

TARGET GAMES

LEVELS OF TACTICAL COMPLEXITY

Tactical Problems

Potential Solutions

Scoring

1

2

3

Close Proximity to Target

Aim

Placement

Spins/Turns

Avoiding Obstacles

Accuracy

Using Other Objects/Obstacles

Communication

Creating a Dynamic Reaction

Placement of Contact

Preventing Scoring

1

2

3

Defend Space

Take Outs

Guards

Getting Last Shot

Blank an End