

“The Korfball Trading Post Game”



Mission

Fun Club Training Session. Practise techniques, and great fun for the coaches.

Set-up:

Teams of 4-6, each with their own post and balls. Lots of cones needed. And 1-2 wooden benches, with chairs behind for the coaches. A camera would be good for recording the korf-raps etc...

Execution

1. Teams aim to complete set challenges to gain currency (cones). They 'buy' the challenge from the Korf-Shop (the benches with two coaches/injured players behind acting as shopkeepers) and, on completion, 'sell' it back, usually for more than they bought it for.
2. If there's 4 teams, each team can have a cone colour, with normal cones worth 1, flat cones worth 5 and gold flat cones worth 10 (any team can have gold cones).
3. The challenges range from fitness and techniques to pure fun. My challenges are in the 'Club Sessions' section. Use them, or use them as a template to create your own.
4. Give each team 0-1 cones to start, and only allow one member of each team (make them elect a captain) to approach the bench at the start of the game to avoid crowding. You can (and should) rescind this rule later.
5. Vary the buy and sell rates so some challenges are more 'worth it' than others. Deciding which to do is part of the game.
6. For some tasks, especially the fun ones, have a variable sell rate. You as the coach can judge how many cones the team's efforts deserve. Sometimes it might be less than they paid..

Tips:

This works well as an entire session, with a warm-up and the teams playing a half-hour round robin after the TPG. Assign values for goals/wins and add them to the TPG scores for overall winners.

Don't let people behind the bench, or take their own cones.

Don't put all the challenges out at once. I held half or more back and, twice part way through, released a batch with an announcement – keeps the game fresh. Insist teams return the challenges before you'll pay them, so they don't get lost.

Let them carry on til you sense the game is running out of excitement, announce '5 mins to go' and then end the game.

You'll need a helper, to run the shop and also so both of you can wander round ensuring teams aren't cheating/judging their efforts. Do walk round, and chat to the teams/give special offers/give and receive some chat. It's great fun.

Some challenges require co-operation between teams – if people don't figure this out, you may have to subtly tell them. But it's fun to watch them not realising. Alternatively, offer your assistance, for a price of course...

Similarly, teams are allowed to do multiple challenges, and not everyone in a team has to be doing each challenge. Don't tell them this, but if they don't figure it out wander round and encourage them to play to their strengths.

Give teams a time limit if they take a challenge where there's only one copy. Don't let them hog it.