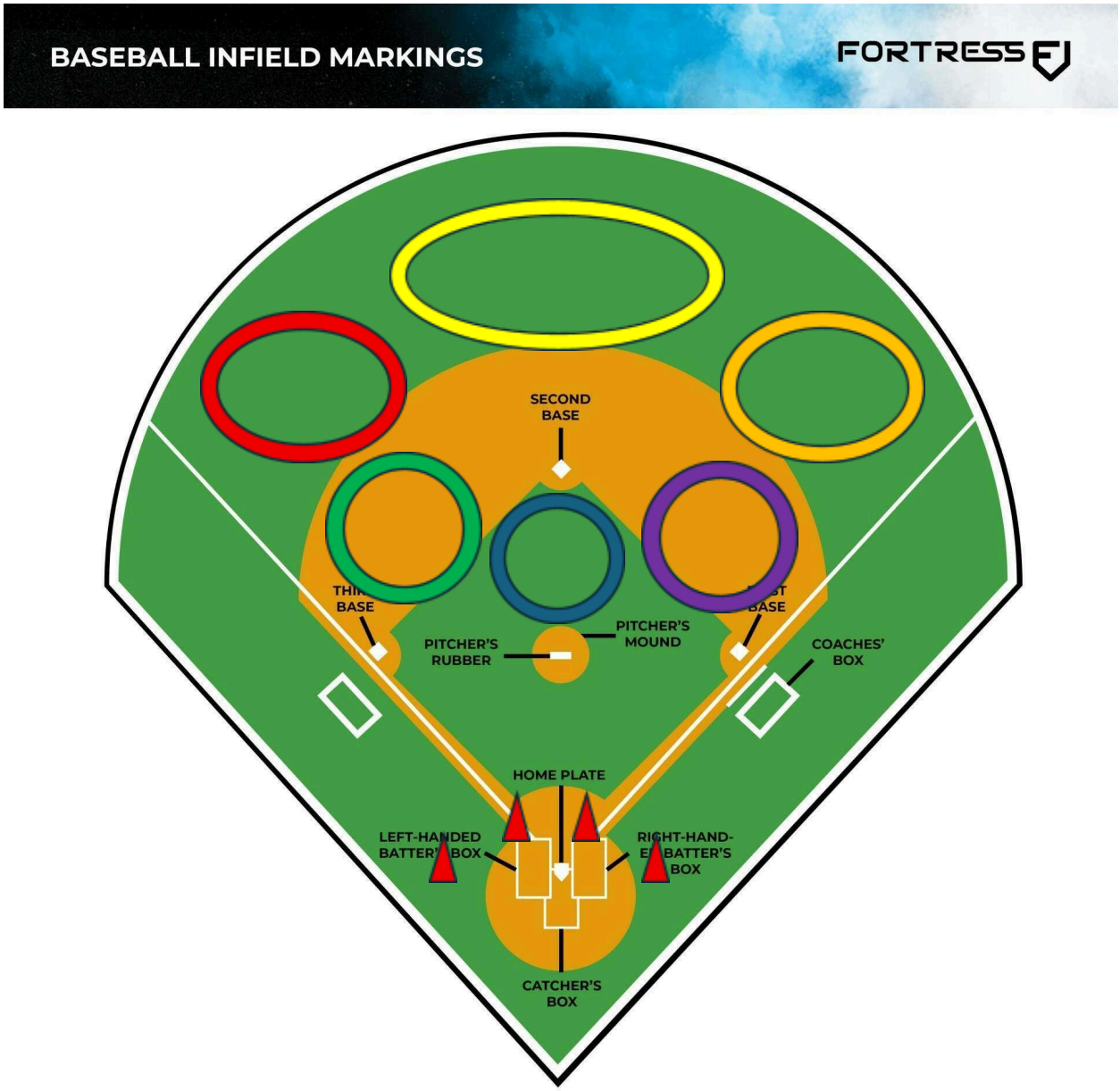
Target Practice

Purpose: Hitting and Aiming

Set Up:

- Create circles around the field to make target zones
- Set up tees in a semi circle around home plate
- Put a bucket of hulk smash balls with each tee. Each bucket should have only ONE color ball so you can easily track who hits what ball.



Execution:

- Round 1 – bases empty
    - With the bases empty, the kids should be aiming anywhere EXCEPT the purple circle.
        - Red – 5 points
        - Orange – 1 point
        - Yellow – 2 points
        - Green – 2 points
        - Blue – 2 points
        - Purple - -2 points (negative)
- Round 2 – runner on 1st
    - With a runner on 1st, hitting into blue would likely result in a double play. Aim anywhere EXCEPT blue.
        - Red – 5 points
        - Orange – 2 points
        - Yellow – 2 points
        - Green – 2 points
        - Blue - -2 points (negative)
        - Purple – 1 point
- Round 3 – runners on 1st and 2nd
    - With a runner on 1st and 2nd, you want to ensure your runners advance, avoid hitting the ball to GREEN.
        - Red – 2 points
        - Orange – 5 points
        - Yellow – 2 points

- Green - -2 points (negative)
- Blue – 1 point
- Purple – 2 points

Scorecard

	Round 1	Round 2	Round 3	Extra	Total
Team 1					
Team 2					
Team 3					
Team 4					

Scorecard

	Round 1	Round 2	Round 3	Extra	Total
Team 1					
Team 2					

Team 3					
Team 4					