One team called *Warriors* pass a ball to other Warriors and try to tag an opposition called *Dragons*. If Dragons are tagged they become Warriors. When all the Dragons are caught the teams swap over.

**What to do**

**SETTING UP**
- Establish a playing area. A moat surrounds the playing area. A moat is not required in the pool version of the game.
- Two teams: Warriors and Dragons
- One medium sized ball
- Bibs for the dragons. In a pool use caps.

**PLAYING**
- Dragons can run but not into the moat because dragons can’t swim.
- In the pool game, Dragons can avoid being tagged by ducking under the water.
- Warriors are not allowed to step with the ball or throw it at a dragon.
- Warriors are not allowed to hold the ball for any longer than 3 seconds.

**Change it**
- **Team size** – uneven team sizes. More Warriors speeds up the game and makes it harder for Dragons.
- Vary type and size of ball, type of pass, size of playing area, safe zones, immediately pass the ball – ‘hot potato’, vary the locomotion.

**Safety**
- Tagging on the head is not permitted.
- Encourage players to call ‘mine’.
- Pool version – no holding or tagging under water.

**LEARNING INTENTION**
Successful play requires anticipation and evasion skills in defence or teamwork in attack. For related cards see *Base run*. 

> If a Warrior or Dragon has limited mobility all players must hop or jump.
> If necessary establish two adjacent safe zones. A Dragon can’t be tagged in a safe zone but must not stay in a safe zone for more than a specified time, e.g. 10 seconds.