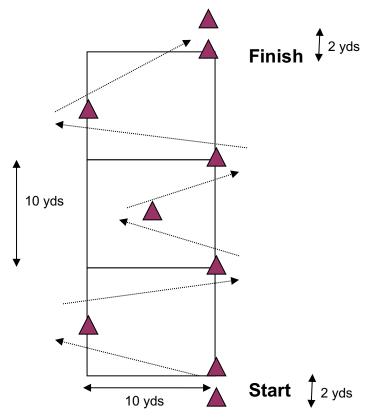
Dribbling and Control

Grid Area: 30 x 10 yards





Challenge: To control and dribble the ball as quickly as possible around the cones from

the start to the finish gates.

Start: Time starts when the player and ball goes through the starting gates.

Finish: Time ends when the player and ball goes through the finish gates.

Scoring: Time recorded.

Retesting: Player is allowed to retest ONCE. If he/she fails to run around any of the

cones or he/she falls, trips, or slips. If no score after retest, then no score is given. If there is no score after the 2^{nd} attempt, then no score is recorded