

Mini Game: Land Mines

- Setup
 - 2-4 teams of 3-6 people. Will likely be limited by the number of cones you have. 1 disc per team.
 - Teams line up single file behind a cone, all teams are facing the same direction. The teams will have an equal number of cones laid out in front of them.
- Rules
 - The objective of the game is to collect all the cones in front of your team. Cones are collected by having one teammate standing on the cone out in the field (receiver) while the subsequent person in line (thrower) must successfully complete a pass to their teammate once the receiver is stationary on a cone.
 - If the disc is caught within one pivot range of the cone, then the receiver who caught the disc will pick up the cone and run back to the starting line with the disc.
 - If the disc is dropped or misplayed, then the receiver must go and pick up the disc and run it back to the line.
 - In either scenario, once someone throws the disc they must run out into the field and stand at another cone.
 - The first team to collect all their cones wins the game.
- Key Points
 - All throws should be going in one direction, from the throwing line out into the field of cones. However, in this drill it's acceptable to have the receiver throw the disc to the next person in line.
- Skills Being Developed: catching, throwing accuracy, game strategy
- Adjustments
 - To make the game harder, move the target cones further away and further apart.
 - You can also require the cones to be collected in a particular order or require specific throws/catches to increase difficulty.
 - To decrease difficulty, you can only require that the receiver touch the disc instead of catching it for a cone to be collected
 - If you have differentiated cones, you can play where certain ones are worth more points

Land Mines: Starting Positions

