

# CORNER SWITCH

**FIVE PLAYERS. FOUR CORNERS. FIND AN OPENING.**

**SETUP** Use one four-square court. Four players stand inside four different corner zones. A fifth player stands in the centre and calls SWITCH. All five race for four corners. Everyone else waits in one line. Equipment: One four-square court | Optional four cones

1

## FOUR ON CORNERS. ONE IN THE CENTRE.

Five active players compete for four corners.

2

## THE CENTRE PLAYER CALLS: SWITCH!

Nobody moves before the loud, clear cue.

3

## ALL FIVE MOVE. ONLY FOUR CORNERS.

The centre caller joins the race.

4

## CLAIM A DIFFERENT CORNER.

Returning home does not count.

5

## EYES UP. HANDS IN. NO CONTACT.

No pushing, blocking, diving or stopping centrally.

6

## TWO FEET INSIDE CLAIMS THE CORNER.

Controlled arrival beats reaching.

7

## SAME-TIME CORNER? ONE RPS ROUND.

One quick round settles a tie.

8

## LEFT OUT? BACK OF LINE. NEXT PLAYER CENTRE.

The waiting line decides who calls next.